

ASLSK3 Summary

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DR	2	3	4	5	6	7	8	9	10	11	12
≤%	3	8	17	28	42	58	72	83	92	97	✓
>%	97	92	83	72	58	42	28	17	8	3	0

■ Probability of rolling doubles → 17%

SPECIAL DR

- □□ MMC Lone Self-Rally → Rally/Field Promotion; □□ MMC CC → ELIM (all)/Field Promotion (5.3).
- Doubles on non-Leader directed MMC IFT DR → firing Unit Covers (shift one (E/1/2/G) or two (Con/Inx) columns left on IFT).
- ▶ Ordnance, Vehicles, CC, DC and Residual FP are not susceptible to Covering.
- Rolling exact Morale during MC → Pin Unit.
- MC > Morale + ELR → replaced by Poorer-Quality Unit (5.1, see Nationality Chart). Crews and MMC with underlined Morale are not subject to ELR.
- □□ MC → K if GO, KIA if Broken, **STUN** if CE; □□ Rally → K; □□ Gun TH/IFT DR → Breakdown.
- IFT/TH DR (red die) ≤ ROF# → maintain ROF.
- IFT/TH DR ≥ B#/X# → Breakdown/Eliminate.
- Δ – symbol for “Leadership drm/DRM N/A”

RALLY PHASE (RPh, 3.1)

BOTH PLAYERS may have each of their Good Order (GO) Units (CX/PIN okay) undertake one action only per RPh (taken in order; GO Leaders may rally other Broken Units in addition to the one action).

Start Of Phase (3.1a)

- The ATTACKER rolls for any provisional (SSR) **Reinforcements**, and sets up off-board Units due to enter this Player Turn (MPH or APH).
- ▶ All Off-Board Vehicles must set up In Motion.

Actions (3.1b-d; ATTACKER goes first)

- GO Units may attempt to **Recover** unpossessed Weapons in same hex (dr Δ < 6 for success; +1 CX drm).
- GO Units may attempt to **Repair** possessed Broken Weapons (own nationality only; dr Δ ≤ R# for success, 6 = eliminate).
- ▶ GO Vehicles may attempt to Repair broken MG or MA (dr Δ = 1 for success, 6 = eliminate).
- GO Units in the same location may freely **Transfer** possessed Weapons.

Rallies (3.1e-f; ATTACKER goes first)

- Broken Leaders and Crews with a boxed Morale may attempt to **Self-Rally** (Self-Rally DRM Δ: +4 Desperation Morale (DM); -1 building or woods; +1 Self-Rally).
- ▶ One additional ATTACKING Broken MMC may attempt a **Lone Self-Rally** (Self-Rally DRM: +4 Desperation Morale (DM); -1 building or woods; +1 Self-Rally).
- Broken Units stacked with GO Leaders may attempt to **Rally**.
- ▶ Rally DRM: +4 Desperation Morale (DM); -1 building or woods; Leadership.

Vehicle Shock (3.1g; ATTACKER goes first)

- Roll as appropriate for **AFV Recuperation**.
- ▶ Shock dr Δ: 1-2 removes **SHOCK** marker; 3-6 flips **SHOCK** marker to **UK** (Unconfirmed Kill).
- ▶ Unconfirmed Kill dr Δ: 1-3 removes **UK** marker, 4-6 flips Vehicle to its Wrecked side.

End Of Phase (3.1h)

- **Remove** all **DM** markers (Units adjacent to KEU or in hexes subject to Interdiction remain **DMed**). Broken Units may opt to keep their **DM** status unless in a building or woods.

PREP FIRE PHASE (PFPh, 3.2)

ATTACKING Units, Weapons and AFV may fire.

Start Of Phase (Smoke: 1.2.5)

- **Reduce** or **Remove** all “%” **SMOKE** and **WP** markers placed by the ATTACKER.
- Ordnance may place Full (+3) “%” **SMOKE** or Full (+2) **WP** by securing an ATT hit (first shot only). Place **PREP FIRE** markers on firing Units.

Line Of Sight (LOS; 3.2.1)

- A Unit thought to have an unobstructed LOS (no reasonable doubt of crossing a building, hill or

woods depiction) to an Enemy Unit may fire. LOS may only be checked after a fire attack has been declared. LOS challenged and/or verified to be **Blocked** yields a “N/E” result (check B#/X#).

- Any combination of intervening (grain, brush) or inherent (orchard, smoke) **Hindrance** ≤ 6 blocks LOS (including inherent hexsides).
- ▶ +1 Hindrance DRM while firing out of smoke.
- Units on different levels may trace (reciprocal) LOS only if the LOS crosses just one **Crest Line** (hillside depiction) in either Unit's hex.
- Crest Line Units gain a +1 **Height Advantage** (HA) TEM against non-Mortar firing, lower-level Units if no greater TEM applies.
- ▶ HA negates FFMO and Interdiction.
- High-level Units may trace LOS to other high-level Units over low-level Obstructions (building or woods) or intervening Hindrances (grain).

Fire Attacks (3.2.2)

- Place **PREP FIRE** markers on firing Units.
- ▶ Fire Attack Modifiers (MMC/ATR/IFE/MG): Point Blank Fire (PBF) → x2 FP; Triple Point Blank Fire (TPBF) → x3 FP; Long Range → ½ FP (also FT).
- ▶ IFT DRM: Leadership; +X Terrain Effects Modifier (TEM); +X Hindrance (intervening).
- ▶ **MOTION** Vehicles/MG cannot **PREP FIRE** (any).
- A lone Leader cannot link a **Fire Group** (FG). Units in the same hex must form a Mandatory FG if they intend to fire at the same Enemy Unit.
- ▶ Ordnance and FT cannot participate in a FG.
- ▶ Only a Vehicle's MG/IFE may FG together.
- Leaders may apply their Leadership to one Unit/FG per Player Turn by directing fire attacks from the same hex (treated as if they were attacking).

Effects (3.2.3)

- GO Units suffer a PTC if a Leader with a greater Morale in their stack breaks (**Leader Loss Task Check** (LLTC); reverse Leadership DRM).
- Non-Close Combat (CC) Units suffer a NMC if a Leader with a greater Morale in their stack is eliminated (**Leader Loss Morale Check** (LLMC); reverse Leadership DRM).

Random Selection (Full ASL A.9; for KIA/K effects): Assign each Unit in the hex a different colored die. High die suffers the KIA/K effect, or *all applicable* Units suffer KIA/K effects in the case of a high tie.

To Hit Process (TH; 3.2.4)

- Ordnance and any non-MG vehicular MA must first secure a hit on their intended target before rolling for an effect on the IFT (vs. Infantry or Ordnance) or advancing to the To Kill Procedure (vs. Vehicles).
- Targeting Guns/Units by applying any TEM to the To Hit DR uses **Infantry Target Type** (ITT).
- ▶ High Explosive (HE), HEAT and AP; full FP (IFT)
- ▶ Can affect Crew Exposed (CE) Units
- Targeting the hex itself by applying any TEM to the IFT DR uses **Area Target Type** (ATT).
- ▶ High Explosive (HE) and Smoke; ½ FP (IFT)
- ▶ Only Mortars may maintain ROF using ATT
- Targeting a Vehicle by applying any TEM to the To Hit DR uses **Vehicle Target Type** (VTT).
- ▶ Armor Piercing (AP/APCR/APDS) ammo
- **To Hit Procedure**: Declare target and ammo (default ITT: HE; VTT: AP). Look up Gun type and range for To Hit number (TH#)/sum up TH DRM (ex. 10/+5). TH DR ≤ Modified TH# for success.
- ▶ AP ammo: VTT → full effect; ITT → reduced effect; ATT → no effect; all → no Residual FP.
- ▶ Use red TH#: Russian, Italian, Polish, Slovak; pre-1944 American MA/Gun; Non-Qualified, Captured or Inexperienced usage.
- ▶ -1 ROF DRM: Covered Arc (CA) change on non-turreted Gun; Captured, Non-Qualified or Infantry Firepower Equivalence (IFE) usage.
- ▶ Guns and Vehicles must always face toward one of it's six hexspines even while moving or Manhandling. This depicts the triangle-shaped Covered Arc (CA, VCA or TCA) of the Unit.
- ▶ Bow-mounted Weapons (BMG) fire into the VCA; Turret-mounted Weapons (CMG) fire into

the TCA; Rear CMG fire into the rear TCA.

- A Gun/MA may **Intensive Fire** (IF) *once* after losing ROF (TH +2 DRM; B# -2; X# → 12). Place an **INTENSIVE FIRE** marker on the Gun/MA.
- ▶ A Gun/MA cannot IF if it has been Pinned, Shocked or Stunned, or during the AFPh.
- ▶ A Gun/MA may IF during the DFPh only versus adjacent/same hex Enemy Units.
- ▶ Breaking a MA via IF enacts a Recall.
- **To Kill Procedure** (AP strike against a Vehicle): Reference TH DR dice for hit location. Look up Weapon type and range for the To Kill number (TK#). Determine the Armor Factor (AF) per hit location. TK# - AF = Final TK#. Reference TK DR on the “AFV Destruction Table” for effects.
- ▶ Turret hit: TH DR red die < white die; Hull hit: TH DR red die ≥ white die; Target facing: VCA or TCA determines a front, side or rear hit.
- ▶ Targeting an AFV from within a hex: use the TH DR red die (1-2: rear; 3-4: side; 5-6: front).
- ▶ Rear hit → +1 TK DRM.

Dud (Full ASL C7.35): TK DR □□ → no effect (an aspect of fate representing a failure to detonate, a glancing blow or a hit to a non-vital area).

End Of Phase

- Any ATTACKING Gun may change its CA if 1) its Manning Infantry did not use their IFP and 2) the Gun is capable of firing without using IF.

MOVEMENT PHASE (MPH, 3.3)

ATTACKING non-**PREP FIRE** GO Units not locked in Melee or Immobile may move. Remove CX markers as Units start their move (cannot Double Time this MPH). Players announce MF and MP as they are spent, and when a Unit completes its movement.

Infantry Movement (3.3.1)

- Infantry Units earn a +1 MF **Road Bonus** if they traverse only road hexsides during a MPH.
- Hexes have a total **Stacking Limit** of 3 MMC Squad equivalents, 4 SMC (Leaders) and 1 GO Vehicle for each side. A Gun and its Manning Infantry (Crew or HS) equals 1 Squad equivalent.
- Units without CX markers may **Double Time** (announce; place CX marker; cannot Assault). Exhausted Units gain +1 to attack DR (IFT, TH and CC)/any dr (recovery, ambush and smoke).
- Units may **Assault** into an adjacent hex (announce; cannot use all MF; avoids FFNAM).
- Units with a FP exponent may attempt to place ½” **Smoke** (announce; expend 1 MF for same hex; expend 2 MF for adjacent hex; dr Δ ≤ exponent for success (6 ends Unit's MPH); one chance per Unit per MPH; D1F, S1F and FPF).
- Units may attempt to **Recover** Weapons in the same hex (expend 1 MF; dr Δ < 6 for success; CX +1 drm; one chance; D1F, S1F and FPF).
- Any **Off-Board Units** may enter play during the MPH, or they can be reserved for entry during the APH (roads extend off-board for entry).
- Any Unit forced to exit the boundary of a map board or scenario boundary is eliminated.

Vehicle Movement (3.3.2)

- Remove **MOTION** markers as each Vehicle begins executing its MPH (as *the* Moving Vehicle).
- Moving CE AFVs gain a **Road Bonus** rate of ½MP while traversing each road hexside.
- VCA changes at a rate of 1MP per hexspine (2MP per hexspine in buildings or woods with a Bog Check) before exiting each occupied hex.
- ▶ TCA changes are free while expending MP including Start, Stop and Delay MP (declare).
- A non-**MOTION** or Stopped Vehicle must spend 1 **Start MP** to begin moving or to change it's VCA.
- ▶ Subject to **Mechanical Reliability** (red MP#) and/or **Bog Check** (building or woods).
- ▶ Open to D1F, but not as a Moving Target.
- **MOTION** or Moving Vehicles must expend 1 **Stop MP** to halt their movement in the current hex.
- A **MOTION** Vehicle (In Motion) or a Vehicle that is/has been *the* Moving Vehicle this Player Turn (by entering a new hex) is a **Moving Target**.

- **Delay MP** are spent by Stopped Vehicles only.
 - Moving Vehicles may expend more MP than necessary to enter an adjacent hex (declare).
- Place **MOTION** markers on Vehicles exhausting their entire MP allotment during their MPH without spending a Stop MP.
 - Vehicles with insufficient MP to enter an adjacent hex may end their MPH In Motion. Otherwise, remaining MP is spent in that hex.
 - Vehicles starting a Player Turn In Motion must spend MP to stop or continue moving.

■ **ATTACKING** AFV may freely CE or BU (except if the AFV fired in the PFP or declared B1F).

Motion Status Attempt (MSA; 3.3.2.1)

- **MOTION** and Stopped AFV are eligible for MSA.
- Attacking, moving Units allow a non-**FIRST FIRE/FINAL FIRE/INTENSIVE FIRE** defending Vehicle a MSA if both began the Player Turn out of LOS.
 - MSA $dr \leq$ the number of enemy MF/MP spent in LOS of the defending AFV for success (place **MOTION** marker if the AFV was stopped).
 - Subject to **Mechanical Reliability** (red MP#) and **Bog Check** (building or woods).
 - One attempt allowed per Vehicle per MPH.
- Passing a MSA awards a free VCA/TCA change.
 - Subject to Bog Check per terrain restrictions.

Bounding First Fire (B1F; 3.3.2.2)

- Place **BOUNDING FIRE** markers on Vehicles moving and firing during the MPH (including vs. Enemy Units in the same hex). Check B1F TH DRM based on MP expended in LOS of target.
 - Case 8 TH DRM is N/A to B1F (SKEP#1).
 - Case 24 TH DRM applies to Moving Targets.
 - B1F does not place an Acquisition marker.
 - Fire Attack Modifiers: MG/IFE $\rightarrow$ ½ FP; MG/IFE while Non-Stopped $\rightarrow$ ¼ FP.

- An AFV may fire in the MPH and AFPH if only the MA is fired in the MPH while maintaining ROF.

Defensive First Fire (3.3.3)

- **Defensive First Fire (D1F):** DEFENDING Units may fire on Units expending MF/MP (FFNAM and FFM0). Place **FIRST FIRE** marker on firing Unit (Weapons maintaining ROF during D1F are not marked). Place **RESIDUAL FP** marker as needed (½ FP, rounded down, max. 12; shifts: positive Leadership, CX, LOS Hindrance and Air Bursts).
 - Weapons that fire AP rounds, maintain ROF or breakdown leave no Residual FP.
 - Residual FP attacks are resolved before D1F (IFT DR versus Infantry and CE AFV; apply any non-HA TEM, Smoke, FFMAM and FFM0).
 - Units can be subjected to a second Residual FP attack in the same location if they expend additional MF while lessening their defensive posture (ex. recover a SW after assaulting).

Cowering during D1F places a FINAL FIRE marker.

- Subsequent First Fire (S1F): DEFENDING **FIRST FIRE** Units may fire on Units expending MF/MP (FFNAM and FFM0; no closer KEU; in normal range only; ½ FP; B# -2; original B# $\rightarrow$ X#; no ROF). Flip marker on firing Unit/Weapon to **FINAL FIRE**. Place **RESIDUAL FP** marker as needed.
 - **FIRST FIRE** Guns and MA may **INTENSIVE FIRE** as S1F without the closest KEU restriction.

- Final Protective Fire (FPF): DEFENDING **FINAL FIRE** Infantry Units may fire on adjacent Units expending MF/MP (FFNAM and FFM0; ½ FP; PBF; B# -2; original B# $\rightarrow$ X#). NMC penalty against firing and directing Units using the original IFT DR. Place **RESIDUAL FP** marker as needed.

- Each Unit may D1F, S1F or PPF on an Enemy Unit for each MF/MP expended in that location.

- Units that pin while expending MF become immune to FFMAM or FFM0. Units that break while advancing become vulnerable to FFMAM.

Reaction Fire (RF; 3.3.4)

- Non-**PIN** GO MMC must first pass a Pre-AFV Advance/Attack Check (**PAATC**) before firing on a moving Vehicle in its hex (as D1F/S1F/PPF).
 - PAATC failure pins Unit and prohibits RF.

- BU AFV are immune to TBPF; CE AFV are not (entitled to a +2 CE Partial Protection DRM).

End Of Phase

- **Remove** all **RESIDUAL FP** ½" **SMOKE** markers.

DEFENSIVE FIRE PHASE (DFPh, 3.4)

DEFENDING Units, Weapons and AFV may fire.

Start Of Phase (Smoke; 1.2.5)

- Ordnance may place Dispersed (+2) ½" **SMOKE** or Dispersed (+1) **WP** by securing an ATT hit. Place **FINAL FIRE** markers on firing Units.

Final Fire (FF) and Final Defensive Fire (FDF)

- Non-**FIRST FIRE/FINAL FIRE/INTENSIVE FIRE** Units, Weapons and Vehicles may FF: **FIRST FIRE** Units/non-vehicular MG/IFE Guns may FDF on adjacent/same hex Units only (½ FP; PBF; B# -2; original B# $\rightarrow$ X#). **FIRST FIRE** Guns/MA may IF on adjacent/same hex Units only (TH +2 DRM; B# -2; X# $\rightarrow$ 12). Place **FINAL FIRE** markers on firing Units (flip).
 - MG, Weapons and Vehicle MA that maintained ROF during the MPH may FF.

End Of Phase

- Any DEFENDING Gun may change its CA if 1) its Manning Infantry did not use their IFF and 2) the Gun is capable of firing without using IF.

- **Remove** all **FIRST FIRE/FINAL FIRE** markers.

ADVANCING FIRE PHASE (AFPh, 3.5)

ATTACKING non-**PREP FIRE** Units and Weapons may fire (Units/SW: ½ FP; Ordnance: TH +2 DRM, no IF; Both: no ROF). MMG, HMG, Mortars and Guns that moved in the current MPH may not fire (LMG okay).

- Vehicles that moved during the MPH then fire during the AFPh do so as **BOUNDING FIRE**.
- Vehicles can't fire during the AFPh if they fired any non-MA weapon during the previous MPH.

- Eligible Squads may **Assault Fire** (underlined FP) at normal range only; +1 after all modifications; fractions rounded up (FRU).

- Place **PREP FIRE** markers on firing Units.

End Of Phase

- Any ATTACKING Gun may change its CA if 1) its Manning Infantry did not use their IFF and 2) the Gun is capable of firing without using IF.

- **Remove** **PREP/INTENSIVE/BOUNDING** markers.

ROUT PHASE (RtPh, 3.6)

Eligible ATTACKING then DEFENDING Units rout.

Start Of Phase

- Place **DM** markers on Broken Units adjacent to or in the same location as a GO KEU and on non-emplaced Broken Units subject to Interdiction.

Must/May

- Broken **DM** Units adjacent to or in the same location as a GO KEU and non-emplaced Broken Units subject to Interdiction must rout.

- Broken **DM** Units not forced to rout may rout (in building/woods okay). Non-**PIN** GO Leaders may rout with Broken **DM** Units they're stacked with.

Rout

- A Routing Unit must move to the nearest (in MF) building or woods. It may ignore that destination if the distance from all KEU would not increase.

- Non-Wounded Units may use up to 6 MF to rout (can never be increased; Wounded Leaders use up to 3 MF). Units drop Weapons beyond their IPC before routing.

- While routing, Units cannot move adjacent to or decrease their distance to any KEU – they must maintain or increase the distance at all times.

- Check for stacking limits, new KEU and new destinations as Units rout from hex to hex.

- Upon reaching their destination, Routing Units may continue into adjacent buildings or woods.

- Failure to rout at least one hex eliminates a Unit.

Interdiction

- Conduct one NMC each time Routing Units enter Open Ground in normal range and LOS of a non-CX, non-**PIN** GO KEU capable of at least 1 FP or striking via TH process from less than 17 hexes.

- No Interdiction: a Unit in Melee; a Unit/Weapon docked by ½ FP or positive DRM; a lone Leader

with a MG; a Gun that must change its CA; the MA of a BU Vehicle; a **MOTION** Vehicle.

- Routing Units that fail their Interdiction NMC suffers a Casualty Reduction (eliminate assisting Leader). Any remaining HS may continue to rout.
- Routing Units pinned by way of Interdiction NMC immediately end their rout movement.

Low Crawl

- Routing Units may instead Low Crawl into an adjacent Open Ground hex by using all of their MF to avoid an Interdiction NMC.

ADVANCE PHASE (APh, 3.7)

ATTACKING Units may advance and transfer SW.

Start Of Phase

- Non-**PIN** GO Infantry Units (CX okay) in the same location may freely **Transfer** possessed SW.

Advance

- Non-**PIN** GO Infantry Units (CX okay) may advance into an adjacent hex, even if that hex is enemy-occupied.

- Non-**PIN** GO MMC must first pass a Pre-AFV Advance/Attack Check (**PAATC**) before advancing on Enemy AFV (+1 PAATC DRM: non-Elite Italian, Inexperienced, Axis or Allied Minor).
 - PAATC failure pins Unit.

- Units using all their MF (check IPC and PP) to advance become exhausted (place CX markers). CX Units cannot advance if it would require all their MF (check IPC and PP).

- GO ATTACKING AFV may freely CE or BU.

- Place **CC** markers on stacks where Units advanced into enemy-occupied hexes.

- **Remaining Off-Board Units** enter play or are eliminated (roads extend off-board for entry).

CLOSE COMBAT PHASE (CCPh, 3.8)

BOTH PLAYERS resolve Close Combat between Enemy Units in the same hex (no SW vs. Infantry; ATTACKER chooses the order of CC hex resolution).

Ambush

- Check for Ambush if Infantry advance into CC in a building or woods. Ambush¹ = $dr^1 \leq dr^2 - 3$ (Players¹ and ²; Ambush drm: +1 for CX/Inx/**PIN**, BU/**stun**; +2 for Vehicles; +/-X for Leadership).

- Ambushing Units resolve their attacks first. Otherwise, CC attacks resolve simultaneously.

Close Combat

- The ATTACKER designates all his attacks for a hex first, then the DEFENDER. Units may attack and be attacked only once per CCPh.

- All Units defend at full FP (+/-X for Leadership). **MOTION/PIN** Units attack at ½ FP. Broken Units cannot attack (-2 DRM during defense).

- CC Effect: DR < Kill# (ELIM, all); DR = Kill# (K, random selection); DR > Kill# (No effect).

- SMC have 1FP. SMC that attack alone defend alone (cannot self-apply Leadership DRM).

- Infantry vs. Vehicle CC is sequential (Infantry first (CCV), Vehicle second (CC), then alternating thereafter until all Units have made one attack).

- Infantry attack Vehicles via **Close Combat**

- Value** (CCV) DR (Squad: 5; Crew: 4; Half Squad: 3; SMC: 2). CCV Mods: SMC with MMC (+1); CX, **PIN**, Inexperienced (-1 each). Apply CCV DRM.

- CCV Effect: DR < CCV (Eliminated); DR = CCV (Immobilized); DR > CCV (No effect); DR 国 vs. non-**SHOCK/STUN** (Causality Reduction).

- Only two Infantry Units may combine per CCV attack, where the second must be a SMC.

- Vehicles attack Infantry via CC using their AAMG (if CE), CMG (unless VCA restricted), RMG or turreted MA (if less than 15mm or as IFE).

- Units locked in Melee cannot leave that location, make fire attacks, interdict Routing Units, etc.

- If mobile, Vehicles cannot be locked in Melee.

- Fire attacks against Melee stacks affect all Units. Remove **MELEE** marker if any Melee Unit breaks.

End Of Phase

- **Remove** all **PIN** markers.

- **Flip** all **CC** markers to **MELEE**; all **Stun** markers to [Stun] +1; all **STUN** markers to **RECALL**.

TURN RECORD CHART (3.9)

The previous DEFENDER becomes the ATTACKER and inverts the turn counter. If he was already the ATTACKER this game turn, he advances the turn counter one box on the Turn Record Chart.

WEAPONS & SUPPORT WEAPONS (4.0)

- MMC IPC = 3PP; SMC IPC = 1PP; Infantry lose 1 MF for each SW PP in excess of their IPC.
- Units may attempt to possess (via dr) and freely depose Weapons while moving.
- Weapons may be destroyed by possessing Units as an Action during the PFPh or DFPh.
- Weapons possessed by KIA Units: dr Δ on same IFT column (K#: Breakdown; #KIA: Eliminate).
- Squads firing two IFP or Half Squads firing one SW forfeit their IFP (S1F, PPF and FDF okay).
- Captured Weapons: ROF# -1; B#/X# -2; Weapons cannot be set up unpossessed.

Machine Guns (MG, 4.1)

- A SMC fires one MG at $\frac{1}{2}$ FP; 2 SMC at full FP; Max range w/o Leader: 16 hexes ($\frac{1}{2}$ FP beyond).

Flamethrowers (FT, 4.2)

- FT may not participate in FG; **PIN** Units cannot fire FT; FT are subject to covering.
- FT ignore DRM for Leadership (Δ) and TEM; apply DRM for **CX** Units and Hindrance.
- FT FP isn't doubled for PBF or halved for AFPh; A full Squad may fire a FT plus its own IFP.
- Attacks vs. Units possessing FT: IFT -1 DRM; Non-Elite MMC firing FT: X# -2.
- FT vs. Vehicles (declare): TH Procedure N/A; Armor Factors N/A; TK#: 8; Long Range $\rightarrow$ TK# 4.
- Check for +1 CE TK DRM.

Demolition Charges (DC, 4.3)

- DC placed by non-**PIN** GO MMC during MPh (expend MF as if entering adjacent target hex; must survive D1F, S1F and PPF). Successfully placed DC detonates at the start of the AFPh.
- 30 FP IFT attack. DC IFT DRM: +1 for **CX** Units, +X for any TEM; Leadership non-applicable (Δ).
- x2 PBF/ $\frac{1}{2}$ AFPh FP N/A; Non-Elite usage: X# -2.
- DC vs. Vehicles (MMC must PAATC): Placement DRM: $\leq 8 \rightarrow$ vs. AFV; 9-11 $\rightarrow$ vs. CE crew; $\geq 12 \rightarrow$ Area Attack vs. non-Armored Units. Placement DRM: +2 vs. **MOTION**/Non-Stopped AFV; +1 for **CX**/CE AFV/front hull placement; -1 for rear hull placement; -2 vs. Immobile AFV; TK# 16 attack

Light Anti-Tank Weapons (LATW, 4.4)

- LATW must secure a hit against Infantry (in buildings only) or Guns before any IFT DR (apply TEM). Use TH Table on the back of the counter, or use VTT for SW without TH Tables.

Bazooka (BAZ), Panzerschreck (PSK) (4.4.1)

- A MMC may fire a LATW as a SW in addition to its own IFP (check for Backblast), although a LATW may not participate in a FG.
- Two SMC may fire a LATW at full FP, but ignore DRM for Leadership (Δ). A lone SMC may not fire a LATW by himself.

- Versus Vehicles: TH Table on back of counter; TK# 13 (BAZ '43), 16 (BAZ '44/'45), 26 (PSK). Versus Infantry (in buildings): TH Table on back of counter; IFT for effects (BAZ: 8 FP; PSK: 12 FP)

Panzerfaust (PF, 4.4.2)

- Inherent SW for German Infantry Units starting in 10/43 in any Enemy AFV scenario or per SSR.
- PF Check dr (non-S1F/PPF): $\leq 3 \rightarrow$ ready (TH Procedure); $\geq 4 \rightarrow$ delayed; $\square \rightarrow$ none (**PIN**/Break)
 - PF Check dr: +2 if fired by SMC; +1 vs. non-AFV; +1 for **CX**; +1 if fired by HS; -1 in 1945.
 - Notate PF Check results ('ready' and 'none').
- No Residual FP; affects one target per location.
- PF range: before 6/44 $\rightarrow$ 1; 6-12/44 $\rightarrow$ 2; '45 $\rightarrow$ 3.
- PF TH#: 10, 8, 6, 4 (per 0, 1, 2, 3 range; no B#).
- PF TH DRM: +1 Inexperienced; Leadership.
- PF TH DR $\square\square$ (11 or 12 by Inexperienced) $\rightarrow$ Miss plus a K effect applied to the firing Unit.
- Versus Vehicles: TH# above; TK# 31. Versus Infantry (in buildings): TH# above; 16 FP IFT.
- Ratio of PF shots to Infantry Units (OB): before

1944 $\rightarrow$ 1; in 1944 $\rightarrow$ 1.5 (FRD); in 1945 $\rightarrow$ 2.

Backblast (4.4.3)

- LATW fired from a building either 1) apply a TH +2 DRM to avoid a Backblast or 2) subject all building occupants to a 1 FP IFT DR (use *only* the red die of TH DR for resolution; ignore TEM).

Anti-Tank Rifles (ATR; 4.4.4)

- No Long Range. No Residual FP.
- Versus Vehicles: VTT to hit; AP TK Table for TK#.
- Versus Infantry: ITT to hit; IFT for effects (1 FP).

PIAT (4.4.5)

- Available starting 4/43. Cannot fire against adjacent, one-lower level Units. No X#.
 - Versus Vehicles: TH Table on back of counter to hit; TK# 15. Versus Infantry (in buildings): TH Table on back of counter; IFT for effects (8 FP).
- #### Light Mortars ($\frac{1}{2}$ " counter SW; 4.5; also see 6.9)
- Caliber $\leq$ 60mm, operate *without* a CA, use ATT only, may apply Leadership TH DRM, and gain and lose Target Acquisition just like a Gun.
 - A MMC may fire a Light Mortar as a SW in addition to its own IFP (HS okay).
 - A lone SMC may fire a Light Mortar, although he forfeits ROF in the process.

ELR AND UNIT DISTINCTIONS (5.0)

Experience Level Rating (ELR; 5.1)

- There is no penalty when a Lowest-Quality Unit suffers an ELR. Check SSR for ELR exceptions.

Nationality Distinctions (5.2)

- Per SSR, Units of minor nations are sometimes represented by Units of greater nations.

Field Promotions (5.3)

- Leader Creation dr are based on status of the Unit at the time of MMC Lone Self-Rally/CC DR.

Inexperienced MMC (5.4)

- Green Units not stacked with GO Leaders and all Conscript Units suffer certain penalties.

- 3 MF; B#/X# -1; red TH#; +1 Ambush dr

Captured Equipment (5.5)

- Units operating Weapons of other nationalities: ROF# -1; B#/X# -2; use red TH#; +2 TH DRM.

ORDNANCE (6.0)

- Only small Guns and non-large AT/INF Guns ($\frac{1}{2}$ " markers) may occupy buildings (1.2.6).
- Units operating Captured Ordnance: Use red TH#, TH +2 DRM, ROF# -1, B#/X# -2.
- Non-Qualified Units operating Ordnance: TH +2 DRM, B# -2, ROF# -1.

Critical Hits (CH; 6.1)

- $\square\square$ ATT or VTT TH DR (including LATW) or a *final* ITT TH DR $\leq$ CH# scores a **Critical Hit**.

- Infantry CH: negate ATT $\frac{1}{2}$ FP penalty; x2 FP; reverse TH and IFT TEM; apply Air Bursts; normal FFNAM and FFMO.

- Gun CH: eliminate Gun and its Manning Infantry.
- VTT CH: x2 TK#; ATT CH (AFV): x2 FP (no TEM).

Special Ammo (★) & Depletion Numbers (D#: 6.2)

- TH DR < D#: Special Ammo fired and available next attempt; TH DR = D#: Special Ammo fired and no more available; TH DR > D#: No Special Ammo fired (announce; check for breakdown).
 - Notate current/changed ammo status.

- $\frac{1}{2}$ " **Smoke** is placed at the *start* of PFPh (as +3 Smoke) or DFPh (as +2 Dispersed Smoke) by securing a ATT hit (first shot only).

- **White Phosphorus** (WP) is placed at the *start* of PFPh (as +2 WP) or at the *start* of DFPh or as D1F (as +1 Dispersed WP) by securing a ATT hit.
 - Units hit by WP are subjected to a NMC (reverse TEM DRM, +1 DRM for Air Bursts; CH applies a positive TEM DRM instead).

Emplacement (6.3)

- Guns and their Manning Crews qualify for a +2 **Emplacement** TEM until moved from their initial set up. This bonus is negated by set ups on paved roads and Non-Qualified usage.
- Emplacement cannot be combined with other TEM or a Gunshield DRM (except Air Burst).

Hidden Initial Placement (HIP; 6.4)

- Emplaced Guns and their Manning Crews set up

as HIP unless set up on paved roads.

- Notate location and CA (ex. U5:T5/T6).

- HIP is passively lost if a GO Enemy Unit within 16 hexes and clear LOS observes a Gun on Open Ground or an unpaved road. Guns in other terrain types do not passively trigger HIP loss.
- HIP is actively lost if a Gun is manhandled or fired, its CA is changed, its Crew moves, or an Enemy Vehicle moves into its hex.
- Enemy Units may probe for HIP Guns using penalized fire attacks ($\frac{1}{2}$ FP for Infantry and SW; TH +2 DRM for Ordnance). Other TEM and Gunshield DRM may apply. HIP is lost on a hit.

Gun Movement (6.5)

- Only Quick Set Up (QSU) Guns may be moved during the MPh via the **Manhandling** process.
- While Manhandling, Units cannot Assault or take advantage of Road Bonus (IPC = 0PP; DT okay).
 - Manhandling DRM: +X TEM; +X MF Cost; -1 per extra HS or Crew (-4 max); -2 per extra Squad (-4 max); -2 for crossing road hexside.
- Manhandle Task Check: DR < M#: Gun moves 1 hex, able to continue; DR = M#: Gun moves 1 hex, MPh ends; DR > M#: Gun stays, MPh ends.
- Units expend x2 MF while Manhandling.
- Manhandling is Hazardous Movement (IFT -2 DRM against; FFNAM and FFMO do not apply).

Gunshield (6.6)

- AT and INF Guns have Gunshields, which protect their GO Crews from attacks through their CA.
 - +2 Gunshield DRM; +1 vs. Mortars; N/A vs. FT.

Guns As Targets (6.7)

- The physical size of a Gun can impact an Enemy Unit's TH DRM. A Gun with a white background M# is a small target; a red M# is a large target.
- IFT KIA results (before any Gunshield DRM) are considered **Direct Hits**, and produce CH effects (see 6.1). IFT K# results are also Direct Hits, although the effects are Gun breakdowns and Casualty Reductions for the Manning Crew.
- Other IFT results are **Near Misses** and apply to the Crews only (apply any Gunshield DRM).

Infantry Firepower Equivalent (IFE; 6.8)

- IFE works like MG FP on the IFT without the need for the TH Procedure (CA Change DRM applies).
 - Normal range: 16 hexes; ROF# -1; no FG; no Acquisition; no Covering; S1F/PPF allowed.
- Mortars ($\frac{1}{2}$ " markers; 6.9; also see 4.5)

- Caliber > 60mm, operate *with* a CA, use ATT only, may apply Leadership TH DRM, and gain and lose Target Acquisition just like a Gun.
- Mortars may not be fired from a building.
- Mortars do not lose ROF when using ATT.

Target Acquisition ($\frac{1}{2}$ " markers; 6.10)

- Acquisition is lost when a Gun is manhandled, its CA is changed without firing, fires Smoke or on a new target, has a breakdown, or uses IFE.
- Acquisition is lost if the Manning Infantry moves, is eliminated, breaks, loses possession of a Gun, fires its IFP, uses Interdiction or loses LOS to a target (free LOS check). The last known target location retains acquisition (reacquire).

Area Acquisition ($\frac{1}{2}$ " markers; 6.11)

- All principles of Area Acquisition resemble Target Acquisition except there is no tracking.

Ordnance Breakdown (6.12)

- Guns and SW Mortars are understood to have a B# of 12 even if not printed on the counter.

VEHICLES (7.0)

- Two types of Vehicles: Armored Car (white circle behind MP); Full Tracked (white oval behind MP).
- Vehicles in Woods-Road hexes are assumed to be on the road, and must exit those hexes on the road (via road hexside; SKEP# 1.1.1).
- When Vehicles engage one another during the MPh, conduct D1F first, then B1F second.

Armor Factors (AF#; 7.1)

- Armor Factor (under MP#): top# $\rightarrow$ front; bottom# $\rightarrow$ side/rear; square encased $\rightarrow$ superior turret; circle encased $\rightarrow$ inferior turret.

AF RATINGS											
0	1	2	3	4	6	8	11	14	18	26	

Main Armament and Turret Types (7.2)

- Turret types: see counter illustration below right.
- RST and 1MT AFV (thick white square) cannot fire its MA or CMG while CE.
- All Vehicles are understood to have a B# of 12.
 - **SHOCK/UK** Vehicles may not repair MG or MA.

Low Ammo (7.2.1)

- Circled B# indicates Low Ammo possibility. TH DR ≥ circled B# enacts Low Ammo status.
 - Place **LOW AMMO** marker (B# -1).
- **LOW AMMO** Vehicles triggering a second Low Ammo event permanently disable their MA.
 - Place **MA Disabled** marker.

Vehicle Target Size (7.3)

- Both AF# red → very large; top AF# red → large; both AF# black → normal; top AF# over white → small; both AF# over white → very small.

AFVs as Cover and Wrecks (7.4)

- Friendly AFV and Wrecks entitle Infantry Units to a +1 Cover TEM unless they were a Moving Target during that Player Turn (okay after DFPh).
 - Apply only if no other TEM relevant; negates FFMO; may combine with Smoke/Hindrance.
- Infantry Units are not impacted when a Vehicle in the same hex is eliminated.
- Vehicle entering a hex with a Wreck: +2 MP via road; +1 MP by other means (x2 for woods).
- Wrecks do not contribute to overstacking.

AFV/Wreck LOS Hindrance (7.4.1)

- Wrecks project a +1 Hindrance TEM (same level) if fired through (only) unless they were a Moving Target during that Player Turn (okay after AFPh).

- **MOTION** Vehicles do not project LOS Hindrance.

Vehicle Smoke Dispensers (7.5)

- Types (back of the counter, if available): Smoke Dischargers (sD); Smoke Mortars (sM); Smoke Pots (sP); Nahverteidigungswaffe (sN). All placed as 5/8" +2 Dispersed Smoke.
- Non-**Stun**/**SHOCK** Vehicles that have not fired any Weapons may attempt to lay smoke once per Player Turn during the MPH.
 - Smoke DR ≤ Usage # for success (cost 1 MP; +1 Smoke DRM if BU).
 - May be attempted during an opponent's MPH (any time D1F is allowed; must be in LOS).

Bog And Ground Pressure (7.6)

- Bog Check whenever a Vehicle enters a building or woods hex (N/A during set up).
 - Bog Check: DR + Bog DRM ≥ 12 enacts Bog status (place **BOG** marker; stops; ends MPH).
- Bugged Vehicles cannot exit their hex or change their VCA until freed (TCA changes okay).
- Ground Pressure types: see illustration right.
- Non-**PREP FIRE**, Bugged Vehicles may attempt Bog Removal at the beginning of their MPH.
 - Bog Removal DR (red die): 1-4 → Freed (replace **BOG**/Mired marker with **MOTION** marker); 5 → Mired (flip **BOG** marker to **Mired**); ≥ 6 → Immobilized (replace **BOG**/Mired marker with **Immobilized** marker).
 - Bog Removal Cost: red die x white die → total cost of the Start MP (or all; x2 if non-tracked).
 - +1 Bog Removal drm (red die) if **Mired**.
- Using all of a Vehicle's MP to enter a building or woods hex would exclude the half MP Bog DRM.

Crew Exposed (CE)/Buttoned up (BU) (7.7)

- AFV are considered BU with a forward facing turret by default.
- AFV must BU before entering a building hex. It may change to CE once in the building hex.
- AFV must CE to fire its AAMG (if available).

CE Crew entitled a +2 Partial Protection DRM.

- AFV may not BU then CE (or vice versa) in the same MPH or APH. **PREP FIRE**/BOUNDING FIRE AFV cannot BU/CE during the MPH.

Vehicular Machine Guns/IFE Fire (7.8)

- MG/IFE FP: see counter illustrations right.
- Only one fire attack allowed per Player Turn from

this collection of MG (excluding CCPh; N/A if the MG is the Vehicle's MA; may FG, check all CA).

- BMG/CMG/RMG/IFE are all susceptible to Fier Based CA Change DRM per TH Chart.
 - BMG: NT (VCA); CMG/RMG: T/ST/RST (TCA).
- Ranges: BMG/RMG/AAMG → 8; CMG → 12.
- Vehicle MG specs: B# → 12; R# → 1; X# → 6.
 - Place **MG Malfunction** marker as appropriate.
- Vehicle must be CE to repair AAMG.

To Kill Process (TK; 7.9)

- Based on ammo type, use one of three Charts (AP/APCR/APDS, HE/Flame or HEAT) to ascertain the TK# once scoring a hit by TH Process.
 - The AP/APCR/APDS TK Chart is the only one that takes into account distance to target.
- ### AFV Effects (7.10)
- AFV are operated by inherent Crews with Morale Level (ML) equal to that nation's best GO Elite Unit (or back bottom left of counter for ML).
 - On the AFV Destruction Table (Final Effect DR), "1 > Final TK#" means "a TK DR equal to one greater than the Final TK#" or "Final TK# +1."
 - Conduct a NMC for **Possible Shock Effect** results; failure places **SHOCK** marker.
 - **Stun**/**SHOCK** Vehicles must immediately halt movement (Stop MP N/A) and BU automatically.
 - **SHOCK/UK** Vehicles are incapacitated. They

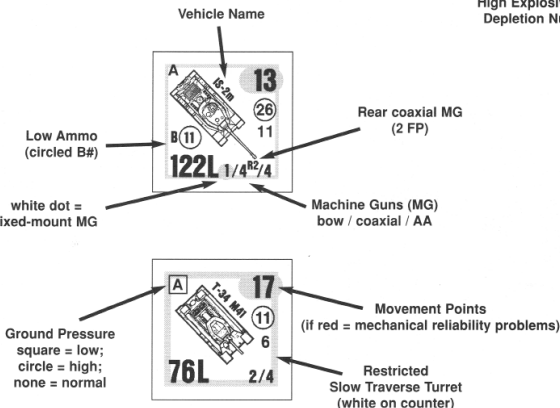
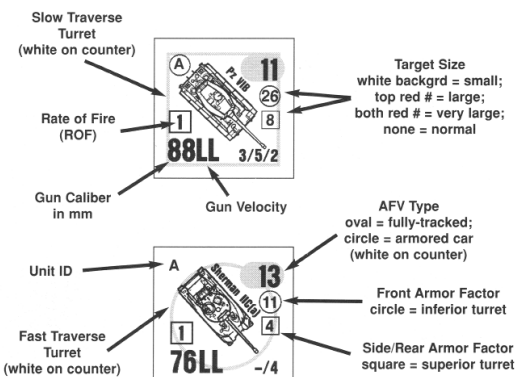
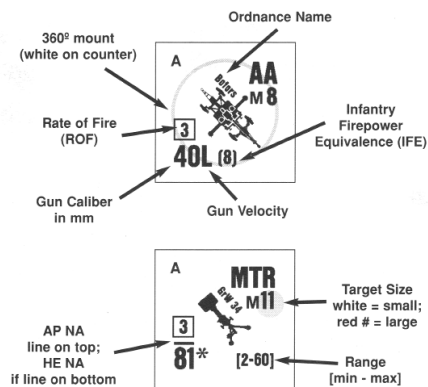
cannot move, pivot their VCA/TCA, become CE, conduct fire attacks, CC, Interdiction or repairs.

- **UK** Vehicles suffering Shock effects flip the **UK** marker back to **SHOCK**.
- **Stun** Vehicles are incapacitated *for the rest of the Player Turn* (see **SHOCK/UK** Vehicles above).
- **Stun** Vehicles suffering a second Stun effect → replace **Stun** marker with **STUN** marker.
- [Stun] +1 Vehicles suffering a second Stun effect → replace [Stun] +1 marker with **RECALL** marker (see next bulleted item).
- **RECALL** Vehicles must exit the map area via friendly map edge as soon as possible. Recalls do not award Enemy Victory Points.

Area Target Type Results (7.11)

- ATT vs. AFV → ½ FP on the IFT (apply any TEM). Use the original IFT DR to ascertain hit location (hull or turret).
 - AF DRM: +1 if all AF ≤ 4; -1 if all AF ≥ 8.
- ### Collateral Attack (7.12)
- **CE** Vehicles (inherent crews) are susceptible to ITT/IFT attacks, or MG/FT attacks not specifically targeting the Vehicle.
 - ATT/VT attacks that do not **Stun**, **SHOCK** or eliminate a Vehicle produce Collateral Attacks against **CE** inherent crews using the same attack DR (ATT → ½ FP; +2 Partial Protection DRM).

Counter Front



Counter Back

