The Last HUNDRED YARDS

Series Rules v2.1

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The Last HUNDRED YARDS

Series Rules

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Game Abbreviations

ABN – US Airborne
AEV – Armor Enfilade Value
AFV – Armored Fighting Vehicle
AG – Assault Guns
ATDRM – Anti-Tank Die Roll Modifier
ATV – Anti-Tank Value
AV – Armor Value
AVM – Assault Value Modifier
CDL – Casualty Differential Limit
DRM – Die Roll Modifier
DYO – Design Your Own Missions
EBE – Enemy Board Edge
EXC – Exception
FBE – Friendly Board Edge
FO – Forward Observer
FP – Fortified Positions
FT – Flamethrower
FV – Fighting Vehicles
HE – High Explosive
HT – Halftrack
IP – Improved Positions
LATW – Light Anti-Tank Weapon
LHY – Last Hundred Yards
LOS – Line of Sight
MDRM – Mortar Fire Die Roll Modifier
MFA – Mortar Fire Action
MG – Machine Gun
MOP – Mission Objective Points
MP(s) – Maneuver Points
MSR – Mission Special Rule
MV – Mortar Value
PP – Promotion Points
SADRM – Small Arms Fire Die Roll Modifier
SAV – Small Arms Value
SMK – Smoke
SPG – Self-Propelled Guns
TD – Tank Destroyer
TEM – Terrain Effects Modifier

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Introduction

There is, unfortunately, little historical narrative available today regarding the thousands of small-unit actions that occurred during World War II, except for the memories of those who were there. The *Last Hundred Yards* (or *LHY*) is an attempt to recreate these small engagements. The game introduces new and innovative systems to model small-unit behavior in combat. *LHY* seeks to simulate what it might have been like to command combat units at the platoon or company level. The game is purposely designed to deliver a brisk yet intense experience, one that forces many decisions upon you as a leader in an infantry company in World War II.

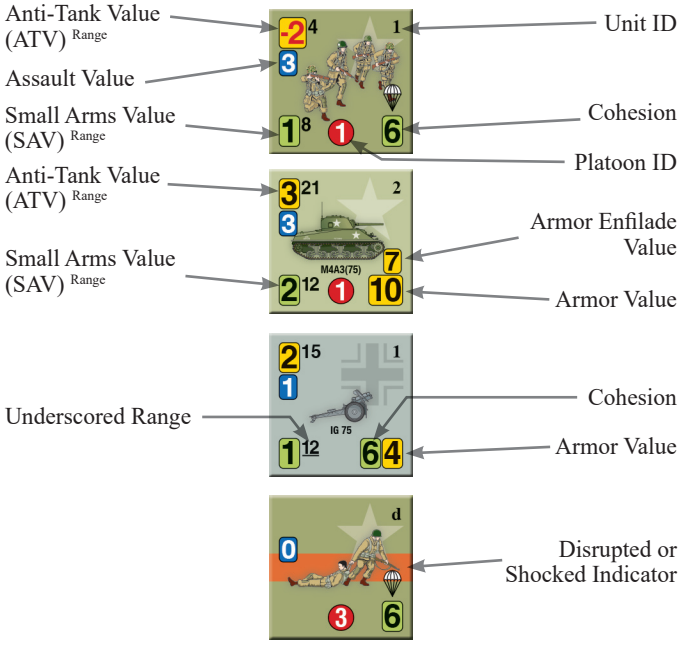
Using The Rules

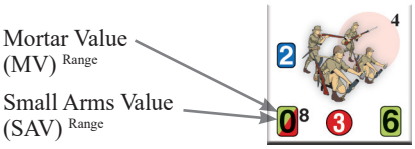
The Series Rule Book provides the rules necessary to play and enjoy the missions provided in any *LHY* series game module, as well as any Design Your Own (DYO) Missions players might create. Optional Rules are provided to enhance realism and encourage a more personal involvement in the game. *Rule Examples, Extended Examples of Play and the Unit Capability Table can be found in the Playbook. Do not infer or imagine more to a rule than is stated. When in doubt, interpret strictly.*

- *Key words and phrases, exceptions and examples are in italics.*
- **Important, commonly missed, and forgotten rules are shown in bold.**
- Designer notes and comments are in light-blue shaded boxes.
- All die rolls, except for the Landing Dispersal die roll which is d6 *[16.1.3a]*, in the game use a single d10 (a dr of 0 = 10).
- **Mission Special Rules (MSR) supersede any standard corresponding rules.**
- Changes and additions from the the prior Series Rules are in blue.

IMPORTANT: RED numbers appearing on unit counters, information markers, and Combat and Terrain Tables are **negative** die roll modifiers (DRMs), while BLACK numbers are positive die roll modifiers (DRMs).

Sample Units:





Unit Types & Background Colors:

General

Players conduct missions on geomorphic maps (sectors) overlaid with a hexagonal grid. The scale is 50 yards per hex, and time varies from two to five minutes per game turn. Units consist of infantry, machine gun sections, light anti-tank weapon sections, individual vehicles, and towed guns.

Components

1	Game Box
4	Double-sided geomorphic maps
1	Full-color Rules booklet
1	Full-color Playbook
5	Mission Cards (10 Missions)
4	Full-size counter sheets
1	Half-size counter sheet
2	Combat/Terrain Charts
1	Game Turn Track
4	10-sided dice (one of each color: black, yellow, green, and white)
2	6-sided dice (one red, one white)

Maps and Sectors

This *LHY* module contains one or more 11”x17” geomorphic sectors (synonymous with map boards used in other board games). The large white number in the lower right corner identifies each sector. In some missions and DYOs, sectors may be further divided — when folded — into two sub-sectors. When positioned with the section number in the player’s lower right corner, “a” would be the left half and “b” the right half. Each mission-engagement takes place on a map consisting of one or more sectors. All half-hexes along the map board edges are in play.

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1.0 Counter Definitions

1.1 Cohesion

Represents a unit's training, experience and combat effectiveness.

1.2 Armor Value (AV)

Represents a unit's defense strength against anti-tank fire through its frontal arc.

1.3 Armor Enfilade Value (AEV)

Represents an AFV's defense strength against anti-tank fire through its rear arc.

1.4 Assault Value

Represents the unit's fighting capability during an Assault.

1.5 Small Arms Value (SAV)

Represents a unit's ability to project firepower against soft targets and is the base small arms value to which range and other DRMs are applied. The SAV is applicable only when firing against enemy units with Cohesion.

1.6 Mortar Value (MV)

Represents the indirect fire capability of a mortar section or platoon, and is the *base* mortar value listed on the *Mortar Fire Action Table* for primary and secondary impact hexes.

1.7 Anti-Tank Value (ATV)

Represents a unit's ability to attack armored (or "hard") targets and is the *base* ATV to which range and other DRMs are applied. The ATV is applicable only when firing against vehicles, towed guns, or FPs.

1.8 Range

Measure of how far a weapon can effectively suppress or inflict casualties in the heat of battle. It appears as a superscript number immediately to the right of the SAV or ATV. The range listed on a counter is the maximum effective range, in hexes, for that weapon type.

1.8.1 Range for Small Arms and Anti-Tank Fire: The die roll modifier of small arms or anti-tank weapons normally decreases as the range to a target increases. Refer to the range DRM Segment within the *Small Arms* and the *Anti-Tank DRM Tables* for DRM effects at extended ranges. *[EXC: The underscored SAV range value noted on Self Propelled Guns (SPG) and towed guns indicates that a DRM is not applied due to range.]*

1.9 Company ID

The color of the circle behind the Platoon ID *[1.10]* defines the company of the unit. (The color descriptors of the various companies are shown below.)

ALLIED			
Company	**Infantry**	**Armor**	**SPG**
Able	Red	Red	Black
Baker	White	White	Green
Charlie	Blue	Blue	
Easy	Yellow	Yellow	
Fox	Green	Green	

AXIS			
Kp./Co.	**Infantry**	**Armor**	**SPG**
1	Red	Red	White
2	Black	Black	
3	Blue	Blue	

1.10 Platoon ID

This number designates the platoon number (1st, 2nd, or 3rd).

1.11 Unit ID

The small black number or "alpha letter" (infantry sections) located in the upper-right corner of most units is to distinguish them from other units.

2.0 Game Terms and Definitions

This section explains the terms and definitions used when playing *LHY*. It also provides example game counters to better understand the terms and definitions and consists of four parts: Glossary of Unit Types, Units, Information markers, and Unit Stacking.

2.1 Glossary of Unit Types

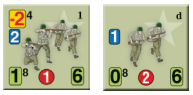
2.1.1 Combat: Includes infantry squads, infantry and MG sections, Towed Guns, Armored Fighting Vehicles (AFVs), Fighting Vehicles (FVs), Halftracks (HT), and Fortified Positions (FP).

2.1.2 Non-Combat: Includes Platoon Leaders, Light Anti-Tank Weapons (LATW), Flame Throwers (FT), and Trucks.

2.1.3 Non-Vehicular: Non-motorized units consisting of infantry, Towed Guns, MGs, Platoon Leaders, LATWs, FTs, and FPs.

2.1.4 Vehicular: Motorized units consisting of AFVs, FVs, and Carriers.

2.2 Units



2.2.1 Infantry: Infantry includes regular infantry, elite infantry (e.g., Airborne, Rangers, German SS), engineer, recon and Japanese Knee Mortar units *[11.4.10]*. A typical infantry squad consists of 10–12 men and a light machine gun (LMG). An infantry section consists of 5–6 men and possibly an LMG. Squads are two-step combat units and may be deployed (i.e., broken down) into two sections *[10.3.2]*. Infantry sections are single-step combat units.

2.2.2 Machine Gun (MG) Section: Includes a medium or heavy machine gun, typically mounted on a tripod with a crew of 4–5 men. MG sections are single-step combat units.

2.2.3 Towed Gun: Includes an anti-tank, anti-aircraft, or infantry gun with a crew of 8–12 men. Towed gun sections are single-step combat units.

2.2.4 Fortified Positions (FP): Stationary, multi-point defensive positions with interconnecting trenches, incorporating MG and/or Anti-Tank Gun and supporting units. FPs are combat units and count as two-steps for Assault Resolution *[14.0]* purposes, but only a single step for Casualty *[13.3.3]* and Target Density *[11.3.3k]* purposes. FPs with AT Guns may fire the Anti-Tank Gun and MG either together, or separately, once per game turn. At setup, FPs are oriented in their hex with the red arrow perpendicular to a single recorded hexside or vertex (their frontal arc) and have 180°

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field of fire, 360° for spotting. Once placed, their orientation may not be changed. ***Friendly units may conduct Small Arms Fire against enemy units in an Assault hex containing a friendly FP, provided there are no other friendly non-vehicular units in the hex [Exception to 11.3a].***

Fortified Positions:

a) may only fire, or receive fire, through their frontal arc.

b) are immune to Mortar Fire, Suppression from mortar and small arms fire, Overrun, Shock, Enfilade, Envelopment, and the Regrouping requirement. *[Other non-vehicular units in the hex would be subject to small arms and mortar fire, Enfilade, Suppression, and Regrouping but cannot be Overrun (10.4.5.2 a) or Enveloped (14.2 h)].*

c) are destroyed and replaced with an IP *[13.3.6]* when they suffer a Casualty or when forced to Retreat.

d) may fire, even when in a hex marked with an MDRM marker *[11.4.7]*.

e) may conduct a Vehicle Destruction Attempt during Assault Resolution.

f) are considered Cover Terrain for Concealment purposes *[4.3] and* provide the TEM equivalent of an IP to other non-vehicular units in the same hex.

2.2.5 Platoon Leader: Represents the platoon leader and a staff of 2–4 men (runners and a radioman). A Platoon Leader can assist in Reaction, Recovery, Mortar Fire, and Assault. Platoon Leaders are zero-step non-combat units.

2.2.6 Light Anti-Tank Weapon (LATW): Represents an anti-tank rifle or short-range tubular rocket launcher, such as a bazooka or Panzerschreck, typically with a crew of two. LATWs are used against vehicles, towed guns, and FPs. LATWs are zero-step non-combat units.

2.2.7 Flamethrower (FT): Assaulting Forces containing an undisrupted Flamethrower unit receive a positive Assault Value Modifier (AVM) in Assaults against certain types of Terrain *[see Assault Value Modifier Table]*. Each time the FT AVM is used it must conduct a Leader and FT Loss Check *[14.3.5]*. Flamethrower sections are zero-step non-combat units with a crew of two.

2.2.8 Armored Fighting Vehicle (AFV): Fully armored, motorized vehicles consisting primarily of tanks, self-propelled guns (i.e., tank destroyers, assault guns, and armored cars). AFVs are single-step combat units.

2.2.9 Fighting Vehicle (FV): Trucks or HTs with a main gun with an ATV ≥ 0. These units are noted by a white oval behind its Unit ID. FVs are single-step Combat units.

2.2.10 Carriers: Trucks, HTs and Jeeps are motorized vehicles used primarily for the transport of non-vehicular units. Tracked or Halftrack (HT) carriers are single-step combat units. Wheeled carriers, such as Trucks and Jeeps, are zero-step non-combat units.

2.3 Unit Stacking

A player may stack a maximum of three squads, two MG sections, two vehicles, one Towed Gun, one FP, and two non-vehicular non-combat units (e.g., Platoon Leaders, LATW, and FT units) in a single hex. Riders/Passengers *do count* toward the stacking limit. Two sections of infantry are equivalent to one squad for stacking purposes. Stacking is checked at the end of each Platoon Activation Cycle — the owning player eliminates any excess units.

3.0 Force Organization

The platoon is the primary fighting formation in *LHY*. An infantry platoon typically consists of a platoon leader, three or four squads, and any support units. An armored platoon typically consists of four to five AFVs.

3.1 Forces

The forces and parameters of each mission *[20.0 Mission Setup]* determine the specific units available to each player and their organization for *Activation* purposes.

3.2 Support Units

Support units do not have a platoon ID and are considered part of — and may only activate with — units of the activated infantry platoon they are stacked with, or closest to, at the *time of the platoon's Activation*. If a Support unit is equally distant from more than one platoon, it may activate with either. The parameters for each mission *[20.0]* determine the type and number of support units available to each player. There are three classifications of support units:

a) Towed Guns and FVs;

b) Heavy weapons (i.e., Mortars, MG, LATW and FT sections); and

c) FVs and Carriers (HTs and trucks).

4.0 Terrain

The type of terrain determines whether it provides cover, affects a unit's Maneuver, Fire, and/or LOS. The terrain effects are summarized on the Terrain Effects Table.

a) Open Terrain: Any hex devoid of forest, buildings, tree-lines or marsh. Open terrain does not provide cover or block LOS. *Small, incidental patches of vegetation appearing within otherwise open terrain hexes are considered inconsequential terrain and have no effect on play (e.g., individual trees, thin field boundary shrub-lines/fence rows (green boundary lines around fields and along roads), etc.).*

b) Cover Terrain: Any hex providing a Terrain Effect or Hull-Down Modifier to the defender *[EXC: Vehicles in forest hexes receive neither a Terrain Effect or Hull-Down Modifier [11.5.4j] but are considered to be in cover terrain for Concealment or Hidden purposes.]*

c) Blocking Terrain: Consists of Blocking Terrain hexes and features.

i. **Blocking Terrain Hexes** include forest and hill hexes *[4.2.2]*, and are treated as if they are filled by visual obstructions extending one or more levels above ground level.

ii. **Blocking Terrain Features** include buildings, walls, tree lines, and contours.

d) Level: The term used when determining the height-level of forest, hills and buildings, usually a simple numeral, such as "2" *[4.1.4]*.

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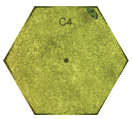
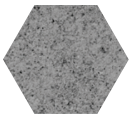
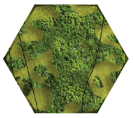
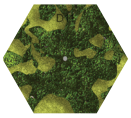
4.1 Terrain Types



4.1.1 Rural: Any hex with a light green background representing a grassy surface (e.g., meadows, fields, or steppes).



4.1.2 Urban: Any hex with dark gray roads and gray common areas representing a paved or cobblestone surface. (e.g., plazas, squares, alleyways, and market-places).

4.1.3 Forest: Forest are Blocking Terrain Hexes and includes Woods or Jungle (lighter green), Heavy Woods or Heavy Jungle (darker green). Forest hexes provide cover to defending non-vehicular units against Small Arms and Mortar Fire *[see Terrain Table for effects]*.

4.1.4 Hills: Hills are defined by ***bold*** contour lines. A hex is a hill hex if its center dot is within the boundaries of a bold contour line. Each bold contour line is marked with a number signifying its level (i.e., height). Each level is approximately 40 feet. The higher the number of a bold contour line, the higher the level. Hills provide cover for defending units when they receive fire from a lower level. In addition, units pay an additional MP cost when maneuvering uphill, but not if going downhill. For purposes of LOS, Hills are considered Blocking Terrain Hexes *[4c.i]* when the sighting/firing and defending units are on different levels *[4.2.2]* and Features (i.e., contours) when on the same level *[4.2.1]*. An MSR may call for the levels of some or all hills in a sector to be increased or decreased, usually by a multiplier.

Example: A mission may call for all level one hills to be increased to two levels and all level two hills to be increased to level four.

IMPORTANT: When on a hill, the levels of any forest or buildings in a hex are added to the level of the hill. The level of the Terrain Types is defined in the Terrain Effects Table.

Example: Woods on a level 2 hill would result in a total of three levels in the hex. A stone building on a level 1 hill would result in a total of two levels.

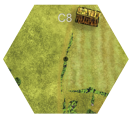
4.1.5 Contours: Contours are the spaces between contour lines *(whether bold or thin)*. The center dot in the contour of the spotting/firing hex, target hex, and intervening contours determine the elevation of the contours for LOS purposes. Contours increase in elevation in ascending order. Contours are Blocking Terrain Features and only affect LOS of units on the same numerical Level *[4.2.1]*; otherwise they have no effect on play.

4.1.6 Buildings: Buildings are Blocking Terrain Features. In cases where a hex contains more than one type of building, the TEM is based on the Building providing the greatest benefit to the defender. There are three types of buildings in *LHY*:

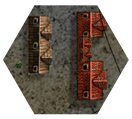
a) Rural Buildings: Freestanding structures in rural hexes consisting of:

i. Stone Buildings (gray): Stone cottages, villas, chateaus, and churches;

ii. Wooden Buildings (various shades of brown): farmhouses, cottages and barns;



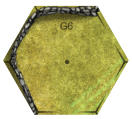
iii. Huts (yellow): Huts are Blocking Terrain Features and represent small buildings made of natural materials such as wood or grass. Huts, unlike other buildings, do not cast blind hexes. Units defending in hex containing a Hut receive cover against small arms fire, but not mortar fire or against assaults.



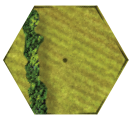
b) Urban Buildings: Freestanding or interconnected buildings (wood or stone) in urban and Urban Building Road hexes (e.g., apartments, commercial, and municipal buildings).

i. Non-vehicular units cannot enter two consecutive Urban Building hexes unless along a road or through an opening (e.g., alley or path) between buildings in an Urban Building hex from which the unit has a clear LOS to the center dot of the adjacent hex being entered. These openings are treated as open terrain when determining maneuver-point cost to enter.

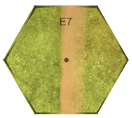
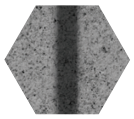
ii. Vehicles cannot enter or set up in Urban Buildings unless the hex contains an Urban Building Road *[4.1.9.2]*.



4.1.7 Wall Hexside: Wall hexsides are Blocking Terrain Features and provide cover from Small Arms *[11.3]* or Anti-Tank Fire *[11.5]* to units defending from behind an adjacent Wall hex side — regardless of the height of the Firing unit. If opposing units occupy hexes with a common wall-hexside, the side whose units arrived there first receive the TEM benefit *[EXC: Units in a building hex never receive the TEM for a wall]*.



4.1.8 Tree Line Hexside: Tree lines (i.e., a narrow strip of trees) are *Blocking Terrain Features* that are one level high and provide a TEM against Small Arms Fire through a Tree Line and Mortar Fire — regardless of the height of the firing unit. Amongst vehicles, only AFVs are allowed to Maneuver through a Tree Line and when doing so pay the MP cost for each Tree Line crossed. There is no MP cost for non-vehicular units to cross a Tree Line. If opposing units occupy hexes with a common tree-line hexside, the side whose units arrived there first receive the TEM benefit *[EXC: 4.1.9.1b]*.

4.1.9 Roads: All thoroughfares, whether passing through a rural or urban hex are roads. *[EXC: Small incidental trails, or tracks, are considered inconsequential terrain and have no effect on play.]* A non-vehicular unit *(excluding towed guns)* in a road hex is considered to be "in" the buildings, forest, or tree lines on either side of the road and not "out on" the road itself. A vehicle or towed gun in any road hex is always "on" the road itself.

a) A unit maneuvering along a road from one connecting road hex to another pays the road MP cost – ignoring MP cost of the other terrain in the hex. A unit entering a road hex from a non-road hex pays the cost of the other terrain in the hex.

b) The TEM of a hex containing a road is based on the other terrain in the hex.

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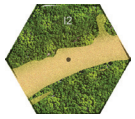
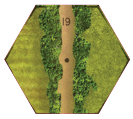
Roads in combination with other Terrain:

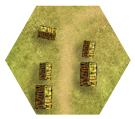



4.1.9.1 Forest/Tree-lined Road: A road or path through Forest hex or a road hex bordered by Tree Lines on both sides.

a) Amongst vehicles, only AFVs are allowed to enter or exit a Forest or Tree-lined road hex from a hex other than a connecting road hex.

b) A unit in a Tree-Lined Road hex receives a beneficial TEM against Mortar and Small Arms Fire.

4.1.9.2 Urban Building Road: Any urban hex containing a road and one or more urban buildings. Vehicles may only enter or exit an Urban Building Road hex to/from another connecting road hex or any adjacent hex to which they have a clear LOS.



4.1.9.3 Rural Building Road: Any road hex containing one or more rural buildings and a road.

4.1.9.4 Enclosed Road: Any road in a hex containing urban or rural buildings, forest, or tree lines on both sides *[Ex: 24.1.3 and 24.1.4]*. Fire and Observation is limited when traced along the same road, and the LOS does not touch one of the terrain features listed above *[4.2.1d]*:

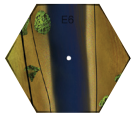
a) A unit may react if it observed, through one or more intervening Enclosed Road hexes, a vehicle or towed gun conduct an action within six hexes or any other unit within four hexes.

b) Fire actions are limited to two hexes from the firing unit if small arms fire, six hexes if anti-tank fire, when traced through one or more intervening Enclosed Road hexes.

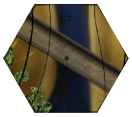
c) Observation for MFA request is limited to four hexes from the FO if traced through one or more intervening Enclosed Road hexes.

4.1.9.5 Road Bonus: Units receive one additional MP when they begin and end their Maneuver action in a road hex — provided that all hexes entered and exited during the Maneuver are interconnected road hexes. Road Bonus is not applicable if any of the road hexes *entered* is within two hexes of an enemy combat unit.

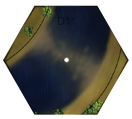
4.1.9.6 Paths: A narrow winding track or trail. A unit maneuvering along a Path from one connecting Path hex to another pays the Path MP cost – ignoring cost of the other terrain in the hex. A unit entering a Path hex from a non-Path hex pays the cost of the other terrain in the hex.



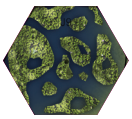
4.1.10 Rivers: River hexes are considered open terrain unless the River hex contains Forest. River hexes containing Forest are treated as Forest Hexes for purposes of LOS and Cover. Non-vehicular units must end their maneuver upon entering a river hex unless crossing at a Ford *[4.1.12]* or if Heroic. To exit to the opposite bank (i.e., to cross the river) each exiting non-vehicular unit must first make an exit die roll prior to its Maneuver attempt unless at a ford or bridge. The exiting player must indicate the exiting unit and the hex it is exiting into and make a die roll. The die roll is reduced by one for a single unit when assisted by its Platoon Leader. If the *modified* die roll is ≤ 6, the unit must exit and continue its maneuver *(the assisting Platoon Leader may also exit with it)*. A unit failing to exit is considered to have maneuvered, and thus may be subject to the Proximity Fire SADRM *[11.3.3c]*. *Exit die roll checks are not required when withdrawing, retreating, or Heroic — unless an MSR defines the river as impassable [10.3.1.1b. iii]*. Vehicles may enter or cross a river hex at bridges and fords only.



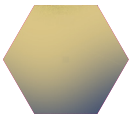
4.1.11 Bridge: A hex containing a bridge is considered open terrain and at the same level as the hexes on either end of the bridge. Units can only enter or exit a Bridge hex from a connecting bridge or road hex. Eligible units may Maneuver *under* a bridge, and when doing so are considered to be in a river hex.



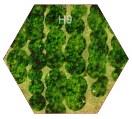
4.1.12 Ford: A hex containing a ford is considered open terrain and at the same level as the adjacent river hexes. It may be used by all units to cross a river.



4.1.13 Marsh: Marsh hexes are considered open terrain. Vehicular units cannot set up in or enter a marsh hex unless along a road. It costs non-vehicular units all their maneuver allowance to enter a marsh hex.



4.1.14 Beach: Open Terrain Hex.



4.1.15 Orchard/Palm Grove: These are Blocking Terrain hexes *(i.e., encompasses the whole hex)* for blind hex purposes. Intervening Orchard/Palm Grove hexes are treated as Hindrances *[4.2.4e]* when the firing and defending units are on the same level. Fire attacks are not allowed through more than one intervening Orchard/Palm Grove hex. An Orchard/Palm Grove hex is considered Cover Terrain for Concealment purposes *[4.3]*.

4.1.16 Improved Positions (IP): Represent hastily prepared defensive positions, such as foxholes and shallow trenches. Non-vehicular units receive a favorable TEM, or ATDRM if a Towed Gun, when defending in a hex containing an IP.

a) IPs do *not* block LOS, and there is no MP cost to enter or exit;

b) IPs are not removed from play when vacated or captured, they provide the same defensive benefit to the enemy player, if captured;

c) Vehicles do not benefit from IPs;

d) IPs are considered Cover Terrain *[4.3]*.

4.2 Line of Sight (LOS)

LOS may be blocked *[4.0c]* or hindered *[4.2.4]*, depending on the type of intervening terrain. LOS is traced from the center dot of the firing or spotting hex to the center dot of the target hex. The terrain of the hex occupied by the firing or the target unit has no effect on LOS *[EXC: 4.2.1f]*. Units may always fire into an adjacent hex, regardless of the terrain in the hex or hexside *[EXC: 4.2.1f]*. *Hindrances apply to all hexes involving Fire and LOS [4.2.4]*.

4.2.1 Units on the Same Level: LOS is blocked when both the firing/spotting and defending units are at the same level and the LOS *[Example: 24.1.1]:*

a) is traced through any part of a Blocking Terrain Hex (excluding its vertices or hexsides) and the level of the terrain in the hex is higher than the firing/spotting and defending unit *[EXC: 4.2.1d; 4.1.15]*;

b) is traced along hexsides where forest occur on both sides of the LOS — anywhere along the LOS *[see Playbook example 24.1.1 where LOS is blocked from C to D]*;

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c) intersects any part of the contour in an intervening hex which meets both of these conditions:
   i. the contour is equal to or higher than the higher unit; and
   ii. the contour encloses the center dot of an intervening hex and/or completely encloses an intervening hexside along which the LOS is traced.

d) intersects any part of the actual image of a Blocking Terrain Feature *[4.0c.ii]* or is traced along an Enclosed Road *[4.1.9.4]*, or River, and intersects any part of the actual image of a building, forest or tree line in an intervening hex.;

e) is traced through, or along, a wall or tree line hexside, unless the firing or defending unit is in a hex *adjacent* to the wall hexside or vertex;

f) *is traced to, or from, a vehicle or towed gun in an Urban Building Road hex and the LOS intersects a building feature within the same urban-road hex occupied by the vehicle or towed gun [Example 24.1.3]*;

g) is traced through more than two Orchard/Palm Grove hexes *[4.1.15]*.

4.2.2 Units on Different Levels: The LOS between a hex at a lower level and a higher one is blocked if the level of the intervening hex *[4.1.4]* is ≥ the higher-level hex *[See Example 24.1.2]*. Otherwise the Blind Hex Procedure is used to determine LOS when the firing/spotting and defending units are on different levels except in the following cases:

a) LOS is blocked along a Forest or Tree-Lined Road when the firing and defending units are on different levels;

b) LOS is blocked when traced to, or from, a vehicle or towed gun in an Urban Building Road hex and the LOS intersects a building feature within the same road hex occupied by the vehicle or towed gun.

4.2.3 Blind Hexes: Hexes that are not in LOS due to intervening terrain. Only intervening Forest, Tree Lines, Orchard/Palm Groves, Hills (levels), and Buildings cast blind hexes "behind them." Walls and hedgerows do not cast blind hexes. Blind hexes are reciprocal *(i.e., if I can't see you, you can't see me).*

Blind Hex Procedure:

1. Determine the level-difference (row) between the intervening terrain and the higher of the two (spotting/firing and target) hexes.
2. Determine the number of hexes from that higher hex to the intervening terrain (column).
3. Refer to the *Blind Hex Table* and cross-index the column corresponding to the number of hexes to the intervening terrain with the row corresponding to the level difference.
4. The result is the number of blind hexes *behind* the intervening hex. LOS *cannot be traced from or to* these blind hexes.

4.2.4 Hindrances: Includes MDRM and Smoke markers *[11.4.11]*, Orchards/Palm Groves *[4.1.15]* and in some cases vehicles *[4.2.4d]*. All hindrances are cumulative. Hindrances do not block Fire or LOS, but hinder them instead, as reflected by the corresponding Fire DRMs. Fire and LOS is hindered when:

a) passing into, out of, or through — but not over *[4.2.3]* — any part of a hex containing an MDRM or Smoke marker;

b) the line is traced along hexsides that divide MDRM or Smoke markers on one side of the LOS and a forest or hill hex on the other—*even if the hexsides of these hexes are not adjacent;*

c) the path is traced along hexsides on which MDRM or Smoke markers occur on both sides of the LOS. In this case the DRM is based on the hex with the greatest hindrance; or

d) passes through — but not over — any part of an intervening enclosed-road hex containing a vehicle *[4.1.9.4]*.

e) passes through an intervening Orchard/Palm Grove *[4.1.15]*.

4.3 Concealment

Concealment characterizes the situation in which the general location and type of a unit is known, but its specific location has not been determined. Only one Concealment marker is allowed in a hex. Concealed units are placed beneath the Concealment marker and unconcealed units on top. A player cannot inspect another player's units beneath a Concealment marker. However, the firing player may inquire, and the enemy player must declare, whether the concealed unit type in a hex consists of any AFVs, FPs, FVs, Carriers, Towed Guns, or other non-vehicular units, prior to the execution of their Fire attack. The enemy player is not required to identify the specific ordnance of unit(s). Once requested and answered, the firing player *must execute* at least one Fire attack, if possible.

Example: The German player has two Pz IVs and a squad in LOS of a woods hex containing concealed enemy units. Prior to executing a Fire Action, the German player inquires as to the type of units in the woods hex, in order to determine whether to conduct small arms or Anti-Tank Fire. The American player states that the hex contains two AFVs, one Towed Gun, and one non-vehicular unit. The German player decides to conduct an Anti-Tank Fire Action at the topmost AFV with one Pz IV, the Towed Gun with the other Pz IV, and a Small Arms Fire Action against the hex with the squad.

4.3.1 Concealment Loss: All units lose concealment when they Disrupt, Shock, Maneuver adjacent to, or enter, an enemy-occupied hex. A player may voluntarily remove any Concealment marker on his unit(s) at any time. In addition, units lose concealment in the following cases *[EXC: 4.3.1 is superseded by 17.2 for Night and Twilight game turns]*:

4.3.1.1 Non-Vehicular Units: Lose concealment immediately if

a) they Maneuver into, or Fire from, an open-terrain hex within eight hexes and in LOS of an enemy unit;

b) they Maneuver into a cover-terrain hex within three hexe*s (one hex for LATWs)* and LOS of an enemy unit;

c) they conduct Small Arms Fire from a cover-terrain hex in LOS and within two hexes *(four hexes if Anti-Tank Fire) [EXC: 20.9.2b]*;

d) the result of a Final Fire Resolution die roll is ≥ the Cohesion of the affected unit; or

e) they remain in the Assault hex at the end of Assault Resolution.

4.3.1.2 Vehicular Units: Vehicles, including any Riders/Passengers, lose concealment immediately when:

a) they Maneuver into, or Fire from, an open-terrain hex, or if in motion while in LOS of an enemy unit at any range;

b) they Maneuver into, or Fire from, a cover-terrain hex within eight hexes and in LOS of an enemy unit;

c) the result of a Final Fire Resolution die roll is equal to the AV of the affected unit; or

d) an enemy unit is in an adjacent hex.

4.3.2 Concealment Gain: Any unit that is *not* in LOS of an enemy unit during the Concealment Gain segment of the Clean-Up Phase may be marked Concealed, provided it is not disrupted, regrouping, or

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Heroic. (Note that a player would need to voluntarily reveal a Hidden unit in order to deny a Concealment Gain for an enemy unit in LOS of that Hidden unit.)

LHY introduces innovative concepts unique to most tactical games. It is strongly recommended that players follow the Sequence of Play and all Procedures very closely, until they are familiar with the system.

5.0 Sequence Of Play

I. Initiative Phase: Both players make a die roll. The player having the Initiative on the previous game turn applies their Initiative die roll modifier, if applicable, to the Initiative die roll *[each mission lists the Initiative die roll modifiers for each player.]* The player with the higher modified die roll wins the Initiative and becomes the active player. The losing player is the non-active player. In the case of ties, the Axis player wins the Initiative if the modified die roll is odd, while the Allied player wins the Initiative if the modified die roll is even. The Initiative marker is adjusted on the Game Tracks player-aid card to reflect the side that won the Initiative. A player *without* a Platoon Leader or an AFV in play at the end of the Initiative Phase — and *after* any Random Event results — automatically forfeits the Initiative to the other player. If *neither* player has a Platoon Leader or AFV in play, play proceeds to III. Fire Resolution Phase.

In all cases, if the *unmodified* Initiative die roll is 1 or 10, that player must consult the Random Event Table on the Game Tracks player aid *[18.0]*.

II. Activation Phase: The active player conducts Actions with units of friendly activated platoon(s) *[7.0]*, followed by both players conducting Reactions *[8.0]*. *Units of an activated platoon without a Platoon Leader in play are restricted in their Actions [13.3.4.2].* Once all platoon Activations and Reactions have been completed, play proceeds to the *Fire Resolution Phase.*

III. Fire Resolution Phase: Fire attacks are resolved in any order. Each DRM marker in play represents a single Fire attack. (Fire attack die rolls are based on the DRM markers in the hex at the *beginning* of the Fire Resolution Phase, even if players find an error was made when the DRM marker was originally placed.)

IV. Assault Resolution Phase: The active player determines the order in which assaults are resolved *[14.0]*.

V. Mortar Fire Adjustment Phase

1. Remove MDRM, Smoke, and Illumination markers.
2. Determine Mortar Recovery *[11.4.8]*.
3. Forward Observers (FOs) that elect not to extend, or are currently on their Final side, or in a hex *without* a friendly unit, are removed — along with the corresponding Primary Impact marker — and placed in the Mortar Support Pending Box on the Game Tracks player-aid card.
4. Conduct Mortar Fire Extensions *[11.4.9]*.

VI. Determine Time Lapse: The active player makes a die roll on the Time Lapse Table to determine the Time Lapse (in minutes) and adjusts the time on the Time Lapse Track accordingly.

VII. Clean Up Phase

1. Remove Overwatch and Motion markers from all vehicles that did not conduct an action during the game turn.
2. Place returning Platoon Leaders *[13.3.4.1]*.
3. Recombine squads *[10.3.3]*.
4. Conceal any units not in LOS of an enemy unit.
5. Reset counter orientation and record earned Promotion Points *[22.2]*.
6. Check whether the Mission Objective or Victory Conditions have been met.

6.0 Activation Phase

The *Activation Phase* consists of the active player (i.e., the player winning the Initiative) activating friendly platoons sequentially. Only the active player can activate platoons in any given game turn. Each platoon Activation is followed by alternating calls for Reaction by both players. Note that all Activations and Reactions during the Activation Phase are assumed to occur simultaneously, hence the results of any Fire attacks are not determined until *after* the Activation Phase is over *[Example: 24.2]*.

Platoon Activation Procedure

I. Company Selection: The active player selects a company. *(Companies with Heroic units must be selected first.)*

II. Platoon Activation Cycle

1. **Platoon Activation Segment:** The active player Activates a platoon from the selected company, or platoons if Coordination was won for that round *[7.1]*. Once the active player completes conducting Actions with units of the activated platoon(s), they call for Reaction from the non-active player. Units of the activated platoon:
   a) that are Heroic must be activated prior to those that are not;
   b) must conduct Mandatory Actions *[9.1.1]* if applicable;
   c) can Maneuver, Recover, or Fire at any enemy unit in their LOS. **Units that do not conduct Actions during the Platoon Activation Segment are limited to Reactions for the balance of the game turn.**
2. **Non-Active Player Reaction Segment:** The non-active player can, and in some cases must, React *[8.0]*. Heroic units must conduct actions first, before any MFA request or actions by other reacting units. Once finished with Reactions, the non-active player then calls for Reaction from the active player.
3. **Active Player Reaction Segment:** The active player can React *[8.0]*. Once finished with Reactions (or perhaps simply Passing) the active player then calls for Reaction (again) from the non-active player. Players continue to alternate calls for Reaction until both players Pass consecutively, ending all calls for Reaction for that Platoon Activation Cycle.
4. **Marker Adjustment Segment:**
   a) Remove red Motion markers and any Moved/Fire markers.
   b) Units marked with an Assault Arrow marker are placed in the assault hex — unless a Feint *[10.5.2.4]* is declared — and then an Assault Nationality marker (of the assaulting force) is placed on top of the units in the assault hex *[10.5.2.2]*.
   c) Check stacking limits *[2.3]*.

5. Repeat: Repeat Steps 1 through 4, until the last platoon of the selected company has been activated. (If the active player has one or more companies that have not yet been selected, select another company and return to step I.) *The active player must activate all*

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of their friendly platoons but is not required to conduct Actions with any units of an activated platoon (including platoons without a Leader; 13.3.4.2), except for Mandatory Actions [9.1.1]. A player is still obligated to call for Reaction, regardless of whether any units of the activated platoon conducted Actions. Once all the active player's companies have been selected and all platoons have been activated, the *Activation Phase* ends. Play then proceeds to the *Fire Resolution Phase.*

> The *Platoon Activation Cycle* is the heart of *LHY*. It is important to understand that only platoons as a whole, including any ad hoc units, are activated at any one time, and thus units of the activated platoon are then free to conduct eligible Actions. Units other than those of the activated platoon are limited to conducting Reactions only.

7.0 Activation

Activations are limited to the platoon(s) of the selected company by the active player. All units of an activated platoon *(i.e., units with the same platoon ID and any support units) [3.2],* and any ad hoc units *[7.2]*, may conduct Actions *(i.e., Maneuver, Fire or Recover)* for which they are eligible.

7.1 Coordination

Upon selecting a company, and before selecting the initial platoon for Activation, the active player may attempt a Coordinated Activation. To do so, the active player makes a die roll, applying a Coordination DRM if available, and refers to the *Coordination Table* on the Game Tracks player aid. If he fails his Coordination attempt, he may only activate his platoons one platoon at a time, in any order. If successful, he may activate two platoons simultaneously in a single activation during any portion of the Platoon Activation Segment and in doing so may choose one of the following combinations:

a) *Two* platoons of the *selected* infantry company or, *one* infantry platoon of the *selected* company and any *one* AFV or SPG platoon; or

b) *Two* platoons of the *selected* AFV or SPG company or, *one* AFV or SPG platoon of the *selected* company and any *one* infantry platoon.

7.2 Ad Hoc Unit Activation

An infantry platoon may be strengthened by the temporary addition of other units to activate with units of the activated platoon. This can happen during Mission Setup, or on the spur of the moment when an infantry platoon is activated. Ad hoc unit Activations are allowed under the following conditions:

a) A single infantry combat unit from a non-activated platoon of the same company, stacked with units of an activated infantry platoon, may activate with that activated platoon — unless the hex contains the Platoon Leader of the non-activated unit. *Only a single infantry squad or section per company may be activated in this way per game turn;*

b) In any given *Platoon Activation Segment*, units from a single AFV platoon may activate with units of one or more activated infantry platoons, provided those units are in the same hex with units of the activated infantry platoon(s) at the *beginning* of their Activation. *However, the reverse is not true: units of an infantry platoon cannot activate with units of an activated AFV platoon. AFVs carrying Riders may only be activated with the infantry platoon of the Riders.*

7.3 Units that Fail to Activate with their Platoon

Units with the same platoon ID *[EXC: 7.2]*, and their support units, that did not conduct Actions during their platoon's activation during Step One of the Platoon Activation Cycle *cannot* Activate later in the game turn, although they may always, of course, React.

8.0 Reaction

Reactions occur after a call for Reaction by either player. In Reaction, units of the reacting player may, and sometimes must *[9.1.2]*, conduct an Action *[9.0]*.

Example: The American player wins the Initiative and activates 1st Platoon, subsequently conducting a Maneuver Action with the 1st Squad, and a fire action with the 2nd squad, and then calls for Reaction from the German player (Note that the 1st platoon's 3rd squad did not conduct action during the Activation Segment and is therefore limited to reactions during a reaction segment later in the game turn). The German player can now React, but only with units that had LOS into a hex entered by the American 1st Squad and the hex fire the 2nd squad fired from. Although several units had or have LOS, the German player elects to react only with the 3rd MG Section and conducts a Fire Action against the American 1st Squad, and then calls for Reaction from the American player. Although the German player had other units that could have reacted to the Maneuver Action of the American 1st Squad, once Reaction was called for, the opportunity to react to the American 1st Squad for the balance of that game turn is forfeited.

8.1 Restrictions

a) Reacting units may only React to enemy Actions that *occurred in the platoon activation immediately prior to the enemy player's last call for Reaction [EXC: 8.3]. Reaction against units that conducted an Action prior to the current activation is NOT allowed.*

b) Reacting units cannot conduct Small Arms or Anti-Tank Fire against an enemy unit that did not conduct an Action.

c) Reactions to Mortar Fire Actions (MFA) or Random Events are not allowed.

d) Reaction is Limited along an Enclosed Road *[4.1.9.4]*.

8.2 Reactions to Enemy Actions

Any friendly unit that *observed* an enemy unit Maneuver or Recover *within* a hex, or Maneuver *into* a hex *(not from)*, or Fire from a hex, may React *[8.0]*.

8.3 Limited Reactions

Units that did not observe an enemy Action are more limited and may React after any enemy call for Reaction as follows:

a) Any Platoon Leader — as its *sole action* for that game turn — may Maneuver or Recover and/or direct units of the same platoon (including any ad hoc units) to Maneuver or Recover, if at the beginning of their Reaction those units are:

   i. stacked with their Platoon Leader, regardless of terrain; or

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ii. stacked with, or adjacent to, their Platoon Leader and all units (including the Platoon Leader) are in either Open, Orchard/Palm Grove, or connecting Road or Path hexes.

b) Any eligible unit can request an MFA *[11.4.4.1]* and/or Illumination *[17.4]*;

c) Any non-vehicular unit(s), excluding Towed Guns and FPs, can attempt to Withdraw *[10.3.]*. To withdraw, the controlling player specifies the withdrawing units and makes a single die roll *(A die roll is not required when withdrawing from an impact hex)*. This die roll is compared to the withdrawing unit with the best Cohesion *[-1 to the die roll if Elite (15.1) or assisted by its platoon leader (12.1.2)]*. If the die roll is ≤ to the unit's Cohesion, the units may withdraw. Otherwise, they remain in their current hex and are marked as having conducted an Action;

d) Vehicles in motion can conduct eligible Maneuver Actions *[10.4]*;

e) Stationary vehicles may either Recover, if Shocked, *[12.7]* or go into motion within their current hex;

f) LATW sections can Fire, Maneuver, or Maneuver & Fire *[11.5.2]*;

g) Any non-vehicular unit may mount or dismount;

h) Eligible units can reinforce an adjacent Hex Under Assault;

i) Elite units not in LOS of an enemy unit may attempt Recovery.

9.0 Actions

Units conduct Actions as the result of either a platoon Activation or Reaction. Actions include Maneuver, Fire, and Recovery. **Each unit is limited to a single Action per game turn *[2.2.4 FPs and 12.5 Rally]*, regardless of whether that action comes because of an Activation or Reaction.**

Although not required, Action markers may be used to identify which of a player's units conducted Actions, and the type of Action conducted, during a player's Activation or Reaction. When used, each player places one of their Action markers *(depending on the Action taken, i.e., Fire, Maneuver, or Recover)* in the hex they Fired from, Recovered in, or entered. Each player removes their Action markers at the end of the *opposing* player's Reaction or, at the end of the *Platoon Activation Cycle*. In addition, the Fire-Action side may be used to indicate the hexside or vertex through which a unit Fired. *(Suggestion: Mark units as having completed an Action by simply turning the counter 90°.)*

9.1 Mandatory Actions

9.1.1 Active Player: The active player *must* conduct an Action with units of an *activated platoon* during Step 1 of the *Platoon Activation Cycle* when those units are:

a) Heroic *[12.6]* or Shocked *[12.7]*;

b) Disrupted *[13.3.2]* or Regrouping *[14.3.6]*, and in LOS of an enemy unit;

c) Vehicles in motion *[10.4.1b]*; or

d) Vehicles in range and LOS of an unconcealed enemy unit capable of conducting Anti-Tank Fire.

9.1.2 Non-Active Player: In Reaction, units of the non-active player must conduct an Action when:

a) Disrupted *[13.3.2]* or Regrouping *[14.3.6]*, and in LOS of units of the Active player's *last activated platoon*; or

b) Heroic *[12.6]* or Shocked *[12.7]* — *and* must do so during the *first non-active player's Reaction Segment of the game turn.*

10.0 Maneuver Actions

Units conduct *Maneuver Actions*, expending some or all their allotted Maneuver Allowance *[10.1]*, expressed in Maneuver Points (MP), to enter each hex *[EXC: 10.3.1, 12.6]*. In addition, *LHY* includes other distinct Maneuver Actions such as Assault, Deploy, Withdrawal, Envelopment, Overrun, Halt & Fire, and Shoot & Scoot, which provide players various tactical options. *(Refer to the Terrain Effects Table for the MP cost for each terrain type.)*

a) A unit may not enter a hex unless it has the MPs necessary to do so *[EXC: 10.1.1a, 10.1.2a]*.

b) A *Non-Vehicular* unit may not enter an enemy occupied hex unless conducting or reinforcing an Assault *[10.5.1]*.

c) Towed Guns cannot Maneuver unless transported by a Carrier unit.

10.1 Maneuver Allowance

A unit's Maneuver Allowance depends on the type of unit, whether Day or Night *[17.1]* and whether the Maneuver is the result of an Activation or Reaction. The *Activation* Maneuver Allowance applies to units of the activated platoon that Maneuver during the *Platoon Activation Segment*. The *Reaction* Maneuver Allowance applies to Maneuvers of Reacting units during a *Reaction Segment*.

10.1.1 Activation Maneuver Allowance

a) Non-Vehicular units when activated are allowed three MPs and can always maneuver at least two hexes regardless of the maneuver-point cost *[EXC 4.1.6b i]*.

b) AFVs and HTs are allowed five MPs; Trucks and FVs are allowed six MPs. All vehicles are limited to three MP in Reverse *[10.4.4]*.

10.1.2 Reaction Maneuver Allowance

a) Non-vehicular units when reacting are allowed two MPs and can always maneuver at least one hex regardless of the maneuver-point cost *[EXC: Japanese units that meet the conditions of 8.3a may always maneuver at least two hexes]*.

b) Vehicular units are allowed four MPs but are limited to three MP in Reverse *[10.4.4]*.

10.2 Exiting the Map

Friendly (FBE) and enemy board-edges (EBE) are generally labeled on each mission's map or defined in the mission itself. Any unit may exit the map from any hex on any board-edge other than the EBE, either as a result of a Maneuver (including Withdraw) or Retreat. Once exited, units cannot return to play.

a) Combat units must immediately make a die roll upon exiting the map from any hex other than a hex along an FBE. If the result is > 7, the exiting unit(s) suffers Casualties and the Casualty marker is adjusted accordingly on the Casualty Track. There is no die roll required when exiting the FBE.

b) Combat units marked with one or more Fire Attack DRM markers at the time they exit the map immediately suffer those Fire Attacks and any consequent Cohesion Checks and Casualties. The Casualty marker is adjusted on the Casualty Track accordingly when an existing unit suffers a Casualty. (This is in *addition* to any losses incurred in case "a" above).

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10.3 Non-Vehicular Maneuver Actions

10.3.1 Withdrawal: This Maneuver Action allows *non-vehicular* units to conduct an orderly disengagement from the enemy. Units may Withdraw as part of a platoon's Activation or in Reaction. Units do not expend Maneuver Points to Withdraw, but instead can Withdrawal, removing any Regrouping markers, *one to four hexes [EXC: 10.3.1d]*. Also, some or all units in a hex may Withdraw individually or as a stack. Withdrawing units:

a) cannot enter an enemy-occupied hex or a primary impact hex, but can enter a secondary impact hex *[11.4.7]*;

b) may exit any primary or secondary impact hex, but will suffer the Mortar Fire Attack upon exiting *[11.4.7]*;

c) cannot withdraw from an assault hex *[10.5.3.1]* but may attempt to Withdraw when under Assault *[10.5.3.2]*.

d) Withdrawals during Night, in or through one or more River, Marsh, Jungle or Urban Building hexes are limited to three hexes.

10.3.1.1 Withdrawal Priority: In general, withdrawing units must withdraw toward their FBE *[EXC: 16.1.7]*. When doing so, they have one of two options depending on the orientation of the hexes within the sector towards the FBE. A Withdrawing unit is subject to the following priority for *each* hex entered during the Withdrawal *[Example 24.3]*.

a) When the hexsides are parallel to the FBE *[Example: 24.3.1]*:

   i. a hex toward the FBE and not adjacent to an enemy combat unit;

   ii. a hex toward the FBE adjacent to enemy combat unit *[10.3.1.2]*;

   iii. when adjacent to a map edge, or impassable terrain, may withdraw off or along the map edge or along Impassable terrain — provided each hex entered is further away from its original hex *[10.2]*;

   iv. when withdrawing along an impassable river must Maneuver to, and attempt to cross, at a ford or bridge if possible.

b) When the hexsides are not parallel to the FBE *[Example: 24.3.2]*:

   i. a hex toward the FBE, or laterally *(consecutive lateral hexes are not allowed)*, provided the hex is *not* adjacent to an enemy combat unit;

   ii. a hex toward the FBE or laterally *(consecutive lateral hexes are not allowed),* adjacent to an enemy combat unit *[10.3.1.2]*;

   iii. when adjacent to a map edge, or impassable terrain, may retreat off or along the map edge or along Impassable terrain — provided each hex entered is further away from its original hex *[10.2]*;

   iv. when Withdrawing along an impassable river, must Maneuver to and attempt to cross at a ford or bridge, if possible.

Units unable to meet any of the above conditions for Withdrawal cannot Withdraw.

10.3.1.2 Withdrawing Adjacent to an Enemy Combat Unit: If at any time during Withdrawal an *undisrupted* friendly non-vehicular unit moves adjacent to an enemy-occupied hex containing an undisrupted, or non-shocked enemy combat unit, the Withdrawing unit is marked with a Regrouping marker *[14.3.6]* at the end of its Withdrawal *unless*:

a) The enemy-occupied hex is a Primary Impact hex, or contains an Assault Arrow or a Nationality marker; or

b) The hex entered contains an undisrupted non-vehicular unit or an non-shocked, friendly combat unit.

10.3.2 Deploying Squads: A special Maneuver Action allowing a player to Deploy an infantry squad into two sections at any time during the *Platoon Activation* or *Reaction Segment*. Each Deployed section may Maneuver, Fire *[10.3.2c]*, or conduct no action at all. There is no MP cost to deploy.

Restrictions:

a) Units that are Disrupted, and Japanese Knee Mortar squads, may not deploy.

b) Deployment is limited to one squad per infantry platoon.

c) Only one of the two sections is allowed to conduct a Fire Action at the moment of Deployment.

d) Sections that do not conduct an Action at the time of Deployment are limited to Reactions for the balance of the game turn *[7.3]*.

To Deploy: Remove the deploying squad counter from play and replace it with two randomly selected sections, *not currently in play*, from the same platoon. (Not all the SAVs of the sections are necessarily going to be the same, depending upon a nation's tactical doctrine. If this is the case, the player selects one section of each SAV value, at random).

Example: For a German platoon, two sections have an SAV of 1, and two sections have an SAV of 0. In this case, the player would select one of each, at random.

10.3.3 Recombining Squads: Any time two sections of the same platoon are in the same hex during Step 3 of the Clean Up Phase, they may recombine into a squad — selected at random — from squads of the same platoon of a players force not in play. Two disrupted sections may recombine into a single disrupted squad. If one of the two sections is disrupted, a Recovery die roll is made and compared to the Cohesion of the non-disrupted section. If the die roll is ≤ to this section's Cohesion, the two sections are replaced with a non-disrupted squad, otherwise they are replaced with a Disrupted squad. Concealment is only retained if *both* sections were Concealed prior to Recombining. If Japanese, two reduced squads, or one reduced squad and one deployed section of the same platoon, may re-combine.

10.4 Vehicular Maneuver Actions

A vehicle may conduct some Maneuver actions in conjunction with other units. Players should refer to the *Vehicle Maneuver Matrix* in the *LHY Series Rules* for eligible combinations.

10.4.1 Vehicular Motion: For the most part, vehicles Maneuver just like other units. However, because of its faster rate of travel, a vehicle is always regarded as either "in (continuing) motion" or "stationary." A Motion marker indicates a vehicle's Maneuver status as either currently stopped or in motion. It costs 1 MP to go into motion, and 0 MP to stop. A vehicle may not go into motion and then stop, or stop and then go into motion, in the same game turn. A vehicle *may not Fire* while marked with a Motion marker — *unless* conducting Shoot & Scoot *[10.4.2]* or Halt & Fire *[10.4.3]* Actions.

Summary of Vehicle Motion Options:

a) A *stationary* vehicle conducting a Maneuver Action, whether as a result of an Activation or Reaction, is immediately marked with a green Motion marker at the beginning of its maneuver.

b) A vehicle that begins its maneuver in *motion* may conduct any one of the following Actions:

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i. Maneuver into a different hex (maintaining its green Motion marker).

ii. Either stop in its current hex, or Maneuver into a different hex and stop. (In either case, the green Motion marker is replaced with a red Motion marker.)

iii. **Overwatch:** A special case in which the Active player has a vehicle in motion that must conduct a Mandatory Action as a result of a Platoon Activation. Overwatch allows the vehicle to stop in its current or adjacent hex and maintain its ability to Fire but in Reaction only. When a vehicle enters Overwatch, its motion marker is immediately removed and the vehicle is marked with an Overwatch marker. An Overwatch marker is removed when the vehicle either conducts Reaction Fire or during Step 1 of the *Clean-Up Phase.*

10.4.2 Shoot & Scoot: A special Maneuver Action allowing a stationary vehicle to Fire and go into motion while remaining in its current hex, or Fire and go into motion and Maneuver into an adjacent hex. *[Example: 24.5]*.

a) any fire from a vehicle conducting a Shoot & Scoot Action in combination with an Assault Action is limited to Anti-Tank Fire.

b) A vehicle conducting a Shoot & Scoot Action suffers detrimental DRMs when firing *[11.5.4 d, e, and f]*.

10.4.3 Halt & Fire: A special Maneuver Action allowing a vehicle in Motion to Halt and Fire while remaining in its current hex, or Maneuver into an adjacent hex and then Halt and Fire (provided the hex entered is in LOS of its target). A vehicle conducting a Halt & Fire Action suffers detrimental DRMs when firing *[Ex: 24.5]*.

a) any fire from a vehicle conducting a Halt & Fire Action in combination with an Assault Action is limited to Anti-Tank Fire.

b) A vehicle conducting a Halt & Fire Action suffers detrimental DRMs when firing *[11.5.4 d, e, and f]*.

10.4.4 Reverse Maneuver: A Maneuver Action in which a vehicle Maneuvers in reverse, in which case it is understood to back into each hex *(this Maneuver Action is typically used by AFVs to avoid anticipated enfilade Fire)*. A player must announce a Reverse Maneuver at the beginning of a vehicle's Activation or Reaction. Vehicles cannot combine forward and Reverse Maneuvers, nor can they Bypass or Overrun, during a Reverse Maneuver.

10.4.5 Maneuvering Through an Enemy Occupied Hex: Vehicles in some cases are allowed to maneuver through an enemy occupied hex either to Bypass or Overrun. Bypass or Overrun is not allowed in a hex containing an Assault Nationality marker.

10.4.5.1 Bypass: Allows any vehicle to Maneuver through an enemy occupied hex in an attempt to avoid combat. AFVs can always Bypass. *All other vehicles, as a last resort, may Bypass provided there are no other eligible hexes the Bypassing vehicle can enter.* There is no additional MP cost to Bypass.

Procedure:

1. The Bypassing player declares the Bypassing unit(s) in the hex being Bypassed.
2. Each Bypassing vehicle (or stack of vehicles) Maneuvers into the Bypass hex and temporarily halts.
3. Each undisrupted/non-shocked enemy unit in the Bypass hex may immediately conduct Anti-Tank Reaction Fire *(if capable)* against a single bypassing vehicle or Small Arms Reaction Fire against any Riders *[Split Fire is not allowed]*.
4. Once the Bypass Reaction Fire is completed, the Bypassing vehicle(s) must exit the hex and complete their Maneuver.

10.4.5.2 Overrun: Vehicles with an SAV or ATV may overrun an enemy occupied hex provided the hex is an open terrain hex. *[EXC: an AFV may overrun any enemy unit in an Enclosed Road hex provided it enters and exits the overrun hex along the road]*. Vehicles are limited to a single Overrun per game turn and cannot Overrun the same hex twice. In addition, a hex cannot be Overrun more than once per game turn *[Example: 24.4]*.

Restrictions:

a) Hexes containing an FP or AFV cannot be Overrun.

b) FVs and HTs cannot Overrun a hex containing a Towed Gun, FV, or HT.

c) AFVs carrying Riders or HTs transporting Towed Guns cannot Overrun.

10.4.5.3 Overrun Procedure:

1. The Overrunning player declares the Overrunning units and the hex, or unit, being Overrun. If two vehicles are Overrunning together, they must occupy the same hex at the beginning of their Action.
2. Each Overrunning vehicle (or stack of vehicles) Maneuvers into the Overrun hex, expends 2 MP (1 MP for the hex and 1 for the overrun), and temporarily halts.
3. Enemy vehicles in the hex being Overrun may immediately Maneuver to avoid the Overrun, but in doing so cannot *Shoot & Scoot, Halt & Fire, Overrun, Load or Unload, or enter into Overwatch*.
4. **Overrun Fire:** Each *overrunning* vehicle is limited to one of the following Fire Actions:
   a) **Small Arms Fire:** a SADRM marker equal to the SAV of the Overrunning vehicle — less any TEMs — is placed in the Overrun hex. *[EXC: If the Overrunning vehicle is a HT carrying an infantry unit with a SADRM ≥ 1, a **2** SADRM marker (less applicable SADRMs) is placed in the Overrun hex]; or*
   b) **Anti-Tank Fire:** An unmodified **2** ATDRM marker is placed on a single Towed Gun or vehicle in the Overrun hex if the Overrunning vehicle is an AFV with an ATV ≥ 0.
5. **Overrun Reaction Fire:** Occurs immediately and is limited to fire from units in Overrun hex against the Overrunning vehicle. If the Overrunning vehicle is an:
   a) **AFV:** Each unit in the Overrun hex with an ATV ≥ 0, that have yet to conduct an Action, *must* conduct Anti-Tank Fire against single AFV *[Split Fire is not allowed]*; or if the Overrun hex does not contain a unit with an ATV ≥ 0, but does contain a squad, a single squad as its sole action for that game turn may attempt to Shock a single AFV. The defending player makes a die roll. If the unmodified die roll = 10, the AFV is Shocked *(Destroyed if the squad is German after 9/43)*.
   b) **FV or HT:** Non-vehicular units in the Overrun hex with an ATV may conduct Anti-Tank Fire against a single FV or HT.
6. Once Overrun Reaction Fire is completed, the Overrunning vehicle(s), unless Destroyed or Shocked *[10.4.5.3 Step b. ii]*, must exit the Overrun hex and complete their Maneuver.

10.4.5.4 AFVs Shocked or Destroyed During Bypass or Overrun: Shocked AFVs, or Riders that are forced to dismount [10.4.6.c], in a Bypass or Overrun hex are considered in an Assault. The hex is marked with the Assault Nationality marker of the units being Bypassed or Overrun.

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10.4.6 Transport: AFV and Carrier units may Transport non-vehicular units. Carrier units can Transport Passengers or Towed Guns, while AFVs can Transport Riders only. To load, Transport, and unload Riders/Passengers during a *Platoon Activation Segment* requires an Infantry Platoon Activation. There is no restriction on loading, transporting, or unloading during a *Reaction Segment*. If a Transporting vehicle is Destroyed, any units being Transported, on, in, or by it, suffer Collateral Damage *[13.3.7]*.

10.4.6.1 Transport Capacity Limits: AFVs and HTs may transport a maximum of two steps of non-vehicular combat units, one platoon leader, and one LATW. Trucks may transport a maximum of three steps of non-vehicular combat units, one platoon leader, and one LATW or FT. Jeeps may transport a single step non-vehicular combat unit and one platoon leader or LATW. For transportation of Towed Guns, see *10.4.6.3*.

10.4.6.2 The Loading and Unloading of Riders/Passengers: A vehicle may load or unload Riders/Passengers as part of its Maneuver at no additional MP cost, while it costs the Riders/Passengers their entire Maneuver Allowance to mount or dismount. (For Reaction Fire purposes: Riders, Passengers, and Towed Guns are considered mounted or dismounted *at the moment announced* and are immediately placed on top of the transporting vehicle if mounted, or underneath the vehicle if dismounted.)

a) Riders/Passengers may not mount and dismount in the same game turn.
b) Disrupted units may not mount.
c) All Riders must dismount in their current hex if the AFV they are riding on Fires, is Shocked, or if any *one* of an AFV's Riders becomes Disrupted or suffers a Casualty.
d) Transported units cannot ever *voluntarily* mount or dismount in — or adjacent to — a hex occupied by an enemy unit. In situations when forced to dismount in, or adjacent to, a hex occupied by an enemy unit, the dismounted units Disrupt (unless already Disrupted) *[10.4.6.2c; 13.3.7a] [EXC: If Japanese, all dismounted units are marked with a Regrouping marker instead]*.

10.4.6.2.1 Loading Riders/Passengers: Riders/Passengers must occupy the same hex (or an *adjacent* forest or urban-building hex) as the transporting vehicle. The transporting vehicle must be stationary (i.e., no motion marker) at the time of loading. A vehicle can load in combination with either a Fire or Maneuver Action *[EXC: 10.4.6.2d]*. *[Example: a stationary AFV could Fire, load, and go into motion in its current hex, or Maneuver into an adjacent hex.]*

10.4.6.2.2 Unloading Riders/Passengers: A transporting vehicle must be stationary *(i.e., no Motion marker)*, or stop if in Motion, to unload and may do so in combination with a Maneuver Action *[EXC: 10.4.6.2d]*. *[Example: an in-motion AFV could halt, unload, and fire.]*

10.4.6.3 Transporting Towed Guns: Towed Guns that have not fired, may either mount, maneuver *(by Carrier)*, or dismount as the sole Action of both the Towed Gun and its Carrier. Like with Riders/Passengers, a player must announce when mounting or dismounting a Towed Gun. A mounted Towed Gun is placed on top of its Carrier when mounted, or underneath the carrier if dismounting into the same hex. *For simplification of play, trucks are inherent to Towed Guns and are only placed on the board the moment they mount and are removed the moment they dismount. Inherent trucks cannot be used to transport Passengers.* A Towed Gun:

a) May *mount* if in the same hex with a Carrier, or in a forest, tree-lined road, or urban-building hex adjacent to a Carrier; or
b) once mounted, its Carrier may Maneuver; or
c) may dismount in the hex with its Carrier, or in an adjacent forest, tree-lined road, or urban-building hex.

10.5 Assaults

Assault are Maneuver Actions representing the final closing with the enemy in an attempt to drive them from their position; in essence, this is the last hundred yards.

10.5.1 Conducting Assaults: An Assault occurs when eligible friendly units (i.e., the Assaulting units) enter an enemy occupied hex (i.e., the Assault Hex). Assaults can occur in either a Platoon Activation or Reaction Segment. [Examples: 24.9]

The following units, unless Disrupted, Regrouping, or Shocked, may Assault or Reinforce an enemy occupied hex:

a) Infantry;
b) AFVs, provided they are not carrying Riders;
c) Platoon Leaders, LATW, and FTs, provided they enter with a friendly infantry unit or there is a friendly combat unit of the same platoon in the Assault hex at the time of entry; or
d) FVs and HTs, provided they enter with a friendly infantry unit *(mounted or dismounted)* or AFV, or there is a friendly combat unit in the Assault hex at the time of entry *[EXC: FVs and HTs cannot enter an Assault hex containing an enemy AFV or Towed Gun]*.

10.5.2 Assault Procedures: The procedure for conducting Assaults varies depending on the type of units conducting the Assault and the hex they occupy at the beginning of their Assault.

10.5.2.1 Assaults from an Adjacent Hex: The following procedure is applicable to all eligible units *[10.5.1] adjacent* to an enemy-occupied hex at the *beginning* of their Action:

1. The Assaulting player declares the Assaulting units and the hex being Assaulted, and immediately places the Assaulting units in the same hex with the enemy units.
2. An Assault Nationality marker indicating the Assault hex, (i.e., the hex now containing both friendly and enemy units) and the nationality of the Assaulting force, is placed on the units in the Assault hex.

10.5.2.2 Assaults from a Non-Adjacent Hex: The following procedure is applicable to all eligible units *[10.5.1]* Assaulting or Reinforcing from a non-adjacent hex. Units must have the necessary Maneuver Allowance *[10.1]* to enter the hex, and each hex entered must be closer to the hex being Assaulted/Reinforced. Non-vehicular units must begin their Maneuver within two hexes *[EXC: 12.6.2, 20.9.2b]* and Vehicles must begin their Maneuver within three hexes of the hex being Assaulted.

1. The Assaulting player declares the Assaulting units and the hex being Assaulted.
2. The Assaulting units Maneuver to a hex adjacent to the hex under Assault *(i.e., the hex being assaulted)*, are marked with an Assault Arrow marker of the corresponding nationality of the Assaulting force, and temporarily halts their Maneuver. *This allows the enemy player to React to the Assault.*
3. During the Marker Adjustment Step of the current Platoon Activation Cycle, the Assault Arrow marker is removed, and the Assaulting units end their maneuver and are placed in the Assault

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hex unless they choose to Feint *[10.5.2.3]*. An Assault Nationality marker of the assaulting force is placed on the units in the assault hex *[EXC: the Assault Nationality marker is not placed in the hex if there are no enemy units in the Assault hex at the time of placement]*.

10.5.2.3 Feint: A Feint allows a player to call off an Assault. During Step (b) of the *Marker Adjustment Segment* of the Platoon Activation Cycle, a player may declare a Feint at which time he specifies which units under the Assault Arrow marker are feinting *(all units must Feint if the Hex Under Assault is a Primary Impact Hex at the time of the Feint)*. Units that do not feint are immediately placed in the Hex Under Assault. The feinting units are not placed in the Hex Under Assault, but instead:

a) Non-vehicular units may withdraw *[10.3.1]* or attempt to remain in their current hex. To remain in their current hex, the feinting player must make a die roll. If the die roll ≤ Cohesion of the best feinting unit, some or all the feinting units may remain in their current hex. If unsuccessful, all units must withdraw.

b) Vehicles may either remain in their current hex or conduct a Reverse maneuver action.

> Multiple Assaults may be conducted against the same hex from adjacent hexes, and/or non-adjacent hexes, during the current or subsequent *Platoon Activation Cycles* within the same game turn *but are resolved as a single Assault in the Assault Resolution Phase.*

10.5.3 Reactions to Assaults: Units are limited in their Reaction when they are *in an Assault hex or under Assault*. Units not participating in, or under, the Assault may React normally. *[EXC: Reacting units cannot Assault or Overrun a hex marked with an enemy Assault Arrow marker but may reinforce friendly units in, or under Assault].*

10.5.3.1 Units in the Assault Hex: Units in the Assault hex are limited in their reactions as follows:

a) Non-vehicular units (excluding Towed Guns) do not have LOS outside of the Assault hex if the Assaulting Force contains infantry;

b) Non-Vehicular units that have yet to conduct an action may still conduct Small Arms fire against adjacent hexes if the Assaulting Force does not contain infantry. *The Proximity Fire DRM is not applicable in this case [11.3.3.c]*;

c) Platoon leaders may request an MFA against the hex they occupy *[11.4.4.2]*;

d) Vehicles can Maneuver but when conducting Halt & Fire or Shoot & Scoot Actions are limited to Anti-Tank Fire;

e) Vehicles and Towed Guns are limited to Anti-Tank Fire against any AFVs in the Assaulting Force. If the Assaulting Force does not contain an AFV, they are free to conduct Anti-Tank fire against other applicable enemy units;

f) Vehicles that do not conduct an immediate Reaction are marked as having conducted an Action;

g) Recovery attempts are not allowed.

10.5.3.2 Units Under Assault: Units under Assault are limited in their reactions as follows:

a) Small arms fire is limited to adjacent hexes only;

b) Non-vehicular units (excluding Towed Guns and FPs) may attempt to Withdraw *[8.3c]*;

c) MFA Requests *[11.4.4]* and/or Illumination *[17.4]*;

d) Non-vehicular units may attempt to Recover *[12.1]*;

e) Vehicles can Maneuver but when conducting Halt & Fire or Shoot & Scoot Actions are limited to Anti-Tank Fire;

f) Vehicles and Towed Guns are limited Anti-Tank Fire against any AFVs in the Assaulting Force. If the Assaulting Force does not contain an AFV, they are free to conduct Anti-Tank fire against other applicable enemy units;

g) Vehicles that do not conduct an immediate Reaction are marked as having conducted an Action.

11.0 Fire Actions

There are three types of Fire Actions: Small Arms, Anti-Tank, and Mortar Fire. Small Arms Fire is used against, and only affects, non-vehicular units. Anti-Tank Fire is used against, and only affects, vehicles, Towed Guns, and FPs. Mortar Fire affects both vehicular and non-vehicular units. All Small Arms and Anti-Tank Fire must be within range and LOS of the target at the time of Fire.

a) A unit capable of both small arms and anti-tank fire is limited to a single Fire Action, either a Small Arms or an Anti-Tank Fire attack unless the unit is an FP *[2.2.4]*.

b) Small Arms or Anti-Tank Fire Actions are not allowed against a hex that does not contain a known enemy unit.

c) Fire Actions are Limited when firing along an Enclosed Road *[4.1.9.4]*.

11.1 Enfilade

> There is no "facing," per se, in *LHY [EXC: FPs]*. Although a unit can suffer enfilade, enfilade is based on the hexsides, or vertices, that enemy Fire crosses when it enters the defender's hex, and *not* the positioning, facing, or pointing of the defender's counter in the hex.

Occurs when Fire enters a defending unit's hex through its rear arc. A unit's frontal and rear arcs are established the moment a unit Fires or receives Fire, or in the case of a maneuvering AFV, the last hexside it crossed. (These cases are outlined below.) Once the frontal and rear arcs are established, all Reaction Fire in that *Reaction Segment* through the defending unit's rear arc is considered Enfilade Fire. The firing player must declare any Enfilade Fire and the Firing units involved. Units suffering Enfilade are penalized. *Important: The line dividing the frontal and rear arcs is considered part of the frontal arc.*

a) A hex containing three or more steps of undisrupted combat units is immune to Enfilade from Small Arms Fire.

b) Enfilade from Anti-Tank Fire is specific to a single vehicle or Towed Gun, regardless of the number of vehicles or Towed Guns in a hex. Each vehicle or Towed Gun, individually and separately, establishes its own frontal and rear arcs.

11.1.1 Against a Firing Unit: Occurs when a unit Fires through a vertex or any portion of a hexside, thereby establishing its frontal arc, and in the enemy's subsequent *Reaction Segment*, receives Reaction Fire through its rear arc. A Fire Action marker may temporarily be placed to help indicate the hexside or vertex through which the outgoing Fire passed. *[Example: 24.7.1]*

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11.1.2 As a Result of Crossfire: Occurs when a player has at least two units in positions where if both Fired — either in Reaction or Activation — against the same target (i.e., Crossfire), and one of their Fires would enter the rear arc of the defending unit. When Enfilade is declared, the Firing player must specify the target and the Firing units, all of which must Fire at the specified target. The defending player immediately establishes the defending unit's frontal arc by selecting a single hexside or vertex from which one of the enemy Fire attacks entered its hex. A Fire Action marker may be temporarily placed to indicate the hexside or vertex selected for establishing the defending unit's frontal arc. *[Example: 24.7.2] [Note: Any subsequent Fire by the defending unit is not limited to any specific hexside].*

If the Enfilade Fire is part of a *Platoon Activation Segment*, at least one of the firing units must be from the Activated platoon; the other firing units can be from any other platoon of the same company, whether their platoon was Activated or not. There is no restriction on which units can Fire if the Enfilade Fire is part of a *Reaction Segment*.

11.1.3 Against a Maneuvering AFV: Occurs when an AFV Maneuvers and receives *Anti-Tank Reaction Fire* through its rear arc during the enemy's subsequent *Reaction Segment*. The last hexside crossed defines its frontal and rear arcs. If the AFV is moving forward, the rear arc consists of the last hexside crossed — and its two adjacent hex sides. If it conducts a Reverse Action, the frontal arc consists of the last hexside crossed — and its two adjacent hex sides. If the AFV is conducting a Shoot & Scoot or Halt & Fire Action, the front/rear arc is oriented based upon the hexside/vertex through which the vehicle Fired, *unless the vehicle conducting a Shoot & Scoot entered an adjacent hex, in which case the front/rear arc is determined based on the last hexside crossed.* An AFV's Motion marker may be positioned to indicate the last hexside the vehicle crossed, or an Action Maneuver marker may temporarily be placed, pointing to the hexside or vertex through which the outgoing Fire passed, to indicate the orientation of the frontal arc. *[Example: 24.7.3]*

11.2 Fire Attack DRM Markers

Fire attack DRM markers represent a Firing unit's net effect against an enemy-occupied hex, or specific unit, during a single game turn. There are three types of color-coded Fire attack DRM markers: green for Small Arms (SADRM), red for Mortars (MDRM), and yellow for Anti-Tank (ATDRM). For each type of Fire attack, a corresponding Fire attack DRM marker is placed on the target unit if Anti-Tank Fire and in the target hex if Small Arms or Mortar Fire.

a) **Ineffective Fire:** Fire attacks less than –4 are not allowed.

b) **Maximum Fire:** Small Arms and Mortar Fire attacks are limited to +3, and Anti-Tank Fire attacks are limited to +8.

11.3 Small Arms Fire

Resolved on the *Small Arms Fire Table* during the *Fire Resolution Phase [13.1]*.

Restrictions:

a) Small Arms Fire is prohibited against a hex containing friendly non-vehicular units *[EXC: 2.2.4]*.

b) Non-vehicular units cannot Fire while mounted.

c) *Passengers and loaded Towed Guns are immune to Small Arms Fire but can suffer Collateral Damage [13.3.7] if the transporting vehicle is Destroyed.*

d) TEMs are not applied in cases when the hex receiving Small Arms Fire contains Riders *(i.e., the most vulnerable units).*

Example: A single MG section, with an SAV of 1 at close range, Fires at a rural-building hex containing both a stationary enemy infantry squad and an AFV carrying Riders. The squad is eligible for a –2 TEM for the building — but the Riders are not. But because the TEM in this case is based on the Riders, there is no TEM and a 1 SADRM marker is placed in the hex.

1

11.3.1 Small Arms Die Roll Modifier (SADRM) Markers: A green DRM marker represents the net die roll modifier of a unit's Small Arms Fire. It affects all enemy non-vehicular units in the hex at the time of Fire Resolution *[EXC: 11.3c]*. (SADRM markers are placed on top of the enemy non-vehicular units in a hex.):

a) When the sole unit in a hex exits a hex containing one or more SADRM markers, it carries those SADRM markers with it as it Maneuvers.

b) When multiple units occupy — or a unit Maneuvers through — a hex containing one or more SADRM markers, the player Reacting to the Maneuver determines which SADRM marker(s) will be assigned to the units as they exit the hex.

11.3.2 Small Arms Fire Procedure

1. Declare the Firing unit and the target hex, or hexes if Split Fire.
2. Identify the SAV of the Firing unit *[1.5]*.
3. Refer to the *Small Arms Fire DRM Table* and apply all applicable die roll modifiers to the SAV to determine the net DRM and place a numerically equivalent SADRM marker in the target hex.

Example: An infantry squad conducts a Small Arms Fire attack against a defending enemy infantry unit in a woods hex, at a range of 8 hexes. The firing squad has a SAV = 1, with a range of eight, as listed on the counter, so a –3 SADRM marker [1 for its SAV, –3 for long range, and –1 for the woods] is placed in the target hex.

11.3.3 Small Arms Die Roll Modifiers: Refer to the *Small Arms Fire DRM Table* for the die roll modifiers. All SADRMs are cumulative.

a) **Range:** Refer to the *Range DRM Segment within the Small Arms Fire DRM Table* and cross-reference the column corresponding to the SAV range of the firing unit and the row encompassing the distance in hexes from the firing unit to the defending unit to obtain the Range DRM located in the left-most column.

b) **Suppressed Fire:** Occurs when the Firing unit is Suppressed (i.e., marked with one or more DRM markers). MDRM markers in a secondary impact hex *[11.4.7.2]* and SADRM markers are applicable to and affect non-vehicular *[EXC: 2.2.4]*, FV, and Carrier units. ATDRM markers are applicable to and affect vehicular units and Towed Guns. Apply the listed DRM once for every two *applicable* DRM markers (fractions rounded up) present at the time that Suppressed units Fire.

c) **Proximity Fire:** Reaction Fire limited to infantry units, MG sections, and FPs when Firing against enemy units (including Riders) that *end* their Maneuver within two hexes and LOS of the Reacting unit. *[EXC: Proximity Fire DRM is not applicable when conducting small arms fire from an Assault hex and the only assaulting units are AFVs [10.5.3.1b]].*

d) **Split Fire:** Limited to Reaction Fire only by Infantry units, MG sections, and FPs with an SAV ≥ 1, against two separate hexes containing enemy units that Maneuvered. All outgoing Fire must

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pass through a single hexside, or two adjacent hexsides (including all three vertices) of the hex occupied by the firing unit.

Example: A Reacting infantry squad, firing at a range of two hexes, with an SAV = 1, chooses to fire against two separate enemy-occupied hexes — one woods and the other open. A –1 DRM marker, [1 for the unit's SAV, –2 for Split Fire DRM, –1 for the woods hex, and +1 for Proximity Fire] is placed in the woods hex; and a 0 SADRM marker [1 for the unit's SAV, –2 for Split Fire and +1 for Proximity Fire] is placed in the open hex.

e) **Enfilade:** Occurs when incoming Fire enters a defending unit's rear arc *[EXC: 11.1a]*.

f) **Regrouping Fire:** Occurs when the Firing unit is marked with a Regrouping marker *[14.3.6]*.

g) **Motion Fire:** Applicable only to Shoot & Scoot or Halt & Fire Actions *[10.4.2, 10.4.3]*. The DRM listed on the left is applicable when a vehicle Fires and remains in its original hex. The DRM listed on the right is applicable when a vehicle Maneuvers from/to an adjacent hex after/before Firing.

h) **Obscure Target:** Target was not in LOS at the beginning of a vehicle's Halt & Fire action.

i) **Concealed Target:** Occurs when firing against a hex in which all the defending combat units are Concealed.

j) **Hindrance:** The listed DRM is applied for each applicable Hindrance *[4.2.4]*.

k) **Target Density:** Occurs when the target hex contains more than four steps of non-vehicular units (including any Riders/Passengers). *The listed DRM is applied for every two steps of non-vehicular steps over four (fractions rounded up)*.

l) **Hex Contains a Friendly Vehicle:** Applicable to dismounted non-vehicular units *(excluding Towed Guns)* defending in the same open terrain hex with a friendly vehicle. Not applicable if the enemy fire crosses a wall or Tree-Line.

m) **Go to Ground:** The effect of Small Arms Fire is reduced when all non-vehicular units in the target hex are Disrupted. *(Represents units "going to ground" and maximizing the use of any available cover to avoid enemy Fire.)*

n) **Night Fire:** Fire attacks are reduced when Firing at Night.

o) **HE vs a Building or IP:** Vehicles and Towed Guns with an SAV ≤ 1 and an underscored range have their SAV increased when firing at a hex containing a building or IP.

p) **Terrain Effect Modifiers:** See the *Terrain Effect Table.*

11.4 Mortar Fire

Mortar Fire Actions (MFA) originate from off-board mortar sections and platoons. Mortar sections consist of 2–3 mortars, while a mortar platoon consists of 6–8. Mortar support is specified in the forces available or an MSR in each mission. Each mortar section or platoon in play is limited to a single MFA per game turn. All Mortar Fire is resolved during the *Fire Resolution Phase [13.1]*.

11.4.1 Forward Observers (FO): These are responsible for directing Mortar Fire. There are no counters representing mortar sections or platoons in the game. An FO marker and its corresponding Primary Impact marker are used instead.

11.4.2 Mortar Sections: Each infantry company has its own organic mortar section represented by its corresponding FO marker. This FO can only support the mortar section of that company.

11.4.3 Mortar Platoons: Both American and German battalions have their own organic mortar platoon. This mortar platoon is represented by its corresponding FO and Primary Impact markers. Any eligible unit from the same battalion *(i.e., related companies)* may request support from their respective assigned mortar platoon.

11.4.4 Mortar Fire Requests: The requesting unit *[11.4.4.1]* must be Activated or eligible to React and have an unblocked LOS to the primary impact hex in order to be able to request one or more MFAs and must do so before it conducts any Action. A request for an MFA is not considered an Action by the requesting unit; therefore, it is still eligible to conduct an Action within the parameters of Activation or Reaction. *Mortar Fire requests are not allowed against a hex containing a friendly non-vehicular unit [EXC: 11.4.4.2]*.

11.4.4.1 Who May Request an MFA: A platoon leader or a non-vehicular combat unit (including a non-vehicular support unit) during a Platoon Activation or in Reaction may request an MFA. The requesting unit and mortar section must be from the same company, and from the same battalion if a mortar platoon. To request an MFA:

a) A Platoon leader cannot be Disrupted, Regrouping, in a Primary Impact hex, or mounted unless the vehicle is stationary;

b) A non-vehicular combat unit cannot be Disrupted, Regrouping, Heroic, mounted, or in a primary impact or assault, and its platoon leader must be in play and not be Disrupted, Regrouping, in a Primary Impact hex, or mounted unless the vehicle is stationary.

11.4.4.2 Fire on My Position: A Platoon Leader *[11.4.4.1]* may request an MFA against the hex it occupies provided it is not Disrupted, Regrouping, or in a Primary Impact hex. To do so, a die roll must be made first. If the die roll is ≤ the Platoon Leader's Cohesion, the MFA request is granted.

11.4.5 Mortar Fire Procedure:

1. Declare the unit requesting the MFA, the Mortar unit-type *(section or platoon)*, and the primary impact hex. Place the FO marker, with the Initial side up, in the hex occupied by the requesting unit and place its corresponding Primary Impact marker in the primary impact hex. *[EXC: If the requesting unit is Hidden, the FO marker is not placed in the hex occupied by the requesting unit, but is instead placed in any neutral hex visible to both players until and unless the unit is revealed, at which time the marker should be placed with it.]*
2. Declare whether the MFA is High Explosive (HE) or Smoke (SMK).
3. Refer to the *Mortar Fire Action Table* for the Mortar Value (MV) listed in the Primary Hex Column for the specified Mortar Type and apply all applicable die roll modifiers to the MV to determine the net DRM, and place either a numerically equivalent MDRM marker, or Smoke marker if Smoke, in the primary impact hex. *[EXC: If the LOS to the primary impact hex passes into, through, or from a hex containing a Hindrance, the MDRM or Smoke marker is not automatically placed in the specified primary impact hex. Instead, increase the number of die rolls determined in Step 4 below by one.]*
4. Refer again to the *Mortar Fire Action Table* to determine the number of Accuracy Die rolls to be rolled for the specified Mortar Type *(under the HE or SMK column)*.
5. For each accuracy die roll determined in Step 4, make a die roll to determine whether the additional impacts land in the primary or a secondary impact hex.

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6. For each accuracy die roll ≥ 7, refer to the *Mortar Fire Action Table* for the MV listed in the Primary Hex Column for the specified Mortar Type and apply all applicable die roll modifiers to the MV to determine the *net* DRM. Place another numerically equivalent MDRM marker, or Smoke marker if SMK, in the primary impact hex.
7. For each accuracy die roll of 1–6, refer to the *Scatter Diagram* on the sector map containing the primary impact hex to determine the location of each secondary impact hex. Refer to the *Mortar Fire Action Table* for the MV listed in the Secondary Hex Column for the specified Mortar Type and apply all applicable die roll modifiers to the MV to determine the net DRM. Place a numerically equivalent MDRM marker, or Smoke marker if SMK, in the secondary impact hex. *If the primary impact hex straddles two sector maps, the Firing player must designate which Scatter Diagram is to be used prior to the accuracy die roll.*
8. If using HE munition, remove any Assault Arrow markers from the primary impact hex if the hex contains an MDRM marker.

11.4.6 Mortar Die Roll (MDRM) Markers: A red DRM marker represents the net die roll modifier of a high explosive (HE) Mortar Fire Action. Refer to the *Mortar Fire DRM Table*. All MDRMs are cumulative.

Mortar die roll modifiers:

a) **Airburst:** Occurs when the impact hex contains a forest, a tree line, or a tree-lined road. *Affects non-vehicular and stationary FV and Carrier units only.*
b) **Density:** Occurs when the impact hex contains more than four steps of non-vehicular units (*excluding* any Riders/Passengers). The listed DRM is applied for every two steps of non-vehicular steps over four (fractions rounded up).
c) **Terrain Effect Modifiers:** See *Terrain Effects Table*. *[Note: The MDRM placed in a hex containing an FP is based on the other terrain in the hex.]*

11.4.7 HE Effects on Units in Impact Hexes: Primary Impact markers are used to identify the primary impact hex of an MFA. *Units are not affected if the impact hex they occupy does not contain an MDRM marker.*

a) The Assaulting units in an Assault hex which is a primary or secondary impact hex do not benefit from any TEMs.
b) Units that enter a Secondary Impact Hex do not benefit from any TEMs.
c) AFVs and FPs have LOS and can Fire from any impact hex.
d) *Vehicles, including their Riders/Passengers, when in motion [green or red] are immune to Mortar Fire*.

11.4.7.1 Effects on Units in Primary Impact Hexes Containing MDRM Markers:

a) Non-vehicular (excluding FPs), FV and Carrier units cannot Fire from — nor do they have LOS out of — a primary Impact hex.
b) Non-vehicular units are pinned in place and cannot conduct an Action except to Withdraw. Units may withdraw *[11.4.71b]* when activated or in the first reaction segment immediately following the MFA. The withdrawing units will suffer the Mortar Fire Attack prior exit *[13.1]*.
c) Non-vehicular, FV and Carrier units cannot enter, however AFVs can enter—provided they are not transporting Riders.

11.4.7.2 Effects on Units in Secondary Impact Hexes Containing MDRM Markers:

a) All units retain LOS out of, and can still Fire from, or attempt Recovery, but are considered Suppressed for Fire and Recovery purposes *[11.3.3b]*.
b) Any unit can enter a secondary Impact hex.
c) Non-vehicular units, when activated or in reaction, may exit a secondary impact hex but will suffer the Mortar Fire Attack prior to exit *[11.4.7.3]*. If the Mortar Fire Attack result has no effect, the exiting units may continue their Maneuver normally. If a non-vehicular unit exiting a secondary impact hex Disrupts, the unit must Withdraw, but does not suffer an additional Mortar Fire Attack upon exiting the hex.

11.4.7.3 Withdrawing/Exiting an Impact Hex: Withdrawing or exiting non-vehicular units must be specified prior to the resolution of the Mortar Fire Attack *[13.1]*. This Mortar Fire Attack affects withdrawing and exiting units only. The withdrawing or exiting unit, in this case, do not benefit from any TEMs. Any units remaining in the hex will suffer the Mortar Fire Attack during the Fire Resolution Phase.

11.4.8 Mortar Recovery: During the Mortar Recovery Step of the *Mortar Fire Adjustment Phase*, both players make a Recovery die roll for each of their mortar sections and platoons in the *Mortar Support Pending Box* on the Game Tracks player-aid card. Mortar sections Recover if the die roll is ≤ 4, and mortar platoons if the die roll is ≤ 3. If the mortar Recovers, the FO and its corresponding Primary impact marker are moved to the *Mortar Support Available Box* and will be available at the beginning of the following game turn.

OPTION: *Providing both players agree, all mortar Recovery die rolls may be made in secret, therefore the availability of the enemy's mortar support is unknown. In this case, the FO and its corresponding Primary impact marker are placed and removed from play normally but should not be moved to the Mortar Support Available Box if Recovered.*

11.4.9 Mortar Fire Extension: A player may request a one-time extension of an existing MFA, provided the FO is initial-side up and all the spotting requirements *[11.4.4]* are met at the beginning of the Mortar Fire Extension Step of the *Mortar Fire Adjustment Phase*. If a player chooses not to extend the MFA, the FO and its corresponding Primary impact marker are immediately removed from play and placed in the *Mortar Support Pending Box* on the Game Tracks player-aid card. If both players wish to request an extension, they make a die roll and the player with the highest die roll conducts a single extension attempt first, followed by the other player. (Players then alternate any subsequent extension attempts.) Mortar sections are extended if the die roll is ≤ 4, and mortar platoons ≤ 3 *[11.4.8]*.

Extension Procedure:

1. Flip the FO attempting an extension to its Final side.
2. The player attempting the extension may extend the MFA in the original primary impact hex or may move the Primary impact marker to another hex, provided it is *within two hexes* of the original primary impact hex and in LOS of the FO.
3. The player then rolls a die. If the extension attempt is successful, play immediately proceeds to Steps 2 through 8 of the *Mortar Fire Procedure* for the placement of MDRM markers. The extended MFA is resolved during Fire Resolution of the following game turn.

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4. If the extension attempt is not successful, the Primary Impact marker is immediately removed from play and placed in the Mortar Support Pending Box, and its corresponding FO remains in place and is not removed until Step 3 of the *Mortar Fire Adjustment Phase* of the following game turn.

11.4.10 Knee Mortars: The Japanese Knee Mortar Infantry squad, in addition to their small arms fire capability was also equipped with 3-4 Type 90 Grenade Launchers (i.e., "Knee Mortars") allowing it to also conduct mortar fire. The Knee Mortar counter has a single value and range that represents either type of fire. The unit's knee mortars and small arms are direct fire weapons (i.e., self-spotting) and must have LOS to the target hex to fire. The target hex (i.e., the Primary Impact hex) of Knee Mortar Fire is considered to be a Secondary Impact Hex for the purpose of the effects on units *[11.4.7.2]*.

11.4.10.1 Fire Actions: Knee Mortar units may fire with either their mortar (MV) or small arms (SAV) value but not both in the same game turn. Knee Mortar units conduct small arms fire just like any other unit. When firing their knee mortars, they may fire either HE or Smoke, in which case a single MDRM or Smoke marker is placed in the target hex.

11.4.10.2 Knee Mortar Reaction Fire: Reaction fire utilizing knee mortars is limited to hexes occupied by enemy units the Knee Mortar unit observed conduct an action *[EXC: A Knee Mortar unit stacked with its platoon Leader may fire at any hex in its LOS]*.

11.4.10.3 Knee Mortar Fire Procedure:

1. Identify the firing unit and place its corresponding Primary Impact marker in the target hex.
2. Declare whether the MFA is High Explosive (HE) or Smoke (SMK).
3. If firing HE, the MV for a squad is 0, and -1 for a reduced squad. Refer to the Mortar DRM Table *[11.4.6]* and apply any applicable die roll modifiers to determine the Net MDRM and place a single numerically equivalent MDRM marker. *(Note: The Net MDRM may be further reduced if the firing unit is Suppressed [11.3.3b], or the LOS to the target hex passes into, through, or from a hex containing a MDRM or Smoke marker)*. If firing Smoke, place a single Smoke marker in the Primary Impact hex.
4. The Knee Mortar Primary Impact marker is removed (Knee Mortar Fire cannot be extended) during Step 3 of the Mortar Fire Adjustment Phase and placed in the Mortar Support Pending Box.

11.4.10.4 Recovery: During step 2 of the Mortar Fire Adjustment Phase, the Japanese player makes a Recovery die roll for each Knee Mortar Primary Impact marker in the Mortar Support Pending Box. If the die roll ≤ 5, the Primary Impact marker is moved to the Mortar Fire Available Box.

11.4.11 High Explosives (HE) and Smoke (SMK): HE (MDRM) and Smoke markers are Hindrances *[4.2.4a]*. HE and Smoke extend two levels higher than the level of the impact hex. HE and Smoke markers landing in a water hex are immediately removed, unless the hex contains a shoreline (e.g., beach, riverbank, lake shore). Smoke markers are used to indicate the location and hindrance effects of smoke missions from mortars. A single Smoke marker is removed from each affected hex during the Mortar Fire Adjustment Phase.

11.5 Anti-Tank Fire

Used when Firing against units with an Armor Value (AV) (i.e., Towed Guns, FPs, and vehicles). Unlike Small Arms Fire, Anti-Tank Fire may be conducted against vehicles and/or Towed Guns in hexes containing friendly units, provided the firing unit has LOS to the target at the time it Fires.

Restrictions:

a) Anti-Tank fire from units with an ATV < 0 is limited to Carrier and FV targets only.

b) The ATV of a firing unit is reduced to 1 when firing against an FP or Towed Gun.

11.5.1 Anti-Tank Die roll Modifier (ATDRM) Markers: A yellow DRM marker represents the net die roll modifier of a unit's Anti-Tank Fire. An ATDRM marker with an "E" subscript represents Enfilade AT Fire *[11.1]*. ATDRM markers are placed on, and are specific to, a single enemy unit and never affect other units in a hex *[EXC: 11.5.1d]*.

a) Vehicles and Towed Guns marked with an ATDRM marker may conduct normal Actions.

b) When marked with one or more ATDRM markers, Vehicles that subsequently Maneuver into another hex carry these ATDRM markers with them.

c) Enfiladed vehicles are marked with an ATDRM marker containing a subscript E, instead of the normal ATDRM marker.

d) When conducting *multiple* Anti-Tank Fire Actions against two enemy AFVs in the same hex, the Anti-Tank Fire Actions must be distributed equally amongst the two AFVs, if possible.

Example: If two Anti-Tank Fire Actions are directed against a hex containing two enemy AFVs, one Fire Action would be directed against each enemy AFV. If three Anti-Tank Fire Actions, one Fire Action would be directed against one enemy AFV and two Fire Actions against the other — firing player's choice.

11.5.2 Light Anti-Tank Weapons: are limited to Anti-Tank Fire only *[11.5]*. LATW sections may Fire from their current hex or Maneuver one hex and Fire, provided the hex entered is in LOS of the target and is a cover-terrain hex *(or behind a cover hexside)*, or the hex contains an IP or friendly combat unit. LATW Anti-Tank Fire is resolved using the Anti-Tank Fire Resolution Table during the Fire Resolution Phase. *LATW sections in an assault hex cannot conduct an Anti-Tank Fire Action, but instead contribute to Vehicle Destruction Attempts [14.3.2].*

11.5.3 Anti-Tank Fire Procedure:

1. Declare the Firing unit and the targeted enemy unit *(or units if Split Fire) [EXC: 11.5a]*;
2. Determine the ATV of the Firing unit *[1.7] [EXC: 11.5b]*;
3. Refer to the Anti-Tank Fire Attack DRM Table, applying all applicable die roll modifiers to the ATV to determine the net DRM, and then place a numerically equivalent ATDRM marker *(or an ATDRM marker with a subscript 'E' if Enfilade [11.5.1 c])*, on the affected unit(s).

Example: The American player conducts a Fire Action with a stationary Sherman tank, which has an ATV of 3 and range of 21, against a Maneuvering German Pz IV, with an AV of 8, that is 10 hexes from the Sherman. In this case, a yellow 1 ATDRM marker [3 for its ATV, –1 for medium range, and –1 for motion target] is placed on the German Pz IV.

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11.5.4 Anti-Tank Die roll Modifiers: Refer to the *Anti-Tank Fire DRM Table*. All ATDRMs are cumulative.

a) **Range:** Refer to the Range DRM Segment within the Anti-Tank DRM Table and cross-reference the column corresponding to the ATV range of the Firing unit and the row encompassing the distance-in-hexes from the Firing unit to the defending unit, in order to obtain the proper Range DRM, located in the left-most column.

b) **Suppressed Fire:** Occurs when the Firing unit is Suppressed (i.e., simply marked with one or more DRM markers). MDRM markers in a secondary impact hex *[11.4.7.2]* and SADRM markers are applicable to, and affect, non-vehicular, FV and Carrier units *[EXC: 2.2.4]*. ATDRM markers are applicable to, and affect, vehicular units, Towed Guns, and FPs. Apply the listed DRM once for every two applicable DRM markers (fractions rounded up) at the time that the Suppressed unit Fires.

c) **Split Fire:** AFVs, FPs, and Towed Guns, when Activated or in Reaction, may conduct Anti-Tank Split Fire against two separate enemy units. All outgoing Fire must pass through a single hexside *(including both vertices)* of the hex occupied by the firing unit.

d) **Motion Fire:** Applicable only to Shoot & Scoot or Halt & Fire Actions *[10.4.2, 10.4.3]*. The DRM listed on the left is applicable when a vehicle Fires and remains in its original hex. The DRM listed on the right is applicable when a vehicle Maneuvers from/to an adjacent hex after/before firing.

e) **Motion Target:** Occurs when firing against a vehicle in motion.

f) **Obscure Target:** Triggered by, and in Reaction to, Halt & Fire Actions, but only when Firing units are *not* in LOS of their target at the beginning of the Halt & Fire Action *[EXC: Not applicable to LATW]*. This DRM is applicable to both the unit conducting the Halt & Fire Action and any units conducting Reaction Fire against the unit conducting the Halt & Fire Action.

Example: German tank A is in LOS of enemy tank B, but not enemy tank C. German tank A conducts a Halt & Fire Action against enemy tank C at the beginning of its Action. Both enemy tanks conduct Reaction Fire against German tank A. In this case German tank A and enemy tank C are subject to the Obscure Target DRM because neither tank was in LOS of its target at the ***beginning*** *of the Halt & Fire Action.*

g) **Opportunity Fire:** Occurs when firing against a Maneuvering enemy vehicle and the last hex entered by the enemy vehicle was not in LOS of the firing unit, but the vehicle entered at least three contiguous open-terrain hexes in LOS of the Firing unit. *When this occurs, an ATDRM marker equivalent to the final DRM, based on any* ***one*** *of the three observed open-terrain hexes is placed on the enemy AFV in the last hex it entered.*

h) **Concealed Target:** Occurs when Firing against a Concealed defending unit.

i) **Hindrance:** The listed DRM is applied for each applicable Hindrance *[4.2.4]*.

j) **Hull Down:** Defending vehicle is behind a wall, at a higher level, or in a building hex. Not applicable when the defending AFV is in a road hex containing buildings and receives incoming fire from and *along* the same road unless the AFV is at a higher level *[Example of Play 24.1.4.2a]*.

k) **Target is a Towed Gun:** Towed Gun when defending in an IP or any Building hex.

12.0 Recovery Actions

12.1 Recovery

Allows Disrupted, Regrouping, and Shocked units the opportunity to Recover during a *Platoon Activation* or *Reaction Segment*. Some Recovery attempts are Mandatory *[9.1]*. If the Recovery attempt is successful, the recovering unit is flipped to its undisrupted or non-shocked side. Passengers may not attempt Recovery unless their transporting unit is stationary. *No unit can attempt Recovery if in a primary impact or assault hex.*

12.1.2 Platoon Leader Effects on Recovery: As its sole Action for the game turn *[EXC:12.5]*, a Platoon Leader can assist in the Recovery of units with the same platoon ID, support units *[3.2]*, and any ad hoc units *[7.2a]* in its current hex *once per game turn*. Alternately, a platoon leader may Maneuver to assist the Recovery of a subordinate unit in a different hex. Platoon Leaders that are Disrupted, in an Assault or primary impact hex, or Recovered from Disruption in the same game turn cannot assist in the Recovery of another unit. A Platoon Leader marked with a Regrouping marker can only assist other Regrouping units. Platoon Leaders can either assist:

a) a single Disrupted unit *[12.3]*; or

b) a single group of Regrouping units *[12.4]*.

12.2 Disruption/Regrouping Recovery Die roll Modifiers

All Recovery die roll modifiers are cumulative (refer to the *Disruption/Regrouping Recovery Table*).

The Recovery die roll is:

a) increased by one, regardless of the number of DRM markers, if the Recovering unit is Suppressed *[11.3.3b]*;

b) decreased by one if assisted by an eligible Platoon Leader *[12.1.2]*.

12.3 Disruption Recovery

A player specifies the unit attempting to Recover and makes a Recovery die roll and refers to the *Disruption/Regrouping Recovery Table*, applying any applicable die roll modifiers.

a) If the modified die roll is ≤ to the unit's Cohesion: the unit recovers and is marked as having conducted an Action, otherwise the unit remains Disrupted.

b) If the modified die roll is ≤ 1: the unit Rallies *[EXC: 8.3i]*.

c) If the unit is an *infantry combat unit* and the unmodified die roll is equal to 10, and the unit is within *five hexes* of an enemy unit, it becomes Heroic *[12.6]*.

12.4 Regrouping Recovery

The Regrouping player specifies the hex and the units attempting to Regroup and makes a Recovery die roll, then refers to the *Disruption/Regrouping Recovery Table*, to determine the applicable die roll modifiers. The modified die roll is compared to the Cohesion of the combat unit with the *best* Cohesion of all the units attempting to Regroup in the hex.

a) If the modified die roll is ≤ to the best unit's Cohesion, all Regrouping units automatically Rally *[12.5]*. Otherwise the units are marked as having conducted an Action and remain in a Regrouping state.

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b) If the unmodified die roll is equal to 10, and the hex occupied by the Regrouping units is within *five* hexes of an enemy unit, a single infantry combat unit selected at random becomes Heroic *[12.6]*.

c) If there are no combat units in the hex, the die roll is compared to the non-vehicular unit with best Cohesion. If the die roll is ≤ the best unit's Cohesion, all Regrouping units automatically Rally *[12.5]*. Otherwise the units are marked as having conducted an Action and remain in a Regrouping state.

12.5 Rally

A Rally can occur as the result of a Disruption *[12.3b]*, Regrouping *[12.4a]*, or Shock *[12.7]* Recovery attempt. Rallied units are eligible to conduct an additional Action – either immediately or in a subsequent *Reaction Segment*. *(Platoon Leaders who assisted the rallied units also retain their ability to conduct an Action [EXC 12.1.2], unless they used an Action to Maneuver into the hex in order to assist in the Recovery attempt.)*

12.6 Heroism

Heroism characterizes an *infantry combat unit* temporarily exhibiting extremely brave — but possibly reckless — behavior in the heat of battle. Heroism can occur as the result of a Recovery attempt *[12.3c, 12.4b]* — provided that Recovering unit is within five hexes of an enemy unit at the time of its Recovery attempt. Otherwise it remains Disrupted or Regrouping. When a unit goes Heroic, it automatically Recovers, is marked with a Heroic marker, and must immediately conduct a Maneuver Action *[12.6.2]*. In addition, any Disrupted units in the hex will Recover *[12.3]*, and are marked as having conducted an Action. Regrouping units and any platoon leader that assisted in a Recovery in the hex will Rally *[12.5]*. If Heroism occurs as the result of a Regrouping Recovery attempt — and there is more than one eligible unit in the hex — a single Heroic unit is selected at random.

12.6.1 Heroic units instantly have a Cohesion of eight, and a Maneuver Allowance of three hexes. Heroic units are immune to Disruption, but suffer a Casualty instead, while continuing to maintain their Heroic status - *unless eliminated*.

12.6.2 A Heroic unit must select as its target hex the closest enemy-occupied hex within five hexes, excluding hexes marked with an MDRM marker, hexes prohibited from entry by MSR, or hexes that if entered would result in over-stacking *[2.3]*. If there is no valid target hex, the unit is not Heroic and remains Disrupted. If two or more target-hexes are at equal distance, an enemy unit in LOS of the Heroic unit must be targeted first; otherwise it is the Heroic player's choice. Once a target-hex has been selected, it cannot be changed *[EXC: see Restrictions]*. A Heroic unit must Maneuver toward that hex, such that each hex entered is closer to the target-hex, if at all possible, and must continue to Maneuver in subsequent game turns until it is either eliminated (killed) or the Heroic marker is removed *[12.6.3]*. A Heroic unit, unlike other Assaulting units, *must* conduct an Assault if at the beginning of its Maneuver, it is within three hexes of the target-hex. Heroic units Assaulting from a non-adjacent hex follow the procedure stated in *[10.5.2.2]*.

Restrictions:

a) A Heroic unit in a hex under Assault does not select a target-hex or Maneuver *[EXC: 12.6.2]*, but instead remains in its current hex. It may conduct Reaction Fire against the Assaulting units *[10.5.3.2a]*.

b) If the closest enemy-occupied hex contains enemy Assaulting units (i.e., marked with an Assault Arrow marker), the Heroic unit's target-hex is changed to the hex occupied by the friendly units *under Assault*.

12.6.3 Heroic Effect on Friendly Units in an Assault: If a Heroic unit in an Assault hex is eliminated during the Fire Resolution Phase, the Heroic marker *remains* in the Assault hex and is applicable in the subsequent Assault Resolution — provided there are other friendly non-vehicular combat units remaining in the Assault hex (i.e., the remaining units are inspired by the Heroic actions of the now eliminated Heroic unit).

12.6.4 Removal of Heroism Markers: A unit is no longer Heroic, and the Heroic marker is removed:

a) when the target hex is vacant of enemy units at the beginning of a Heroic unit's Action or at the end of the Fire Resolution Phase, or

b) when under an Assault and the Assaulting units Feint *[10.5.2.4]* instead, or

c) after the Assault Resolution die roll, but prior to any Cohesion Checks.

12.7 Shock Recovery

Applies to AFV that are Shocked *[13.3.5]*. The controlling player specifies the AFV attempting to Recover, makes a die roll, and refers to the Shock Recovery Table, applying applicable die roll modifiers. An AFV that is Knocked-Out and abandoned is considered Destroyed.

13.0 Fire Resolution

Fire attacks are resolved after all Platoon Activation Cycles have been completed and can be resolved in any order.

Fire Resolution Results: Although there are two Fire Resolution Procedures, one for Anti-Tank Fire and one for Small Arms and Mortar Fire, they occur simultaneously. In some cases, a unit may be subject to more than one Fire resolution result. When this occurs, consider all the possible outcomes for each unit in the hex, and apply the single most detrimental result (including any Collateral Damage) and ignore the rest. **At no time will a unit suffer more than one Fire Resolution Result in a single Fire Resolution Phase.**

13.1 Small Arms and Mortar Fire Resolution Procedure

Non-vehicular units, including any Hidden units *[20.9]*, are subject to all SADRM and MDRM markers in their hex at the beginning of the Fire Resolution Phase. Vehicular units are immune to SADRM markers, but in some cases may be subject to MDRM markers. *In the special case in which both players have units in the same hex (i.e., in an Assault hex) a player's units are subject only to the SADRM markers on their own units, while both players' units are subject to all MDRM markers in the hex. [Example: 24.8.1 – 24.8.3].*

1. Make a die roll for each SADRM and/or MDRM marker in the hex. For each of those die rolls, add the corresponding SADRM or MDRM marker value to determine the *Final Fire Attack Result.* **Only the single highest Final Fire Attack Result of all results involved, whether SADRM or MDRM, is applied and all others are ignored.**

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2. If the highest Final Fire Attack Result is based on an MDRM marker, and both players have units in the hex, each player individually completes Steps 3–5 for their own units. *The Assaulting units in an Assault hex do not benefit from any TEMs [11.4.7a].*

   Example: A building hex, under Fire by an 81mm mortar and thus marked with a "0" MDMR marker [MV of 2, and –2 for the building TEM] contains both defending and Assaulting units. During the Fire Resolution Phase, the die roll modifier for each MDRM marker is zero for the defenders, but two for the Assaulting units because they are presumably outside of the building, thus in the open, and therefore do not benefit from the TEM.
3. Compare the Final Fire Attack Result against the defending non-vehicular unit with the best Cohesion in the hex *(excluding any Riders/Passengers if an MDRM marker)* according to the following descending priorities:
   a. unconcealed, undisrupted combat units
   b. Concealed, undisrupted combat units
   c. Disrupted combat units
   d. non-combat units

   If the hex contains more than one eligible unit with the same Cohesion, select the unit with the best Assault Value, followed by the unit with the best SAV. Otherwise select a unit at random.
4. **Platoon Leader Effect:** Reduce the Final Fire Attack Result by one if the hex contains a friendly undisrupted platoon leader whose Cohesion is > the Cohesion of the best combat unit determined in Step 3, provided the selected unit and the platoon leader are members of the same platoon.
5. If the Final Fire Attack Result is greater than the Cohesion of the selected unit, the unit Disrupts *[EXC: unless Heroic [12.6.1] or Japanese [15.2.1]]*, or suffers a Casualty if already Disrupted. If the Final Fire Attack Result is ≥ 10, the selected unit suffers a Casualty instead.
6. If the selected unit with the best Cohesion suffers a Casualty or Disrupts, all other non-vehicular units of the *affected* player in the hex *must conduct* Cohesion Checks *[NA to Japanese units [15.2.1]]*. Disrupted Riders, or Riders that suffer a Casualty, must dismount *[10.4.6.2c]*.
7. In addition, if the MFA MV ≥ 2 and the Mortar Final Fire Attack Result is an unmodified 10, a single stationary vehicle in the target hex (selected at random) is Destroyed if a FV or Carrier, or Shocked if an AFV. *If a vehicle is Destroyed [13.3.6], any transported and non-transported units in the hex suffer Collateral Damage [13.3.7].*
8. Remove the SADRM markers from the hex after the resolution of the Fire attack.

13.2 Anti-Tank Fire Resolution Procedure

Vehicles, Towed Guns, and FPs are subject to all ATDRM markers they are marked with at the beginning of the *Fire Resolution Phase*.

1. Make a die roll for each Enfilade and non-enfilade ATDRM marker on a target unit and add or subtract the corresponding ATDRM marker-Value to determine the Final Fire Attack Result for each ATDRM marker. ***[No effect if the Anti-Tank fire is against a vehicle and the unmodified die roll ≤ 2]***.
2. For non-enfilade ATDRM markers, compare the respective Final Fire Attack Result to the target unit's AV. For Enfilade ATDRM markers, compare the respective Final Fire Attack Result to the target unit's AEV. Only the single most detrimental Final Fire Attack Result is used whether enfilade or non-enfilade, and all others are ignored.
3. If any Final Fire Attack Result is greater than the respective AV or AEV of the target unit, the target unit is Destroyed. If the target unit is an AFV and the Final Fire Attack Result is equal to the AV or the AEV, it is Shocked; otherwise there is no effect. If already Shocked, it remains Shocked.

13.3 Fire Resolution Results

13.3.1 Cohesion Checks: The affected player makes an unmodified die roll for each non-vehicular unit required to take a Cohesion Check and compares that die roll to that unit's Cohesion. If the unmodified die roll is > than the unit's Cohesion, the unit is Disrupted or suffers Casualties if already Disrupted *[EXC: unless the unit is Japanese [15.2.1]]*. Otherwise, there is no effect. *Platoon leaders do not assist Cohesion Checks.*

13.3.2 Disruption: A Disrupted result represents a non-vehicular unit faltering under Fire, or as the result of an Assault and going to ground. Only non-vehicular units Disrupt, and when Disrupted are flipped to their Disrupted side. Regrouping markers are removed *[14.3.6]*. Disrupted units are limited to Recovery *[12.3]* or Withdrawal *[10.3.1]* Actions only *[EXC: A Disrupted unit may Maneuver into any adjacent hex, provided it is a cover-terrain hex or behind a cover hexside, and is not adjacent to an enemy unit]*.

13.3.3 Casualties: A Casualty result eliminates a single-step unit and reduces an infantry squad to a single Disrupted section *[EXC: unless the unit is Japanese [15.2.1]]*. When a squad is reduced, it is removed from play and replaced with a Disrupted infantry section, selected at random from all available sections of the same platoon not currently in play. A squad removed from play is available for random selection again, when recombining units *[10.3.3]*. When a section is eliminated, it is returned to the counter mix and is available for random selection again, *[e.g., after a Medic event or when a squad deploys]*. The Casualty marker is then adjusted on the Casualty Track for each casualty suffered by a player's *combat* units. *The Casualty marker is not adjusted for casualties suffered by non-combat units*.

13.3.4 Platoon Leader Loss: Platoon Leaders are temporarily removed from play when they:

a) are the subject of a Sniper attack *[18.0]*;
b) suffer a Casualty; or
c) fails a Leader Loss-Check due to an Assault result *[14.3.5]*.

13.3.4.1 Platoon Leader Loss Procedure: Remove the Platoon Leader from play and place it seven minutes ahead of the *current* time on the Time Track. Once the Time Lapse marker reaches or exceeds the box containing the removed Platoon Leader, it is then returned to play during Step 2 of the *Clean Up Phase*. A returning Platoon Leader is placed Concealed with any unit of its platoon or Hidden if the hex contains a Hidden unit. A Platoon Leader cannot return to play if it has no infantry units in play.

13.3.4.2 Platoon Leader Loss Effects: Units of an Activated platoon, including any support units, without a Platoon Leader are limited to Reactions *[8.0]* for which they are eligible, or Mandatory Actions by the Active player *[9.1.1]*.

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13.3.5 Shock: Shock occurs when a vehicle suffers a malfunction due enemy fire *(i.e., blown track, jammed turret, crew loss, etc.)*. When an AFV is shocked, it's Riders must Dismount. Shocked AFVs are flipped to their Shocked side. If in motion, they must stop, and their Motion marker is removed. *Any Riders must unload and conduct a Cohesion Check.* Shocked AFVs are limited to Recovery Actions only *[12.7]*.

13.3.6 Destroyed: When an FP is Destroyed, it is removed from play and replaced with an IP of the same nationality. When a vehicle is Destroyed, the vehicle counter is removed from play and any units in the hex (whether being transported or otherwise) can suffer Collateral Damage *[13.3.7]. If two opposing vehicles and/or Towed Guns conduct Anti-Tank Fire against each other exclusively — and both are Destroyed — only one of the two units, randomly selected, is Destroyed.*

13.3.7 Collateral Damage: Collateral Damage affects the Riders/Passengers, and possibly other non-vehicular units in the same hex, of a vehicle that is Destroyed during the Fire Resolution Phase, or as a result of a Vehicle Destruction Attempt *[14.3.2] [EXC: Units with an ATV ≤ 0 cannot inflict Collateral Damage]*.

a) Riders/Passengers must dismount, Disrupt, and conduct a Cohesion Check and suffer a casualty if they fail *[EXC: If Japanese, a single unit randomly selected, suffers a casualty, any others are marked Regrouping.]*. Any mounted Towed Gun is Destroyed, unless the Anti-Tank Fire was from a MG. Riders/Passengers that mounted or dismounted from a vehicle marked with an ATDRM marker, prior to loading or unloading, that was Destroyed would *retroactively* suffer Collateral Damage. In this case, players may want to mark these units in some way as a reminder.

b) If in an open-terrain hex that contains friendly non-vehicular units — other than Riders/Passengers and Towed Guns — a single randomly-selected undisrupted unit is Disrupted, unless all units present are already Disrupted *(if Japanese, the affected units are marked Regrouping instead). [EXC: Not applicable if the open-terrain hex contains an IP, or if a Vehicle Destruction Attempt.]*

14.0 Assault Resolution

Of a player's Assault force, a maximum of four steps of non-vehicular combat units, one Platoon Leader, one LATW or FT, and one vehicle may participate in an assault. Other non-participating friendly units in the hex have no direct effect on the Assault Resolution but are affected by the final result. Prior to Assault Resolution, remove all but one Heroic marker of the same Nationality from each Assault hex.

14.1 Assault Resolution Procedure

1. The Assault is resolved immediately, and the Assault Resolution ends under any of the following conditions *(otherwise proceed to Step 2)*;
   a) The Assault hex consists solely of vehicles. The force containing the inferior vehicle *(i.e., the lesser ATV)* must retreat. The retreating force is determined randomly when the ATVs are equal.
   b) All dismounted Towed Guns and Shocked AFVs are Destroyed if they are the sole defending unit(s) in an Assault hex containing a non-shocked enemy AFV.
   c) All LATW sections are Destroyed if they are the sole defending unit(s) in the Assault hex with an undisrupted, non-shocked enemy combat unit.
   d) The Assault hex consists solely of non-combat units. The force containing the lesser Cohesion must retreat, otherwise the retreating force is determined randomly.
2. Each player determines the Total Assault Value of their force by totaling the Assault Values of the units *participating* in the Assault;
3. Each player refers to the *Assault Value Modifier Table* and applies all applicable Assault Value modifiers to determine the Net Assault Value for their force;
4. The Final Assault DRM is determined by subtracting the defender's Net Assault Value from the attacker's Net Assault Value. **The Final Assault DRM is limited to +/– 4**;
5. The attacking player makes a die roll, applying the Final Assault DRM to the die roll, and refers to the corresponding row on the *Assault Resolution Table*;
6. Players apply the results in the order written on the *Assault Resolution Table*.

14.2 Assault Value Modifiers (AVM)

IMPORTANT: All Assault Value modifiers are cumulative. (Refer to the *Assault Value Modifiers Table*.)

a) **Cohesion Differential:** Provided both forces contain at least one combat unit with a Cohesion value, compare the combat units with the best Cohesion from each force. Otherwise, the Cohesion Differential AVM is not applicable. If applicable, the difference is applied as a positive AVM *(limited to maximum of three)* to the force with the better Cohesion. *(Note: Vehicles and FPs are combat units, but do not have a Cohesion value; while Platoon Leaders and LATW sections do have a Cohesion value but are not combat units. So, if any of these were the only unit(s) in one or both forces, there would be no Cohesion Differential AVM calculated for that Assault.)*

b) **Assaulting a Regrouping Force:** The attacking force benefits if the Assault hex contains a Regrouping marker.

c) **Defender is in a Rural Building, IP, or Behind a Wall:** A defending force that includes a non-vehicular unit benefits when defending in a hex containing a rural building or an IP — or if any of the Assaulting force crossed a wall hexside to enter the defender's hex.

d) **Defender is Concealed:** The defending force benefits if its hex contains at least one Concealed combat unit.

e) **LATW or FT vs a hex containing an FP, Towed Gun, Urban Building Road:** An Assaulting force containing an undisrupted LATW or FT receives a beneficial AVM against a hex containing an FP, Towed Gun, Urban Building, or Urban Building Road.

f) **Heroic vs. FPs:** If the Assaulting force contains a Heroic marker, it benefits when Assaulting an FP.

g) **Defender in a Hill Hex:** The defending force benefits if any unit of the Assaulting force enters the defender's hex from a lower level.

h)

Envelopment: The Assaulting force benefits when its combat units enter an enemy-occupied hex from two non-adjacent hex sides during the same *Platoon Activation Cycle*. An Envelopment marker is placed in the Assault hex

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as a reminder, indicating that the Assaulting force has achieved a tactical advantage. *[EXC: 2.2.4]*

i) **Defender in an Urban Building or Urban Building Road Hex:** A defending force containing a *non-vehicular combat unit, or Platoon Leader*, benefits when defending in an urban building or urban-road hex.

j) **Fragmented Assault:** Occurs when the participating units of the *assaulting* force are from different infantry companies.

k) **Participating Vehicle is in Motion:** The Assault Value of the vehicle participating in the Assault is reduced if it is in motion.

14.3 Assault Results

The results detailed below apply only if listed on the Assault Resolution Table for the result rolled.

14.3.1 Urban Assault: Urban Assault occurs when the Assault hex is in an urban building or Urban Building Road hex.

a) If the assault result is 6-9 and the unmodified die roll is a 6 or 7, the combat unit with best Cohesion from both the attacking and defending force suffers a mandatory Casualty *but does not disrupt*. If no one unit's Cohesion is better than the others, the affected unit is selected at random.

b) If the assault result is 2-5 and the unmodified die roll is a 4 or 5, the combat unit of the attacking force with the best Cohesion suffers a mandatory Casualty *but does not disrupt.* If no one unit's Cohesion is better than the others, the affected unit is selected at random.

14.3.2 Vehicle Destruction Attempt: Characterizes the vulnerability of vehicles to infantry and LATWs in close quarters combat and is resolved on the *Vehicle Destruction DRM Table* against enemy vehicles in the Assault hex. A player must have an undisrupted friendly combat unit, or an LATW section, in the Assault hex to conduct a Vehicle Destruction Attempt. *[Example: 24.9.2]*

> The German Panzerfaust is reflected in the German infantry and MG die roll modifiers listed on the *Vehicle Destruction DRM Table.*

14.3.2.1 Vehicle Destruction Die roll Modifiers: are cumulative; the maximum DRM allowed is 8 *(refer to the Vehicle Destruction DRM Table).*

Example: A German squad (after 9/43) is attempting the destruction of an American AFV in motion, supported by American infantry. In this case the DRM would be 3 [2, for a squad of any nationality, +2, because the squad is German after 9/43, and –1 for a vehicle in motion]. An American squad with an Assault Value of 3 is attempting the destruction of a stationary, unsupported German AFV, adjacent to a woods hex. In this case, the DRM would be 6 [2, for a squad of any nationality, +1 for a squad with an Assault Value of 3, and +3 because the German AFV is stationary, alone (unsupported), and adjacent to a woods hex.]

14.3.2.2 Vehicle Destruction Resolution: Each player is limited to a single Vehicle Destruction Attempt per Assault against a single enemy vehicle.

1. The attempting player specifies the enemy vehicle being Assaulted, makes a single die roll, and applies all applicable die roll modifiers listed on the *Vehicle Destruction DRM Table.*
2. If the modified die roll is ≥ 10, the selected enemy vehicle is Destroyed and removed from play, otherwise there is no effect.
3. Check for Collateral Damage *[13.3.7a]* if the Destroyed vehicle was transporting Riders/Passengers or a Towed Gun.

14.3.3 Retreats: Retreats occur as a result of an Assault. Players Retreat their own units.

Restrictions:

a) Units do not Retreat if all enemy units in the Assault were eliminated.

b) Retreats do *not* trigger enemy Reactions.

c) Dismounted Towed Guns, Shocked vehicles, and FPs may not Retreat and are *eliminated* instead.

d) Retreating units are eliminated if forced to Retreat into or across prohibited hexes or hexsides.

e) Retreats during Night, in or through any River, Marsh or Jungle hex are limited to three hexes.

14.3.3.1 Retreats by Non-Vehicular Units: Non-vehicular units must Retreat two to four hexes *[EXC: 14.3.3e]. [EXC: A non-vehicular unit may Retreat only one hex — if the hex is a cover-terrain hex, contains a vehicle, or if the hexside crossed is a wall].*

14.3.3.1.1 Retreating Japanese Combat Units: Of the retreating Japanese units, only the combat unit with the best Cohesion must conduct a Cohesion Check and suffers a casualty if it fails. Any other retreating units are not affected *[15.2.1] [EXC: Leader Loss Checks [14.3.5]].*

14.3.3.1.2 Retreat Priority for Non-Vehicular Units: In general, retreating units must retreat toward their FBE *[EXC: 16.1.7]*. Retreating non-vehicular units have one of two options, depending on the orientation of the hexes within the sectors towards the FBE. Retreating units must retreat according to the retreat priorities, *even if it means retreating into a hex containing a minefield or wire.* A retreating unit is subject to the following priority order for each hex entered during the retreat:

a) When the hexsides are parallel to the FBE *[Example: 24.3.1]*:
   i. a hex toward the FBE and not adjacent to an enemy combat unit
   ii. a hex toward the FBE adjacent to an enemy combat unit *[14.3.3.4]*
   iii. when adjacent to a map edge, or impassable terrain, may retreat off or along the map edge or along Impassable terrain — provided each hex entered is further away from its original hex *[10.2]*
   iv. when retreating along an impassable river must Maneuver to, and attempt to cross, at a ford or bridge, if possible
   v. a hex occupied by an enemy unit *[14.3.3.5].*

b) When the hexsides are not parallel to the FBE *[Example: 24.3.2]*:
   i. a hex toward the FBE, or laterally *(consecutive lateral hexes are not allowed)*, and not adjacent to an enemy unit
   ii. a hex toward the FBE, or laterally *(consecutive lateral hexes are not allowed)*, and adjacent to an enemy combat unit *[14.3.3.4]*
   iii. when adjacent to a map edge, or impassable terrain, may retreat off or along the map edge or along Impassable terrain — provided each hex entered is further away from its original hex *[10.2]*
   iv. when retreating along an impassable river must Maneuver to, and attempt to cross, at a ford or bridge, if possible
   v. a hex occupied by an enemy unit *[14.3.3.5].*

Units unable to meet any of the above conditions for Retreat are Eliminated.

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14.3.3.2 Retreating Vehicular Units: Vehicles have a Retreat allowance of 5 MPs (must retreat at least one hex) and can retreat in any direction. FVs and Carriers cannot retreat into forest or tree-lined road hex unless along a road and if forced to do so are eliminated. Vehicles are not affected when retreating adjacent to an enemy unit. Vehicles retreating through an enemy-occupied hex must Bypass *[10.4.5.1]. (Place a green Motion marker on Retreating vehicles.)*

14.3.3.3 Retreating through an Impact Hex: If no other option is available, a unit can retreat *through* a Mortar Fire impact hex — but would suffer any MFA upon exiting *[EXC: 11.4.7d]*. Retreating units *cannot* end their retreat in a Mortar Fire Impact hex.

14.3.3.4 Retreating Adjacent to an Enemy Unit: If at any time during its retreat, an *undisrupted* non-vehicular unit enters a hex adjacent to an undisrupted, or non-shocked enemy combat unit, the undisrupted retreating unit must conduct a Cohesion check at the end of its retreat *[EXC: 14.3.3.1.1]. This Cohesion Check is made prior, and in addition to, any Cohesion Checks called for by a retreat result.* A unit failing its Cohesion check will Disrupt. Otherwise, there is no effect. A Cohesion Check is not required if:

a) the Retreating unit was Disrupted at the beginning of its retreat.
b) the adjacent enemy-occupied hex is a primary impact hex or contains an Assault Arrow or Assault Nationality marker.
c) an undisrupted, friendly, combat unit already occupies the enemy-adjacent hex entered into by the retreating unit.
d) the hex entered is an Urban hex.

14.3.3.5 Breakout: Breakout is a form of retreat and occurs when the only eligible retreat hex is occupied by an enemy combat unit. Each retreating Non-vehicular unit conducting the Breakout must conduct a Cohesion Check at the end of its retreat. *This Cohesion Check is made prior, and in addition to any Cohesion Checks called for by a retreat result on the Assault Resolution Table.* Units breaking out cannot end their retreat in a hex occupied by an enemy unit. The enemy unit through which the friendly units retreated is not affected.

14.3.4 Advance After an Assault: Assaulting or defending units may advance after an Assault when called for in an Assault result, but only once per game turn for any one unit. In this case, some or all of the units may advance into any adjacent hex. Eligible units of the advancing force must immediately conduct and resolve a second Assault if the hex entered contains enemy units, or alternatively, they may reinforce an existing Assault.

14.3.5 Leader and FT Loss Check: Each Platoon Leader and FT that participates in an Assault *must conduct* a Leader or FT Loss Check and suffers a Casualty on a die roll of "1" or a "10" *[13.3.4]*.

14.3.6 Regrouping: Represents the usual and expected temporary vulnerability and disorder of units immediately after an Assault or Withdrawal. Units are marked Regrouping:

a) At the end of an Assault Resolution — and after all Assault results have been applied — all remaining undisrupted, non-vehicular units involved in the Assault, whether attacking or defending, are marked with a Regrouping marker when called for on the *Assault Resolution Table*; or
b) When during Withdrawal the withdrawing units enter a hex adjacent to an enemy unit *[10.3.1.2]*.

Units marked with a Regrouping marker at the beginning of their Action are limited to one of the following Actions:

a) Conduct a Small Arms Fire Action, reduced by one, against an adjacent hex;
b) Recovery Attempt *[12.4]*; or
c) Withdraw *[10.3.1]*.

Regrouping markers are removed immediately when a unit Recovers, Disrupts, or Withdraws.

15.0 Unit and Nationality Characteristics

15.1 Elite Units

Elite units employed the same weapons as regular units, but generally performed much better when under fire. The primary differences between regular and elite units are in their relative levels of initiative, coordination, teamwork, and leadership. Elite units are much more likely to get back in the fight quicker.

a) An Elite company receives a +3 DRM for all Coordination die rolls.
b) A non-vehicular Elite unit receives a –1 DRM for all Disruption, Regrouping, and Withdrawal attempts.
c) An Elite AFV's Armor Value (AV) is increased by one.

15.2 Japanese Units

Each Japanese rifle platoon consisted of three squads of riflemen and a fourth knee mortar squad fielding three or four knee mortars.

15.2.1 Japanese and Disruption: Japanese units do not Disrupt. When a Fire Attack Result calls for Disruption, or when a unit fails a Cohesion Check, only the combat unit with the best Cohesion in the hex, is affected and will suffer a Casualty. Any other Japanese units in the hex are immune to Cohesion Checks and are not affected. If the hex contains more than one unit with the best Cohesion, select the unit with the best Assault Value, followed by the unit with the best SAV. Otherwise select a unit at random. If no combat unit is present the non-combat unit with the best cohesion is selected.

15.2.2 Japanese Casualties: Japanese squads that suffer a Casualty are flipped to their back side representing a reduced squad. Reduced squads may not deploy.

16.0 Airborne Landings

Only the Active player can conduct airborne landings. However, before any airborne company landings can be conducted, all other units on the ground must be Activated first. Note that there is no individual platoon Activation in an airborne landing. Instead, all units land simultaneously in a single Activation. The action of landing is considered a *Maneuver* Action and each landed unit is thus marked as having conducted an Action. Once the landing procedure for all landing units has been completed, play immediately proceeds to the enemy player's Reaction. There is no Reaction by the landing units, as the landing constitutes their Action for that game turn.

16.1 Landing Procedure

The landing player must execute and complete each individual step before moving on to the next step.

16.1.1 Landing Plan: Immediately prior to conducting an airborne landing, the player conducting the landing must organize the landing forces into individual sticks *(parachute)* or gliders. Each stick or glider has its own landing zone (LZ) and Assembly hex. Each stick consists of:

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a) a single infantry platoon consisting of its squads (no deployed sections) and platoon leader; or,

b) one towed gun *(including its inherent carrier – 10.4.6.3)*, or light vehicle *(i.e., light Jeep or truck)*; or,

c) Heavy Weapons consisting of MGs, LATWs, mortar sections and platoons *(use the corresponding FO marker counter for mortars)*. Each Heavy Weapon stick is limited to five support units.

Each Glider is limited to:

a) four steps of infantry and/or MGs and one non-combat unit, or

b) one towed gun (including its inherent carrier – 10.4.6.3), or mortar section or platoon, or

c) one light vehicle *(i.e., light Jeep or truck)*.

16.1.2 Placement of Landing Units: The landing player places the units of each stick or glider in their LZ hex which, unless stated otherwise in an MSR, can be any hex on the map. *Paratrooper LZs cannot be placed within three hexes of each other.* Each Glider LZ must be the last hex in a line of at least three open terrain "skid" hexes which define the direction of travel. All gliders landing in the in the same game turn must land in the same direction. Gliders can share "skid" hexes but not LZ hexes. The Assembly marker for each paratrooper platoon can be placed in any hex on the map provided the hex is no closer than five, or farther than ten, hexes from any Mission Objective. The Assembly marker for each glider platoon is placed in the LZ containing the glider platoon's platoon leader. *(Platoon Assembly markers are used to mark assembly hexes).*

16.1.3 Paratrooper Landing Dispersal: The units in each stick are placed in their designated LZ hex according to the Landing plan *[Note: Gliders do not disperse]*. Once all units of each stick have been placed in its LZ, the landing player refers to the Scatter Diagram to determine their final landing hex *[Note: If the designated LZ hex straddles two sector maps, the Landing player must designate which Scatter Diagram is to be used prior to the landing dispersal die roll]*. The landing player then conducts a landing dispersal die roll for each unit in the stick to determine where they land. The landing player rolls one D6 for direction and one D6 for distance for each landing unit and immediately relocates that unit to its final landing hex.

16.1.4 Paratrooper Landing Resolution: Once all landing units have dispersed, the landing player must conduct a Landing Check d10 unmodified die roll for each landing unit in the following order. If a unit lands in:

1. **Open or Orchard Terrain:**
   a) Infantry and platoon leaders will disrupt if the die roll is > unit's cohesion and suffer a casualty if the die roll = 10;
   b) Non-vehicular support units automatically disrupt and suffer a casualty if the die roll = 10;
   c) Vehicles and mortars *(i.e., FOs)* are destroyed if the die roll = 10.
2. **Forest, Tree-lined or Sunken Road, River, Marsh, Buildings, or Offboard:**
   a) Non-Vehicular units automatically suffer a casualty and disrupt. If landing offboard, surviving sections are placed disrupted in the last full hex on the board-edge exited;
   b) Vehicles and mortars *(i.e., FOs)* are destroyed.
3. **Enemy-Occupied Hex:** If any surviving non-vehicular units land in a hex occupied by enemy combat units, place an Assault marker corresponding to the Nationality of the enemy unit in the hex. The Assault is resolved normally in the *Assault Resolution Phase*, but the enemy player is the attacker. A vehicle or mortar landing in an Assault hex is destroyed unless the hex contains a friendly infantry unit and if so, are ignored for assault resolution purposes and destroyed if the enemy player wins the Assault.
4. **Call for Reaction:** The landing player calls for Reaction once he has resolved his landings.

16.1.5 Glider Landing Resolution: Once all gliders have been placed in their LZ, the landing player resolves glider landings in the following order:

1. **Landing Off Map:** The landing player makes a die roll (d10) for each glider to determine whether it has been blown off course causing it to land off map. A glider lands off map on an unmodified die roll of 10. *An MSR may allow surviving units to enter play later in the mission.*
2. **Crash Determination:** The landing player conducts a die roll (d10) for each glider to determine whether the glider crashed. A glider crashed if the modified die roll is ≥ 9. This die roll is increased by one, due to an increased the risk of crashing, if at any point along its skid path there is an adjacent hex that is a blocking terrain hex, or contains a blocking terrain feature, water, or another glider, or lands off map. If the landing occurs at night, the die roll is further increased by one.
   a) Non-vehicular units in a glider that does not crash must conduct a Cohesion Check and disrupt if they fail *[13.3.1]*;
   b) Non-vehicular units in a glider that crashes must conduct a cohesion check. If the die roll is ≤ their Cohesion they disrupt, and if > their Cohesion they suffer a Casualty and disrupt;
   c) The landing player must make a die roll for a vehicle or mortar *(i.e., FO)* in a glider that crashed. If the die roll is > 7, the unit is destroyed.
3. **Enemy-Occupied Hex:** If any surviving non-vehicular units land in a hex occupied by enemy combat units, place an Assault marker corresponding to the Nationality of the enemy unit in the hex. The Assault is resolved normally in the *Assault Resolution Phase*, but the enemy player is the attacker. A vehicle or mortar landing in an Assault hex is destroyed unless the hex contains a friendly infantry unit and if so, are ignored for assault resolution purposes and destroyed if the enemy player wins the Assault.
4. **Call For Reaction:** The landing player calls for Reaction once he has resolved his landings.

16.1.6 Landing Casualties: Casualties suffered because of a Landing Resolution do not count as casualties for CDL purposes, i.e., they do *not* move the Casualty marker. These casualties can, however, be recovered due to a Random Event Medic result. *[Casualties that result from an Airborne Landings should be recorded and kept separate from casualties incurred during play, so as not to throw off any audits or re-checks of the final CDL]*. If a mortar is destroyed, it is removed from play unless it is a Mortar Platoon. *[Mortar Platoons are never destroyed but instead remain in play with all the normal characteristics of a mortar section]*.

16.1.7 Assembly: Paratrooper units, once they have landed must first assemble before advancing towards their objective *(even if the assembly hex contains an enemy unit)*. A Paratrooper platoon is assembled the moment its leader and the equivalent of two undisrupted squads (four steps) are in or adjacent to their assembly hex. Once assembled, units may advance on their objective.

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Any remaining unassembled units of the platoon must first move into or adjacent to their assembly hex prior to advancing to their objective. Vehicles and heavy weapon units may assemble in any recorded assembly hex and then become available to support a platoon. Units in the following cases are not required to assemble:

a) Undisrupted infantry, including any undisrupted support units in the same hex, landing within two hexes of an enemy unit or closer to their Objective than their Assembly hex;
b) The platoon has < four steps of infantry units remaining;
c) Heroic units;
d) Units landing by glider;
e) Mortars *(i.e., FOs)* instead are placed in the Mortar Support Pending Box.

16.1.8 Withdraw/Retreat: In general, non-vehicular airborne units withdraw/retreat toward their platoon assembly hex or a friendly controlled objective. If a unit's platoon assembly hex is occupied by an enemy combat unit, they can withdraw/retreat toward a friendly controlled objective or the closest assembly hex of another platoon. In either case, withdrawing/retreating units may end their maneuver in or adjacent to a friendly assembly hex or controlled objective.

17.0 Night and Twilight

17.1 Restrictions

Night/Twilight rules are only in effect when stated in an MSR. Night durations may vary in time (minutes), while Twilight is consistently ten minutes unless stated otherwise. Hidden Placement and Dummy rules, although not required, are recommended for Night/Twilight missions. *This encourages the use of patrols to find and identify the location of enemy units and outposts.* The following restrictions are applicable to Night only:

a) Small Arms Fire is less effective *[11.3.3 n];*
b) Recon is limited to three hexes when called for in a Random Event;
c) Maneuver allowance for non-vehicular units during a Platoon Activation Segment is limited to *two hexes* and *one hex* during a Reaction Segment *(EXC: Heroic [12.6] and Japanese [10.1.2a])*;
d) Maneuver allowance for vehicular units during a Platoon Activation Segment is limited to 3 MP and 2 MP during a Reaction Segment. Road Bonus for vehicles is not allowed.

17.2 Concealment Loss

This section replaces Section 4.3.1.1 during Night or Twilight game turns. A unit's Concealment is lost when:

a) it fires from, or Maneuvers into a hex adjacent to an enemy unit during night turns, or within two hexes and LOS if a non-vehicular unit *(four hexes if a vehicle)* of an enemy unit during twilight turns; or
b) the result of a Final Fire Resolution die roll is ≥ the Cohesion of the affected unit; or
c) the Assault Resolution in which it participated ends.

17.3 Line of Sight

All Line of Sight (LOS) rules in section *4.2* are in force with following restrictions:

a) During Night turns, LOS is limited to two hexes for *all* units.
b) During Twilight turns, LOS is limited to four hexes when observing non-vehicular units and eight hexes when observing vehicular units.

17.4 Illumination

An MSR may allow the use of Illumination. When allowed, a player may make an Illumination Request once per Night game turn [17.0]. An Illumination Request can occur as the result of a Platoon Activation or in Reaction. An Illumination Request does not count as an action by the requesting unit. To conduct an Illumination Request, the requesting unit [11.4.4.1] must be Activated or eligible to React. The target hex must be within four hexes of the requesting unit and in or adjacent to an enemy occupied hex to be illuminated (LOS to the target hex is not required for Illumination Request). The Illumination Request occurs before the requesting unit conducts any Action. For observation and reaction purposes, an Illumination marker placed during a reaction segment, illuminates any enemy action within its radius that occurred in the immediately preceding segment. Units that fired in the preceding segment immediately prior to the segment the Illumination occurred do not retroactively benefit from the Illumination, while any Reaction fire occurring during the segment the Illumination occurs would benefit.

17.4.1 Illumination Procedure

1. The requesting player specifies the requesting unit, the target hex to be Illuminated, and makes a die roll.
2. If the die roll is ≤ 5, the Illumination Request is granted. The Request is not granted if the die roll is > 5.
3. If granted, the requesting player conducts an accuracy die roll. If the roll is ≥ 7, the Illumination marker is placed in the specified target hex. If the die roll is 1–6, refer to the *Scatter Diagram* on the sector map containing the primary impact hex to determine the direction and place the illumination marker *two hexes* from the specified target hex in that direction.
4. Illumination markers are removed from play during Step 1 of the Mortar Fire Adjustment Phase and cannot be extended.

17.4.2 Illumination Effects

a) The Illumination marker affects an area with a radius of two hexes in all directions from the Illumination marker.
b) For purposes of LOS, Concealment, revealing Hidden units, and any action, the hexes within the Illuminated area are treated as Day; Night rules do not apply.
c) Units outside the Illuminated area but within two hexes of an Illuminated hex may fire at targets within the Illuminated area without the Night penalty.
d) Units within the Illuminated Area may fire at targets in non-illuminated hexes within two hexes of an Illuminated hex, but suffer the Night penalty when doing so.
e) Units beginning their maneuver, in or adjacent to, an illuminated hex and whose movement path includes only illuminated hexes may use the Day movement allowance. In all other cases Night movement allowances apply.

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18.0 Random Events

Players must consult the Random Event Table located on the Game Tracks player-aid card when their *unmodified* Initiative die roll equals 1 or 10. The Random Event is executed immediately.

a) **Recon:** If a player's *unmodified* Initiative die roll is equal to 1, they may remove the Concealment marker from *any* enemy-occupied hex within five hexes and LOS of a friendly unit.

b) **Fate:** If a player's *unmodified* Initiative die roll is equal to *10*, that player must make a subsequent die roll and is then subject to the corresponding result on the Fate Table. **The results of the Fate Table apply only to the player that rolled the 10.**

19.0 Mines and Wire

Mines and Wire markers cannot be placed in a hex containing an IP or FP, with another Mine or Wire marker, or in a river or bridge hex. (TEMs do not apply to die rolls involving Mines or Wire. Mine and Wire markers are only available when specified in an MSR.)

19.1 Minefields

The locations of minefields are unknown to the enemy player until revealed. During setup, the controlling player records the specific hexes containing their minefields. Mines may be placed in any hex within the controlling player's setup area, as specified in the mission. When friendly units enter an unknown enemy minefield hex, the Minefield is revealed by placing a Minefield marker in the hex. Units entering a known or unknown enemy Minefield suffer a minefield attack. Friendly units entering or exiting a friendly Minefield are not affected in any way. *Of non-vehicular units, only Infantry units and LATWs may fire from a Minefield hex and only in Reaction.*

19.1.1 Entering an Enemy Minefield:

A unit, or stack of units, that enters an enemy minefield hex must stop, ending their Maneuver, and suffer the minefield attack *[EXC: Heroic units must continue their maneuver after suffering the minefield attack]*. The entering player makes a single unmodified die roll for a stack of non-vehicular units and another die roll for each vehicle

a) **Non-vehicular units:** If the die roll is 10, one unit selected at random from the entering units, suffers a Casualty *[13.3.3]*. Otherwise, there is no effect.

b) **Vehicular units:** To An AFV is Shocked if the die roll ≥ 9. FVs and Carriers are destroyed if the die roll is ≥ 8. *The Destruction of a vehicle may cause Collateral Damage [see 13.3.7].* Otherwise, there is no effect.

19.1.2 Exiting an Enemy Minefield:

To exit an enemy Minefield, a vehicle, a unit, or stack of units must make a die roll prior to exit *[EXC: the die roll is not required if the units Withdraw — 10.3.1]*. The exiting player must indicate the exiting unit and the hex it is exiting into and make a die roll. The die roll is reduced by one for a single non-vehicular unit when assisted by its Platoon Leader. If the modified die roll is ≤ 5, the unit must exit and continue its maneuver (the assisting Platoon Leader may also exit with it). Otherwise, the attempting unit(s) remain in the minefield hex and are marked as having conducted an Action. A non-vehicular unit failing to exit is considered to have maneuvered, and thus subject to the Proximity Fire SADRM *[11.3.3c]*.

19.2 Wire

Wire markers are used to show the location of wire entanglements. Non-vehicular units must stop, ending their Maneuver, upon entering a hex containing a Wire marker. To exit a hex containing a Wire marker into a hex closer to the EBE, each non-vehicular unit must first make an exit die roll. If the exit die roll is ≤ 6, the unit must exit into a hex closer to the EBE and may continue its Maneuver normally. If the exit die roll is greater than the unit's Cohesion, it remains in the wire hex and is marked as having conducted an Action. A unit failing to exit is considered to have maneuvered, and thus may be subject to the Proximity Fire SADRM *[11.3.3c]*. An exit die roll is not required when exiting into a hex closer to the FBE. AFVs may — but FVs and Carriers cannot — enter a wire hex at an additional cost of *1* MP. *MG sections cannot Fire from a wire hex.*

20.0 Mission Setup

20.1 Determine Nationality

Players may mutually agree which nationality they will play or determine their nationality by random selection.

20.2 Initiative

Characterizes the quality of a force's company or battalion commander. The Initiative marker indicates which player *currently* has the Initiative. The Initiative marker is placed face up in the *Initiative Box*, indicating the nationality of the force beginning the game with the Initiative. The attacking player begins with the Initiative on the first game turn.

Initiative Die roll Modifiers: Each mission specifies the Initiative die roll modifiers to be applied each time a player makes an Initiative die roll *[5.0]*. **Initiative die roll modifiers are only applicable if a player had the initiative in the previous game turn.**

20.3 Time Lapse

The Time Lapse represents how much real time has passed during a single game turn. Place the two Time markers in their appropriate columns on the *Time Lapse Track*, starting at 0. The Hour marker is set aside until the Elapsed Time reaches 60 minutes or more.

20.4 Tracking Casualties

The Casualty marker is used to track the current *Casualty Differential* during a mission and is placed in the "0" box on the Casualty Track at the start. When a combat unit suffers a Casualty *[13.3.3]*, is Destroyed *[13.3.6]*, or as a result of over stacking *[2.3]*, the Casualty marker is adjusted to reflect the loss. For each Casualty the attacking player suffers, the Casualty marker is moved one box to the left. For each Casualty the defending player suffers, the Casualty marker is moved one box to the right. *The Casualty Track is adjusted accordingly when a unit is returned to play due to a Medic result on the Fate Table.*

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Note: To confirm Casualties for both sides during or at mission's end, each player determines the number of combat steps remaining in play and compares this number against the total number of steps in their force. The *difference* is the number of Casualties taken by that player.

20.5 Casualty Differential Limit (CDL)

Typically, each mission specifies the CDL for both players. The CDL markers for both players are placed in their boxes on the Casualty Track, corresponding to their respective Casualty Differentials Limits as specified in the mission. If a Nationality's CDL is greater than 8, flip the CDL marker to its +8 side and place in the box so the +8 and the number in the box equals the CDL *[Example: If a mission CDL is 10, the +8 side of the CDL marker would be placed in the two box]*. A player *automatically* wins if, at the end of any game turn, the Casualty marker exceeds their opponent's CDL.

20.6 Starting Forces

The starting forces for each nationality are listed for each mission. For platoon *Activation* purposes, the organic infantry and/or tank platoons—and the organization thereof—are noted in ***bold-italics*** (i.e., ***3rd Plt.***). Forces are drawn using the Random Draw Procedure, unless otherwise specified in the mission. *[The bracketed number listed at the end of a player's force is the total number of* ***combat*** *steps in his force.]*

Random Draw Procedure:

1. **Forces:** If a player's force consists of 1–3 platoons, draw all the platoons from the same company. If a force consists of 4–6 platoons, draw an equal number of platoons from two companies. If a force consists of more than six platoons, draw platoons as equally as possible from three companies.
2. **Partial Platoons/Companies:** An infantry platoon normally consists of 6 steps *(8 if Japanese)* and one platoon leader, and 18 steps *(24 if Japanese)* for a company. If an infantry platoon or company is listed as partial (i.e., in number of steps), *all squads from that platoon or company* are placed in a cup and are drawn one at a time until the required number of steps are drawn for that platoon/company. A Platoon Leader is deployed only if one of its squads/sections are drawn from the cup or specifically listed as in play.
3. **Reinforced Platoon:** If an infantry platoon is listed as reinforced (i.e., in number of steps) all of that same platoon's *sections* are placed in a cup and the number of sections is drawn from the cup.
4. **AFVs:** If an AFV platoon or company is listed as partial (i.e., in number of steps), all of that platoon or company's AFVs are placed in a cup. The number listed is the number of AFVs drawn for that platoon/company.
5. **Support:** The number of support units listed in a force are randomly selected from their respective counter mixes.

Examples:

a) ***German Force: 1. Infantry Kp., 3rd Plt.*** *(7 steps) and the* ***1st Tank Plt.*** *(2 Tanks), supported by 2 MG sections, 1 LATW section, and 1 8cm mortar section [11 steps]. In this example, for Platoon-Activation purposes, the German player's force consists of a single reinforced platoon (the* ***1. Kp., 3rd Plt.****) which in this case consist of 7 steps instead of its normal six steps (i.e., three squads) and a partial* ***1st Tank Plt.****, supported by two MG sections and the one LATW section. For the reinforced 3rd Infantry Plt., the four sections of the* ***1. Kp., 3rd Plt.****) are placed in a cup and one section is drawn and added to the three squads for a total of seven steps. For the partial Tank Plt., all tanks of the* ***1st Tank Plt.*** *are placed in a cup and only the first two drawn are in play. For the support units, the two MG sections and the one LATW section are selected at random from their respective counter mixes.*

b) ***American Force: Baker Co.*** *(14 steps) and the* ***Able Tank Co.*** *(10 Tanks), supported by 2 MG sections and 1 60mm mortar section [18 steps]. In this example, for Platoon-Activation purposes, the American player's force consists of a partial* ***Baker Infantry Co.****, and a partial* ***Able Tank Co.****, supported by two MG sections. For the partial infantry company, all squads from Baker Infantry Co. are placed in a cup and only the first seven drawn (14 steps) are in play. For the partial Tank Co., all tanks from* **Able Tank Co.** *are placed in a cup and only the first ten Tanks drawn are in play. For the support units, the two MG sections are selected from their respective counter mixes.*

20.7 Unit Disposition

Each player sets up their units on the map per the instructions listed in the "Disposition of Forces" for each mission. Friendly and enemy board edges are usually defined in each mission. Otherwise, a player's FBE is defined as the closest board edge to their units when set up, and thus opposite the EBE. In addition:

a) Units may not set up in a hex that is half on one sector and half on another, unless *both sectors* are part of the setup area.
b) Up to one squad from each platoon may set up deployed *[10.3.2]*.
c) All defending non-vehicular combat units (including dummies) may set up in an IP. IPs or FPs cannot be placed, or set up, in a hex containing a Building *[EXC: Huts 4.1.6iii]* or another IP or FP.
d) Units that start a mission on the map, or enter play from offboard, may set up or enter concealed.
e) Some units may set up Hidden *[20.9]*.
f) Vehicles may begin or enter play in motion and/or loaded. *[EXC: Hidden units cannot set up in motion.]*
g) Mortars listed in a Mission Force are placed in the Mortar Support Available Box at start or when they enter as reinforcements.
h) All forces starting offboard, or entering as reinforcements, must set up adjacent to the hexes they will enter prior to entry *[EXC: 16.0]*.
i) Forces that set up or enter play from offboard, may enter as scheduled, or delay their entry to a subsequent game turn.
j) An attacking player whose forces enter from offboard may conduct an MFA, if available, prior to the requesting units entry. In this case, the FO is placed in any eligible entry hex.

20.8 Dummies

An MSR may allow the use of Dummies. Dummies have a white dot in the center of the combat-unit icon on their front side, and "Dummy" on the backside. Dummies are neither combat nor non-combat units, have no combat values, and are used solely to deceive the enemy and add a bit of Fog of War. Each player has six Dummies, three vehicular and three non-vehicular, which may be placed during the initial setup, or if off-board, prior to entry. Dummies may set up Hidden,

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provided they are stacked with a combat unit. Dummies are limited to Maneuver Actions only, and may Maneuver independently, or with other units. When Maneuvering, dummies pay normal MP costs for their unit-type and terrain. Additionally, all standard motion rules apply to vehicular dummy units.

20.8.1 Removing Dummies: Dummies are removed from play when they lose their Concealment or the moment an enemy unit enters their hex. An enemy unit's maneuver ends when it enters a hex containing a Dummy. When a Dummy is removed, it and any other Dummies in the hex are also removed *(i.e., Dummies stick together)*. IPs placed in hexes with Dummy markers that did not originally contain a combat unit are also removed *(i.e., those are Dummy IPs as well).*

20.8.2 Deception (Optional): If Deception is in play, Dummy markers may be returned to play, and can be used in a manner very similar to the old "Shell Game." A player may remove previously placed Dummy markers and place these and any other available Dummies in any hex containing a Concealed friendly combat unit during Step 4 of the *Clean-Up Phase* of any game turn.

20.9 Hidden Placement

20.9.1 Setting Up Hidden: Dismounted Towed Guns, and LATW units can always set up Hidden. All other units may set up Hidden only if stated in the Mission. Player(s) must record which units are Hidden, and the hexes they occupy. *Vehicles and Towed Guns must set up at least three hexes behind the most forward hex-row of their setup area.*

20.9.2 Revealing Hidden Units: Hidden units *(including any IPs and Minefields)* when revealed are placed in their hex Concealed. Hidden units are revealed voluntarily when they conduct an Action when activated or in Reaction. Hidden units are revealed *involuntarily*:

a) if after the opposing player's call for Reaction:
   i. it is within three hexes and LOS of an enemy combat unit *(two hexes and LOS if Japanese)*, or any unit if adjacent at Night.
   ii. it is a vehicle in Open terrain within 10 hexes and LOS of an enemy unit.

b) when enemy unit(s) attempt to enter a hex occupied by Hidden units. When this occurs:
   1. The maneuvering units are returned to the adjacent hex from which they attempted to enter the Hidden unit's hex.
   2. All units eligible to Assault are marked with an Assault Arrow and must Assault the Hidden unit unless they Feint *[EXC: The maneuvering non-vehicular units may not Feint if they used the Road Bonus]*. In this case, the revealed Hidden unit(s) will not lose its Concealment if it fires at the assaulting units..
   3. All units ineligible to Assault end their maneuver in the adjacent hex and are marked as having conducted an Action.

c) at the beginning of the Fire Resolution Phase, the hex occupied by a Hidden unit contains an SADRM or MDRM marker.

All Hidden units in the hex are placed on the map and marked with a Concealment marker when revealed. Once placed on the map, the revealed units may conduct Actions normally in Reaction to enemy Actions. The placement of Hidden units on the map — whether voluntarily or involuntarily — will strip Concealment from any enemy unit that met the criteria for Concealment Loss *[4.3.1]* during the opposing player's *Activation or Reaction Segment*, immediately prior to their call for Reaction; *i.e., retroactively.*

20.10 Company Command Tanks (CO)

One or both forces listed in a mission may include a Company Command Tank representing a single AFV containing the company commander. A Command Tank may activate with any tank platoon in its company. In addition, an MSR may give a Command Tank additional abilities.

21.0 Winning the Game

Unless stated otherwise, a mission ends at the end of any game turn in which the Mission Objective has been achieved, or either side exceeds its CDL — or the Final Score exceeds the maximum Final Score listed in the mission. The level of victory is based on the Attacker's Final Score as stated in each mission. Note a force may obtain its Objective but still lose the game — by taking too much time or suffering too many casualties.

21.1 Control of Terrain Objectives

At mission start, all hexes within a player's setup area are considered controlled by that player. If the attacking force does not set up on the board, the defender starts in control of all terrain objectives. The last player to occupy a terrain objective hex with a non-vehicular combat unit is considered to be in control of that objective hex. *[EXC: An AFV, FV or HT can only control an objective hex by occupying that hex; once it exits that hex, control reverts back to the player having prior control of it.]* If the objective includes multiple hexes, such as a grove of woods, a ridge, or a hill, the last player to occupy even a single hex of a multi-hex objective would be considered to have control of that objective. To control a bridge or ford, a player must control the bridge or ford hex and both adjacent entry hexes. If both players have units in an objective, that objective is considered 'contested,' and is controlled by neither side.

21.2 Attacker's Final Score

The Attacker's Final Score is based on elapsed time, casualties, and any fulfilled mission-specific objectives, as stated in an MSR. Determine the Attacker's Final Score according to the following formula: *Elapsed Time (ET) +/– Casualty Points (CP)*. Casualty Points are the small red or black numbers in the lower right corner of the boxes on the Casualty Track. (Note: If Japanese, the ***Japanese Casualty Points*** are always one (1) CP per box instead of the 3 or 4 CP per box listed on the Casualty Track). If the number in the box containing the Casualty marker is red, *subtract* the Casualty Points from the Elapsed Time. If the number in the box containing the Casualty marker is black, *add* the Casualty Points to the Elapsed Time.

Some Missions may assign Mission Objective Points (MOP) to terrain features or other items. The value of MOPs attained by the Attacker will subtracted (–) from the Final Score. MOPs attained by the Defender will be added (+) to the Score. An MSR may indicate an alternative way of using MOPs in determining victory.

21.3 Victory Level

Compare the Attacker's Final Score to the Level of Victory listed for the mission to determine whether the attacker won, lost, or achieved a draw.

Example: The Americans are the attacker and there are no MOP listed in the MSR. The Elapsed Time for the attacker to complete the mission was 42 minutes. The Casualty marker at game's end is in the "attacker-3 box" on the Casualty Track. The Casualty

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Points listed for the attacker-3 box is 9. These 9 Casualty Points are added to the 42 minutes of Elapsed Time to get a Final Score of 51.

22.0 Optional Rules

22.1 Command & Control

Command & Control is applicable to the Maneuver Actions of the squads of the Activated platoon only, and in no way affects their ability to Fire, Recover, or Withdraw. To be in command, a squad must be within three hexes of its Platoon Leader, or within three hexes of another squad of the same platoon that is in command. Squads may be "chained," provided at least one squad is within three hexes of its Platoon Leader and all squads of the same platoon are within three hexes of another squad in the chain. Any squad not in command that elects to Maneuver must use its full Maneuver Allowance and travel the shortest route possible to move back into command. Out-of-command squads cannot Maneuver into, or adjacent to, an enemy-occupied hex.

22.2 Skin in the Game (Role Play)

"Skin in the Game" provides players the chance to experience the risk and reward of leading a squad or platoon in small-unit combat through a series of missions. Players begin as a squad leader (Sgt) and, depending upon their success, are promoted to 1st Lieutenant (Lt) and then to the final rank of Company Commander (Capt) — provided they survive long enough.

At the beginning of each mission, each player secretly selects and records a specific squad or Platoon Leader as their on-board avatar. Note that the unit can be a different squad or Platoon Leader in each mission. If the player's avatar survives the mission, all Promotion Points (PP) earned by the avatar during the mission are added to the player's accumulated PP.

22.2.1 Accruing Promotion Points (PPs): A player accumulates Promotion Points (PPs) for the control and/or successful participation in an Assault resulting in the capture, defense, or destruction of one or more tactical objectives as listed in the Tactical Objective Table. PPs for objectives earned in a single Assault are cumulative. While a squad earns PPs solely for actions undertaken by that unit, Platoon Leaders earn PPs for the actions of all squads under their command *(.e.g., if your avatar was the 1st platoon/Able company leader [Murphy], you would earn PPs for the actions of each designated unit of 1st platoon/Able company)*. While this gives players the ability to earn PPs faster, it also comes with a higher risk.

Example: An attacker winning an Assault against an enemy-occupied IP on a hill earns 3 PP [2 for the hill +1 for the IP]. If the defender wins the assault, they earn 2 PP [1 for the hill, +1 for the IP].

Players should keep a mission-log recording the PPs earned during each mission.

a) At the end of any mission during which a Squad Leader has accumulated 15 PP or more, it triggers a promotion to 1st Lieutenant *(i.e., Platoon Leader)*, who then starts over at zero PPs.

b) At the end of any mission during which a Platoon Leader has accumulated 30 PP, it results in a promotion to Captain *(i.e., Company Commander).*

22.2.2 Leader Casualties: A player's avatar is considered KIA and must immediately start over as a raw Squad Leader with zero PPs if it was eliminated during the mission, or it fails its survival-check die roll at mission end. Otherwise, the player gains any PPs earned during that mission and can return to play in the next mission with their accumulated PP. An avatar fails its survival-check die roll if the modified die roll is ≥ 10. This die roll is increased by one:

a) for each casualty suffered by a Squad Leader's avatar during the mission or,

b) for every two (FRU) casualties suffered by all squads of a Platoon Leader's avatar during the mission.

23.0 Design Your Own Missions

The following procedure allows players to construct their own Missions. Players determine the map configuration, the attacking and defending forces, and then bid to see who the attacking player will be. The lower bidder is the attacker. Once this is determined, each player purchases support units. In each step during the construction of a mission, players should record the mission parameters agreed to on the DYO Mission Form. *(Legal Note: Permission is hereby granted by the Designer and GMT to create copies of these sheets.)*

1. **Determine Defender Frontage:** Frontages have an influence on the size and type of mission selected. Each full sector, including half-hexes, is comprised of 11 by 14 hexes. When a sector is folded into a half-sector, it is comprised of 7 by 11 hexes. Frontage is defined as the width of the area defended and corresponds to the number of hexes along the Enemy and Friendly Board Edges (EBE & FBE). A Narrow frontage runs along the sector-edge consisting of 7 hexes (the narrow side of a folded half-sector). A Normal frontage runs along the sector-edge consisting of 11 hexes (the narrow side of an unfolded full sector). A Wide frontage runs along the sector-edge consisting of 14 hexes (the wide side of an unfolded full sector).

   Example: If the defending force is small, say 1–2 platoons, and if an Advance Mission is selected, it would usually be better to conduct a mission on a narrow frontage; but if it is an Assault Mission, wherein specific terrain features are selected as the objective, a wider frontage would probably work best.

2. **Mission Map:** Players determine the number of sectors to be included for the Mission Map *(i.e., the "depth" of the field of play)*. Once determined, players may choose from the available map sectors to create their preferred Mission Map configuration, or alternatively, they may select the sectors randomly.

3. **Map Configuration:** If more than one sector is selected, players place the geomorphic sectors together, end-to-end, oriented along the same type of frontage selected in Step 1 — in any order they wish, or in any combination, based upon random selection. This then should result in the final map-configuration for the mission. In this way, regardless of the depth of the field of play, the frontage remains consistent (i.e., narrow, normal, or wide).

   Example: If a narrow frontage is selected, all selected sectors should be placed end-to-end along a narrow frontage.

4. **Level of Hills:** If any of the sectors of the map contain hills, players may agree on a level to assign the hills, or alternatively: make a single die roll and refer to the *Hill Table* to determine the levels of the hills for the mission by chance.

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5. **Friendly Board Edge:** Players may either agree on the defender and attacker FBEs, or that may also be determined by random selection.
6. **Mission Type and Objective:** Based on the information available up to this point, players must determine the Mission Type and Objective. Mission Types and Objectives include:
   a) **Assault Missions:** The objective is to control specific terrain features agreed upon in advance by both players. Typically, these include terrain features such as towns, villages, individual urban or building-hexes, hills, hilltops, bridges or fords, crossroads, the "cutting off" of roads or the "clearing" of forest, etc. In addition, players may elect to assign (MOP) for specified terrain features (e.g., certain crossroads, buildings, hills, etc.). An Assault Mission is completed at the end of any game turn in which the attacking player controls the mission objective, either side exceeds their CDL, or the Final Score is > the attacking player's bid plus(+) 10.
   b) **Advance Missions:** The objective is to clear all enemy forces from the specified sector(s). An Advance Mission is completed at the end of any game turn in which there are no undisrupted or non-shocked enemy combat units in the specified sector, either side exceeds their CDL, or the Final Score is > the attacking player's bid plus(+) 10.
   c) **Armor Engagement:** Players may opt for an Armor Engagement in which all platoons of a player's base-force are AFV platoons. If an Armor Engagement is selected, Step 8 is ignored, and players agree on forces instead. Due to disparities in the AFV platoon strengths between nationalities, players should negotiate for equitable forces, taking into consideration the nature and particularities of the Mission Map, and the attacking force nationality's overall strengths and weaknesses. An Armor Engagement is complete at the end of any game turn in which either side exceeds their CDL or the Final Score is > the attacking player's bid plus(+) 10.

   Example: An Assault Mission has been selected and the players have determined that the mission objective is to control six of the nine rural buildings in Sector 1. The mission is completed at the end of any game turn in which the attacking player controls six out of the nine rural buildings in Sector 1, or either player has exceeded their CDL (i.e., "Sudden Death"), or the Final Score exceeds the winning bid by 10. In addition, the attacking player receives one VP for control of each enemy IP.
7. **Defender Nationality:** Players may either agree on the defender's nationality, or it may be determined randomly. If random, one player makes a die roll. If it is odd, it's Axis; if even, then Allies.
8. **Defending and Attacking Forces:** Players determine the size of the forces, including the number of platoons and support points available, both for the defending and attacking forces. Players may agree on all the above, or they can refer to the *Force and Support Table* for assistance. Each column in the *Force and Support Table* states the number of platoons for both the defender and attacker, and support points available for the purchase of support units. Players select a single column corresponding to the force-size they wish to use for the mission. The first number listed is the total number of platoons in the base-force. The second number is the number of armor platoons in the base-force.

   Example: If column "d" is selected, the defender's base-force will consist of two infantry platoons, one tank platoon, and 20 support points for the purchase of support units. The attacker's base-force will consist of five infantry platoons, one tank platoon, and 30 support points.
9. **Casualty Differential Limit (CDL):** Varies, depending on the size of the defender's force. Players should discuss and negotiate, and finally agree on the respective CDLs for the mission. Or alternatively, players may refer to the *Casualty Differential Table* and locate the column corresponding to the number of platoons in the defender's base-force. Each player then makes a die roll. If the die roll is even, the number in the even column is that player's CDL. If the die roll is odd, the number in the odd column is that player's CDL.
10. **Initiative DRM:** Typically, the attacker Initiative DRM is (+2) and the defender is (0). Alternatively, players may agree to a different Initiative DRM to be used or make a die roll on the *Initiative DRM Table* to determine the Initiative DRMs for both the attacker and defender.
11. **Coordination DRM:** For missions in which either force consists of two or more platoons, players may agree upon and record the Coordination DRM of each force, or they may make a die roll on the *Coordination DRM Table* to determine (and record) the Coordination DRM for both players.
12. **Mission Planning:** Prior to determination of which player will be the attacker, players must agree and record whether:
    a) armor support is available,
    b) Dummies are in play,
    c) defender can set up Hidden *[20.9]*,
    d) whether the half-hexes on the sector-sides (excluding the FBE and EBE) are in play.

In order to determine who will be the attacking player, players should first study the map configuration, the forces and support available, mission type, and the objective — to come up with a mission plan. Based on this plan, players then secretly record their bid, which should be based upon what they believe will be the amount of time needed, plus the Casualty Differential target number required, to achieve or complete the attacker's mission *(i.e., the Final Score [21.2])*. The player with the lowest bid is then the attacker. The attacking player would then win the game if their Final Score is ≤ their bid and loses the game if the Final Score is > than their bid +10, otherwise the outcome is a draw.

Example: If a player becomes the attacker with a bid of 25, the Final Score would have to be 25 or less for him to win; 26 to 35 for a draw, and they would lose if > 36.

13. **Purchase of Supporting Units:** Each player refers to the Support Purchase Table and secretly records their support units purchased. Ideally, neither player should know what the other player purchases. A player may never spend more support points than is available.
14. **Unit Selection:** All units of a player's force, including their base-force, are randomly selected *[20.6]*.

    Example: A player has a base-force of two platoons, two MGs, and one AT gun. For the platoons, the player determines the company from which they will be drawn, and then picks or determines the two specific platoons from that company. For the support units, the player selects, at random, two MG units from all the available MG units; and then selects at random one AT gun from all the available AT guns.

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15. **Force Setup:** The defender sets up first, in any hex farther than four hexes from the EBE. All rules in Mission Setup *[20.0]* are in force, unless agreed upon by both players. The attacker enters play in any hex along their FBE (the board-edge opposite the defender's board-edge).

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Vehicular Maneuver Matrix

	Maneuver	Shoot & Scoot	Halt & Fire	Reverse	Bypass	Overrun	Transport *[Loaded/Unload]*	Assault
Shoot & Scoot	Limited to current or adjacent hex		No	Yes	No	No	Yes *[Riders must dismount an AFV when it fires – 10.4.6.2c]*	Yes *[Fire Attacks are limited to Anti-Tank Fire – 10.4.2a]*
Halt & Fire	Limited to current or adjacent hex	No		Yes	No	No	Yes *[Riders must dismount an AFV when it fires – 10.4.6.2c]*	Yes *[Fire Attacks are limited to Anti-Tank Fire – 10.4.3a]*
Reverse	Limited to 3 MP	Yes	Yes		No	No	Yes	No *[EXC: A vehicle may Reverse out of an Assault hex or from a hex under Assault]*
Bypass	Yes	No	No	No		No	Yes	No
Overrun	Yes	No	No	No	No		No *[EXC: Halftracks transporting Passengers – 10.4.5.1c]*	Yes *[provided all conditions of 10.4.5.2 and 10.5.1 are met.]*
Assault	Yes [10.5.2.1], [10.5.2.2]	Yes *[Fire Attacks are limited to Anti-Tank Fire – 10.4.2a]*	Yes *[Fire Attacks are limited to Anti-Tank Fire – 10.4.3a]*	No *[EXC: A vehicle may Reverse out of an Assault hex or from a hex under Assault]*	No	Yes *[provided all conditions of 10.4.5.2 and 10.5.1 are met]*	No *[EXC: Halftracks transporting Passengers - 10.4.5.1c]*	

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Unit Capability Table

	Platoon Leader	Infantry		MG	LATW	FT	Towed Gun	Fortified Position	AFV	FV	Carrier	
		Sqd.	Sec.								Halftrack	Truck
Combat Unit		Y	Y	Y			Y	Y	Y	Y		
Fire Actions												
Small Arms		Y	Y	Y			Y [1]	Y	Y	Y	Y	
Anti-Tank		see 11.5a			Y		Y	Y	Y	Y	Y	
Split Fire(SA)		see 11.3.3d					Y	Y	Y			
Split Fire(AT)		see 11.5.4c					Y	Y	Y			
Mortar/Illumination	Y	Y	Y	Y			Y	Y	MSR Only			
Maneuver Actions												
Allowance (MP)	Activation: 3 or 2 hexes Reaction: 2 or 1 hex								Activation: 5 Reaction: 4			A6 /R4
Normal	Y	Y	Y	Y	Y	Y	see 10.0c		Y	Y	Y	Y
Deploy		Y										
Withdraw	Y	Y	Y	Y	Y	Y						
Assault	see 10.5.1b	Y	Y	see 10.5.1b					Y	see 10.5.1c		
Feint	Y	Y	Y	Y	Y	Y						
Shoot & Scoot									Y	Y	Y	
Halt & Fire									Y	Y	Y	
Reverse									Y	Y	Y	Y
Bypass									Y	Y	Y	Y
Overrun									Y	see 10.4.5.2a & b		Y
Recover Actions												
Disruption	Y	Y	Y	Y	Y	Y	Y					
Regrouping	Y	Y	Y	Y	Y	Y	Y					
Rally	Y	Y	Y	Y	Y	Y	Y		Y			
Heroism		Y	Y									
Shock									Y			

[1] Limited to Towed Guns with SAV

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DYO Mission Form – Europe

Defender Frontage		
Hill Levels		
Defender Nationality		
Force Column Selected		
Mission Type		
In Play?	*Armor Support*	
	Dummies	
	Hidden Placement	
	Half Hexes	
Casualty Differential Limit	*Attacker*	
	Defender	
Initiative DRM [max allowed is +3]	*Attacker*	
	Defender	
Coordination DRM	*Attacker*	
	Defender	
Winning Bid		

Map Configuration

Mission Objective

Disposition of Forces

Mission Result	**Attacker Casualties**		**Time**	**Final Score**	**Comments:**
	Defender Casualties				

Mission Tables

Force and Support Table

		a	b	c	d	e
Defender	**Platoons** *[Inf/Tank]*	1 / 0	1 / 0	2 / 0	2 / 1	3 / 1
	Support Points	10	15	15	20	30
Attacker	**Platoons** *[Inf/Tank]*	2 / 0	3 / 0	4 / 0	5 / 1	6 / 1
	Support Points*	20	20	25	30	45

**If Sector contains Urban Terrain, increase the Attacker' Base Force by one Platoon.*

Casualty Differential Table

# of Defending Platoons	1 - 2		3 - 4	
	Odd	Even	Odd	Even
Attacker CDL	4	5	6	7
Defender CDL	2	3	4	5

Initiative DRM Table

Attacker		Defender	
die roll	DRM	die roll	DRM
1	0	1 - 2	-1
2 - 3	1	3 - 7	0
4 - 8	2	8 - 9	1
9 - 10	3	10	2

Hill Table

die roll	Level	Note
1 - 3	x1	Low Hills
4 - 8	x2	Medium Hills
9 - 10	x3	High Hills

Coordination DRM Table

Attacker		Defender	
die roll	DRM	die roll	DRM
1	0	1 - 2	-1
2 - 6	1	3 - 8	0
7 - 10	2	9 - 10	1

Miscellaneous Table

die roll	# of Mines, Wire, IPs or Dummy markers
1 - 3	1
4 - 7	2
8- 10	3

Armor Support Table

Allies		Axis	
die roll	Type	die roll	Unit Type
1 - 7	M10	1	StuG 105
		2 - 7	StuG IIIG
8 - 10	M36 GMC	8 - 9	JgdPz 38t
		10	Jagdpanther

Support Purchase Table

Unit	Axis	Allies	Notes	
MG Sec.	6	5	maximum of one per platoon (rounded up); +1 each for Elite	
LATW Sec.	3			
FT	4		One maximum	
Dummies	2		per die roll on the Miscellaneous Table (two die roll limit)	
Initiative DRM	10		Limited to one	
Tank Sec.	12	10	Axis tank sections consist of two tanks and Allies sections three tanks	
Armor Support	12		Make a single die roll on the Armor Support Table to determine the type. Once determined, all purchased must be the same type.	
Halftrack *(Carrier)*	6		maximum of three	
Truck	4		maximum of three	
FV	8		maximum of two	
60mm Mortar Sec.	6		Allies only (one per Co.)	
81mm/8cm Mtr Sec.	10		maximum of one	
81mm/8cm Mrt Plt.	25		A Mortar Platoon cannot be purchased in combination with a Mortar section	
Towed Guns	8		Selected at random from all available Towed Guns	
FP with MG	8			Defender only
FP with AT Gun	12			
IP	2		Per die roll on the Miscellaneous Table - (two die roll limit). Location of each must be recorded prior to mission start.	
Mines	4			
Wire	6			

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DYO Mission Form – Pacific

Defender Frontage		
Hill Levels		
Defender Nationality		
Force Column Selected		
Mission Type		
In Play?	*Armor Support*	
	Dummies	
	Hidden Placement	
	Half Hexes	
Casualty Differential Limit	*Attacker*	
	Defender	
Initiative DRM [max allowed is +3]	*Attacker*	
	Defender	
Coordination DRM	*Attacker*	
	Defender	
Winning Bid		

Map Configuration

Mission Objective

Disposition of Forces

Mission Result	**Attacker Casualties**		**Time**	**Final Score**	**Comments:**
	Defender Casualties				

Mission Tables

Force and Support Table

		a	b	c
Defender	**Platoons** *(Axis/Allies)*	**1**	**2**	**3 / 4**
	Support Points	10	25	40
Attacker	**Platoons** *(Axis/Allies)*	**1 / 2**	**2 / 3**	**4 / 6**
	Support Points	25	30	45

Casualty Differential Table

Defending Platoons	**1 - 3**		**4 - 6**	
CDL for:	Odd	Even	Odd	Even
Attacker *(Allies/Axis)*	**4/6**	**5/7**	**6/8**	**7/9**
Defender *(Allies/Axis)*	**2/7**	**3/8**	**3/10**	**4/11**

Initiative DRM Table

Attacker		**Defender**	
die roll	**DRM**	**die roll**	**DRM**
1	**0**	**1 - 2**	**-1**
2 - 3	**1**	**3 - 7**	**0**
4 - 8	**2**	**8 - 9**	**1**
9 - 10	**3**	**10**	**2**

Hill Table

die roll	**Level**	**Note**
1 - 3	**x1**	**Low Hills**
4 - 8	**x2**	**Medium Hills**
9 - 10	**x3**	**High Hills**

Coordination DRM Table

Attacker		**Defender**	
die roll	**DRM**	**die roll**	**DRM**
1	**0**	**1 - 2**	**-1**
2 - 6	**1**	**3 - 8**	**0**
7 - 10	**2**	**9 - 10**	**1**

Miscellaneous Table

die roll	**# of Mines, Wire, IPs or Dummy markers**
1 - 3	**1**
4 - 7	**2**
8- 10	**3**

Armor Support Table

Axis		**Allies**	
die roll	**Type**	**die roll**	**Unit Type**
1 - 5	**HaGo**	**1 - 4**	**M5A1**
6 - 10	**ChiHa**	**5 - 10**	**M4A1**

Support Purchase Table

Unit	**Axis**	**Allies**	**Notes**	
MG Sec.	**5**	**5**	maximum of two per platoon (rounded up); +1 each for Elite	
LATW Sec.	**-**	**3**		
FT	**-**	6	maximum of two	
Dummies	**2**	**2**	per die roll on the Miscellaneous Table (two die roll limit)	
Initiative DRM	**8**	**10**	Limited to one	
Tank Sec.	**20**	**25**	Japanese tank sections consist of (2) tanks and American sections (3) tanks	
Armor Support	**10**	**10**	Make a single die roll on the Armor Support Table to determine the type. Once determined, all purchased must be the same type.	
Halftrack *(Carrier)*	**-**	**6**	maximum of three	
Truck	**3**	**3**	maximum of three	
FV	**-**	**8**	maximum of one	
60mm Mortar Sec.	**-**	**5**	US only (one per Co., cannot have in conjunction with 81mm Mortar section)	
81mm Mortar Sec.	**12**	**12**	maximum of one per Co.	
81mm Mortar Plt.	**25**	**25**	Maximum of one	
Towed Guns	**8**	**8**	Selected at random from all available Towed Guns	
FP with MG	**8**	**-**		Defender Only
FP with AT Gun	**12**	**-**		
IP	**2**	**3**	Per die roll on the Miscellaneous Table - (two die roll limit). Location of each must be recorded prior to mission start.	
Mines	**4**	**4**		
Wire	**-**	**5**		

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