This is the “Living Rules” document for the game. It includes updates and clarifications to the original rules. To aid readability, updates and clarifications are indicated in blue text.
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Game Abbreviations

AEV – Armor Enfilade Value
AFV – Armored Fighting Vehicle
AG – assault guns
ATDRM – Anti-Tank die roll modifier
ATV – Anti-Tank Value
AV – Armor Value
CDL – Casualty Differential Limit
DRM – Die Roll Modifier
DYO – Do Your Own Missions
EBE – Enemy Board Edge
EXC - Exception
FBE – Friendly Board Edge
FO – Forward Observer
FP – Fortified Positions
IP – Improved Positions
LATW - Light Anti-Tank Weapon
LHY – Last Hundred Yards
LOS – Line of Sight
MDRM – Mortar Die Roll Modifier
MFA – Mortar Fire Action
MOP – Mission Objective Points
MP(s) – Maneuver Points
MSR – Mission Special Rule
MV – Mortar Value
Net – (net applicable die roll modifiers)
SADR – Small Arms Die Roll Modifier
SAV – Small Arms Value
Sector – Individual Map
TD – Tank destroyer
TEM – Terrain Effects Modifier

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Introduction

There is unfortunately little historical narrative 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 provides a very good simulation of 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 that forces many decisions upon you as a leader of an infantry company in Western Europe after the D-Day landings.

Using The Rules

This Rule Book provides all the rules necessary to play and enjoy the missions provided in this game, as well as any Do Your Own (DYO) Missions players might create. Optional Rules are provided to enhance realism and encourage 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 in the game use a single d10 ("0" = 10).

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:

Anti-Tank Value (ATV) Range
Assault Value
Small Arms Value (SAV) Range

1.0 Counter Definitions

1.1 Cohesion
Represents a unit’s training and experience. At no time, whether modified or not, can a unit’s Cohesion exceed 7 unless Heroic [14.6].

1.2 Armor Value (AV)
Represents the unit’s defense against anti-tank fire through its frontal arc.

1.3 Armor Enfilade Value (AEV)
Represents an AFV’s defense 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.

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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 the 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
Measures 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: Small Arms Range for assault guns and towed guns: The underscored SAV range value noted on assault guns and towed guns indicates that a DRM is not applied due to range.]

1.9 Platoon ID
The number designates the platoon number (1st, 2nd, or 3rd) and the color of the oval indicates its parent company.

1.10 Unit ID
The black number or alpha letter (infantry sections) located in the upper right corner of most units 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. This section consists of four parts: Glossary of Unit Types, Units, Information Markers, and Unit Stacking.

2.1 Glossary of Unit Types
2.1.1 Combat Units: Include infantry squads and sections, MG sections, towed guns, Armored Fighting Vehicles (AFVs), halftracks and FPs.

2.1.2 Non-Combat Units: Include platoon leaders, Light Anti-Tank Weapon (LATW) sections and trucks.

2.1.3 Non-Vehicular Units: Consist of infantry, engineer and recon units, platoon leaders, towed guns, MGs and LATW sections and FPs.

2.1.4 Vehicular Units: Consist of AFVs, halftracks and trucks and are further classified as either AFVs or Carriers.

2.1.4.1 AFVs: Include tanks, assault guns, tank destroyers and armored cars.

2.1.4.2 Carriers: Consisting of halftracks and trucks, are used primarily for the transport of non-vehicular units. Halftracks and trucks with an ATV ≥ 0 cannot be used for transport.

2.2 Units
2.2.1 Infantry: Infantry squads are two-step, non-vehicular, combat units comprised of regular infantry, recon and elite infantry (i.e., Airborne, Rangers, German SS) units. Each squad is comprised of two single step sections. A typical infantry squad of 10-12 men equipped with a light machine gun, while a section is 5-6 men.

2.2.2 Machine Gun (MG) Sections: Single-step, non-vehicular, combat units each representing a medium or heavy machine gun typically mounted on a tripod, and a crew of 4-5 men.

2.2.3 Towed Guns: Single-step, non-vehicular, combat units each representing one anti-tank, anti-aircraft, or infantry gun and a crew of 6-10 men.

2.2.4 Fortified Positions (FP): Single-step, non-vehicular, combat units set mostly below the surface of the ground with an overhead protection of logs, soil, and/or concrete. FPs typically include MG and anti-tank guns that can fire through openings in their exteriors [4.1.14].

2.2.5 Platoon Leaders: Non-vehicular, non-combat units. A platoon leader counter represents the platoon leader and his staff of 2-4 men (runners and a radioman). A platoon leader can assist subordinate units (squads and support units of his platoon) in several ways including reaction, recovery, mortar fire and assault.

2.2.6 Light Anti-Tank Weapons (LATW): Non-vehicular, non-combat units each consisting of two men with an anti-tank rifle or short-range tubular rocket launcher, such as a bazooka or Panzerschreck, that can be used against vehicles, towed guns, or FPs.

2.2.7 Armored Fighting Vehicles (AFV): Represents a single vehicle and counts as a single-step, vehicular combat unit.

2.2.8 Halftracks: Carriers representing a single vehicle and are single-step, vehicular combat units.

2.2.9 Trucks: Carriers representing a single vehicle, single-step, vehicular non-combat units.

2.3 Information Markers

2.4 Initiative

2.5 Time Lapse

2.6 Casualty

2.7 Casualty Differential

2.8 Avatar

2.9 Improved Position

2.10 Wire

2.11 Mines

2.12 Concealment

2.13 Action

2.14 Motion

2.15 Overrun

2.16 Smoke

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2.4 Unit Stacking

A player may stack a maximum of three squads, two MG sections, two vehicles [EXC: 4.1.9], one towed gun, one FP, and two non-vehicular non-combat units (e.g., platoon leaders and LATW 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 and the owning player eliminates any excess units.

[EXC: 4.1.9] does not provide cover or block LOS. Small, incidental patches of vegetation appearing within otherwise open terrain hexes are considered inconsequential terrain that has no effect on play.

3.0 Force Organization

The platoon is the primary fighting formation in LHY. In addition to platoons, there are support units, which are independent of any platoon.

3.1 Forces

In this module, the Table of Organization (TOE) for each force consists of two infantry companies and several armored companies. Each company is comprised of one to four platoons. The color descriptors of the various companies are shown below.

The parameters of each mission [17.0 Mission Setup] determine the specific companies and platoons available to each player and their organization for activation purposes.

4.0 Terrain

The type of terrain determines whether it provides cover, can affect a unit’s maneuver, fire and LOS. The terrain effects are summarized on the Terrain Effects Table. Terrain terms:

a) Open Terrain: Any hex devoid of woods, forest or buildings. Open terrain does not provide cover or block LOS. Small, incidental patches of vegetation appearing within otherwise open terrain hexes are considered inconsequential terrain that has no effect on play.

b) Cover Terrain: Any terrain providing a Terrain Effect Modifier (TEM) to the defender [EXC: Vehicles in woods or forest do not receive a DRM, but are considered to be in cover terrain for Concealment or Hidden purposes.]

c) Blocking Terrain: Consists of Blocking Terrain hexes and features. Blocking Terrain Hexes are treated as if they are filled by visual obstructions, extending one or more levels above ground level and include wood, forest and hill hexes. Blocking Terrain Features include buildings, walls and contours.

d) Level: Term used when determining the height of a hill [4.1.4].

4.1 Terrain Types

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

4.1.2 Urban: Any hex with a gray background representing a paved or cobblestone surface. (i.e., plazas, common areas and marketplaces).

4.1.3 Woods and Forest: Any hex with a gray background representing a grassy surface (i.e., meadows, fields or steppes).

4.1.4 Hills: Blocking Terrain Hexes and are represented and defined by the bold contour lines. A hex is a hill 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. Levels are applicable when determining LOS (i.e., sighting and firing) between units at different levels [4.2.2] and provide cover to 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. An MSR may call for the levels of some or all hills in a sector to be increased or decreased.

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.

When on a hill, the levels of woods, forest and buildings are in addition to the level of the hill.

Example: Woods on a level 2 hill would result in a total of 3 levels in the hex. A stone building on a level one hill would result in a total of 2 levels.
4.15 Contours: Contours are the spaces between contour lines (whether bold or thin). The center dot in the contour of the spotting/firing hex and target hex determines 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 level [4.2.1]; otherwise they have no effect on play. In cases where the LOS is not clear and players cannot agree, a die roll is made to determine LOS. If the die roll is even, the LOS is clear and if odd it is not clear.

4.16 Buildings: There are two types of buildings in LHY:

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


ii. Wooden Buildings (any color other than gray): farmhouses, cottages and barns.

b) Urban Buildings: Freestanding or interconnected buildings (wood or stone) in urban and urban road hexes (i.e., apartments, commercial and municipal buildings). Vehicles and towed guns cannot enter or set up in urban buildings unless the hex contains an urban road [4.1.9].

4.17 Walls: Walls provide cover from small arms or anti-tank fire [11.5.4] to units defending behind them regardless of the height of the firer. If units from opposing sides occupy hexes with a common wall hex side, the side whose units were there first receives the TEM.

4.18 Roads: All thoroughfares, whether passing through a rural or urban hex, are roads. Units maneuvering along a road pay the road MP cost, ignoring the MP cost of other features in the hexes or hex sides crossed, provided they enter from another contiguous road or urban road hex [4.1.9]. Units receive 1 additional MP as a road bonus if they begin and end their maneuver action in a road hex provided all hexes entered during the maneuver are interconnected road hexes. The TEM of a hex containing a road is based on the other terrain in the hex [EXC: 4.19c].

4.19 Urban Roads: Any urban hex containing both urban buildings and a road. There is no road bonus when maneuvering along urban roads. Urban road limitations:

a) Non-vehicular units in an urban road hex are considered to be in the urban buildings on either side of the road and when defending against small arms fire receive the TEM of the urban buildings. Towed Guns do not receive TEM when defending against anti-tank fire; see 11.5.4k.

b) Small arms fire along an urban road, when both the firing and defending units are in urban road hexes of the same road, is limited to an adjacent urban road hex if the defending unit is stationary. An enemy unit ending its maneuver along the same road may be targeted by small arms fire at any range provided it is in LOS.

c) Vehicles in an urban road hex are always considered to be in the road itself (in this case defined as open terrain) and do not receive the TEM from the urban buildings. Their visibility (LOS) may be blocked by urban buildings on either side of the road, including those urban buildings within their own hex [4.2.1f].

d) Vehicles may only enter or exit an urban road hex to/from:

i. Another contiguous urban road or road hex,

ii. An adjacent hex to which they have a clear LOS.

e) Vehicles in urban road hexes are considered hindrances [4.2.4].

f) Units may spot for mortar fire along an urban road at any distance provided they have LOS to the center dot of the target hex.

g) No more than one vehicle is allowed in an Urban Road hex.

4.1.10 Rivers: River hexes are considered open terrain. Non-vehicular units maneuvering along a river pay the river MP cost provided they enter each hex from another contiguous river hex. To exit to the opposite bank (i.e., to cross the river), each exiting unit must first make an exit die roll prior to its maneuver (exit) attempt. The exiting player specifies the exit hex and the hex it is exiting into and makes a die roll. This die roll may be reduced by one if assisted by the unit’s platoon leader. If the modified die roll is equal to or less than the unit’s Cohesion, the unit must exit to the opposite bank and continue its maneuver (the assisting platoon leader may also exit). Otherwise, the unit and the assisting platoon leader must remain in the river hex and are marked as activated. Exit die roll checks are not required when withdrawing or retreating or Heroic unless an MSR defines the river impassable [10.3.1a]. Vehicles may enter or cross a river hex at bridges and fords only.

4.1.11 Ford: A hex containing a ford is considered open terrain with the same level as the hexes at either end of the bridge, unless stated otherwise in an MSR. A bridge hex may only be entered from an adjacent road hex. Eligible units may maneuver under a bridge but are considered to be in a river hex.

4.1.12 Fort: A hex containing a ford is considered open terrain and at the same level as the adjacent river hexes and may be used by all units when crossing a river.

4.1.13 Improved Positions (IP): IPs represent hastily prepared positions such as foxholes and shallow trenches and provide cover to the defending units [17.7.a]. IPs do not block LOS and there is no MP cost to enter or exit. IPs are not removed from play when vacated or captured and provide the same defensive benefit to the enemy player, if captured. Vehicles do not benefit from IPs. IPs and FPs cannot occupy the same hex.

4.1.14 Fortified Positions (FP): Stationary, multi-point, defensive positions with interconnecting trenches with weapon crews and supporting units. FPs are combat units and count as 4 steps (equivalent to two infantry squads) for Assault Resolution [13.5], but only a single step for casualty purposes and Target Density [11.3.3k]. At setup, FPs are oriented in their hex with the red arrow perpendicular to a single recorded hex side or vertices and have 180-degree field of fire. This designates their frontal hex side. Once placed, their orientation may not be changed. FPs provide a TEM for any other non-vehicular units in the hex. Friendly units may conduct small arms fire against enemy units in an assault hex containing a friendly FPs 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 hex sides.

b) Are immune to mortar fire (HE), suppression, shock, enfilade, envelopment and regrouping.
c) Are destroyed when they suffer a casualty or when forced to retreat.
d) May fire even when in a hex marked with a MDRM marker [11.4.8a].
e) May conduct a Vehicle Destruction Attempt during an assault.

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 a firing unit has no effect on its fire [EXC: 4.1.9b and c] and units may always fire into an adjacent hex regardless of the terrain in the hexes or hex side [EXC: 4.1.9c]. Hindrances apply to all hexes involving fire and LOS [4.2.4].

4.2.1 Units on the Same Level: [Example: 21.1.1] LOS is blocked when both the firing/spotting and defending units are at the same level and the LOS:

a) Is traced through any part of a wood, forest or a higher-level hill hex excluding its vertices or hex sides. [Roads do not negate woods or forest hexes for LOS purposes.]
b) Is traced along hex sides where woods, forests or higher-level hill hexes occur on both sides of the LOS—anywhere along the LOS [see Playbook example 21.1.1 where LOS is blocked from C to D].
c) Intersects any part of a contour in an intervening hex that is equal to or higher than the contour occupied by the higher unit.
d) Intersects any part of the image of a building or wall in an intervening hex.
e) Is traced through or along a wall hex side unless the firing or defending unit is in a hex adjacent to the wall hex side or vertex.
f) Is traced to, or from, a vehicle in an urban road hex and the LOS intersects a building feature within the same urban road hex occupied by the vehicle [4.1.9c].

4.2.2 Units on Different Levels: [Example: 21.1.2] The LOS to/from a hex at higher level is blocked if an intervening hex, including terrain, is equal to or greater than the higher-level hex. Otherwise the Blind Hex Procedure is used to determine LOS when the firing/spotting and defending units are on different levels.

4.2.3 Blind Hexes: Hexes that are not in LOS due to intervening terrain. Only intervening woods, forest, hills (levels) or buildings can cause blind hexes. Walls are ignored and therefore do not block LOS from higher levels when determining blind hexes.

Procedure:
1. Determine the level difference (row) between the intervening terrain and the higher of the spotting/firing and target hexes.
2. Determine the number of hexes from the higher of the spotting/firing and target hexes 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 all MDRM and Smoke markers [11.4.11] and vehicles if the vehicle is in an urban road hex. 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 are 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) Traced along hex sides and a hex containing an MDRM or Smoke marker occurs on one side of the LOS and a wood, forest or hill hex occurs on the other—even if the hex sides of the hexes are not adjacent.
c) Traced along hex sides and a hex containing an MDRM or Smoke marker occurs on both sides of the LOS. In this case the DRM is based on the hex with the greatest hindrance.
d) Passes into or through but not over [4.2.3], any part of an urban road hex containing a vehicle.

4.3 Concealment

Concealment represents the situation where although the general location and type of a unit is known, its specific location has not been determined. Only one Concealment marker is allowed in a hex. A player may not inspect another player’s units marked with a Concealment marker. However, prior to the execution of a fire attack against a hex containing concealed enemy units, the firing player may inquire, and the enemy player must declare whether the hex contains AFVs, FPs, carriers or towed guns and the number of each. The enemy player is not required to identify the specific type of unit(s). Once determined, 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 his fire, the German player inquires to the type of units in the woods hex 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 other non-vehicular unit. The German player decides to conduct anti-tank fire at the top most AFV with one Pz IV, the towed gun with the other Pz IV, and small arms fire against the hex with his squad.

4.3.1 Concealment Loss: Units always lose concealment when they enter an enemy occupied hex. In addition, units lose concealment in the following cases [EXC: 4.3.1.3].

4.3.1.1 Non-Vehicular Unit: Loses concealment immediately when:

a) It maneuvers into, or fires from, an open terrain hex within 8 hexes and in LOS of an undisrupted or non-shocked enemy unit or a revealed Hidden unit [17.9].
b) It maneuvers into, or fires from any cover terrain hex within 3 hexes (2 hexes for LATWs) and in LOS of an undisrupted or non-shocked enemy unit or a revealed Hidden unit [17.9].
c) The result of a Final Fire Resolution die roll is greater than or equal to the Cohesion of the affected unit [EXC: Not applicable to Dummies, 17.8.1].
d) The Assault Resolution in which it participated ends.

4.3.1.2 Vehicular Unit: Loses concealment immediately when:

a) It is in open terrain, and an enemy unit maneuvers within 10 hexes and in LOS.
b) It maneuvers into, or fires from, an open terrain hex or if in motion while in LOS of an enemy unit at any range.
c) It maneuvers into, or fires from, a cover terrain hex within 8 hexes and in LOS of an enemy unit.
d) An enemy unit is in an adjacent hex.

4.3.1.3 Concealment is not lost if the enemy unit’s LOS is hindered or the only enemy units in LOS are marked with an MDRM or Assault marker.
4.3.2 Concealment Gain: During the Concealment Gain segment of the Clean-Up Phase, any unit that is not in LOS of an enemy unit may be concealed provided it is not disrupted, regrouping or Heroic.

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 his Initiative die roll modifier, if applicable, to his 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 rolls are odd, while the Allied player wins the Initiative if the modified die rolls are even. The Initiative marker is adjusted on the Game Tracks player aid to reflect the side winning the Initiative. A player without a platoon leader or AFV platoon 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 VI. Determine Time Lapse.

In all cases, on an unmodified Initiative die roll of 1 or 10, that player must consult the Random Event Table on the Game Tracks player aid [15.0].

II. Activation Phase: The active player conducts actions with units of his 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 [12.3.4.2].

III. Fire Resolution Phase: Once all platoon activations have been completed, 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 place 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 [13.5].

V. Mortar Fire Adjustment Phase
1. Remove MDRM and Smoke markers [11.4.11].
2. Determine Mortar Recovery [11.4.9].
3. FOs 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.

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 Motion markers from all vehicles that did not conduct an action during the game turn.
2. Place returning platoon leaders [12.3.4.1].
3. Recombine squads [10.3.3].
4. Conceal any units not in LOS of an enemy unit.
5. Reset counter orientation.
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 his 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: 21.2].

Activation Procedure:

I. Company Selection: The active player selects a company. Companies containing heroic units must be selected prior to those without.

II. Platoon Activation Cycle

1. Platoon Activation: The active player activates a platoon from the selected company, or platoons if Coordination was accomplished [7.1]. The active player may, and in some cases must [9.1.1], conduct actions with some or all units of the activated platoon(s) including any ad hoc units [7.2]. Platoons with heroic units must be activated prior to those without.

2. Reaction: Once the active player completes conducting actions with units of the activated platoon(s), he calls for Reaction from the non-active player. In response to the call for Reaction, the non-active player may, and in some cases must react [9.1.2]. After the non-active player completes his reactions or passes, he then calls for Reaction from the active player who may react [8.0]. Players continue to alternate calls for Reaction until both players pass consecutively, ending all calls for Reaction for that Platoon Activation Cycle.

3. Marker Adjustment
   a) Remove Red Motion markers.
   b) Units marked with an Assault Arrow marker are placed in the assault hex, unless a Feint [13.2.2.1] is declared, and an Assault Nationality marker corresponding to the nationality of the assaulting force is placed on top of the units in the assault hex [13.1].
   c) Check stacking limits [2.4].

4. Repeat: Repeat Steps 1 through 3 until the last platoon of the selected company has been activated. The active player must activate all his platoons, but is not required to conduct actions with any units of an activated platoon 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.

III. Return to Step I: Repeat Steps I through III until all the active player’s companies have been selected and all platoons have been activated, ending the Activation Phase. Play now 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 and thus 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, consisting of those units with the same platoon ID [1.9], and any ad hoc units [7.2], may conduct actions (i.e., maneuver, fire or recover) for which they are eligible. The active player is not required to conduct actions with all units of the activated platoon, but instead may hold one or more units of the activated platoon to conduct actions during a subsequent reaction [EXC: 9.1.1].

7.1 Coordination

Upon selecting a company, and before selecting the initial platoon for activation, the active player may attempt a coordinated activation, allowing him to activate two platoons (and ad hoc units) within a single activation. To do so, the active player makes a die roll, applying his Coordination DRM if available, and refers to the Coordination Table on the Game Tracks player aid. If unsuccessful, the active player may only activate one platoon of the selected company or any single AFV platoon. If successful, the active player may activate one of the following formations:

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

b) Two platoons of the selected AFV company or, one AFV 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. 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) Support units [3.2] are considered part of, and must 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 at equal distance to more than one platoon, it may activate with either.

b) A single infantry combat unit from a non-activated platoon stacked with units of an activated infantry platoon of the same company may activate with the activated platoon unless the hex also contains the platoon leader of the non-activated unit. Only a single unit per company may be activated in this way per game turn.

c) Once per Activation Cycle, units from one AFV platoon may activate along with units of an activated infantry platoon, provided they are in the same hex. However, the reverse is not true, units of an infantry platoon cannot activate with units of an activated AFV platoon.

7.3 Units that Fail to Activate with their Platoon

Units of the activated platoon, including support units [7.2a.] that did not conduct actions during their platoon’s activation during Step 1 of the Platoon Activation Cycle cannot activate later in the game turn, but they may always 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].

a) Reacting units may only react to enemy actions that occurred immediately prior to the enemy player’s last call for Reaction [EXC: 8.3].

b) Reacting units cannot conduct small arms or anti-tank fire against an enemy unit that did not conduct an action.

c) Reactions to MFAs or Random Events are not allowed.

Example: The American player wins the Initiative and activates his 1st Platoon. He subsequently conducts a maneuver action with the 1st Squad and calls for Reaction from the German player. The German player can now react, but only with his units that had LOS to a hex entered by the American 1st Squad. Although the German player has several units that had LOS, he elects to react only with his 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 he called for reaction, he forfeited the opportunity to react to the American 1st Squad for the balance of that game turn.

8.1 Reaction Restrictions

a) Reacting units may only react to enemy actions that occurred immediately prior to the enemy player’s last call for Reaction [EXC: 8.3].

b) Reacting units cannot conduct small arms or anti-tank fire against an enemy unit that did not conduct an action.

c) Reactions to MFAs or Random Events are not allowed.

8.2 Reactions to Enemy Actions

Any friendly unit that observed an enemy unit maneuver into (not from), fire from or recover in, a hex may react [8.0].

8.3 Limited Reactions

Units that did not observe an enemy action are more limited and may react as follows after any enemy call for reaction:

a) Any platoon leader. In addition, units of the same platoon and any ad hoc units may maneuver or recover if at the beginning of their reaction they are:

i. Stacked with their platoon leader regardless of terrain.

ii. Stacked with or adjacent to their platoon leader provided all units involved are in open terrain or on a road hex.

b) Any eligible unit can request an MFA [11.4.5].

c) Any non-vehicular unit(s), excluding towed guns, can withdraw [10.3.1].

d) Vehicles in motion can conduct eligible maneuver actions [10.4].

e) Stationary Vehicles may either recover if shocked [14.7] or go into motion in their current hex.

f) LATW sections can fire or maneuver and fire [11.5.2].

g) Any non-vehicular unit may mount or dismount.
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 regardless of whether that action comes as a result of an activation or reaction. Mark units as having completed an action by simply turning the counter 90°. 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 his Action markers (depending on the action taken, i.e., fire, maneuver or recover) in the hex he fired from, recovered in, or entered. Each player removes his 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 hex side or vertex through which a unit fired.

9.1 Mandatory Actions

9.1.1 The Active Player: The active player (i.e., player winning the Initiative) must conduct an action with units of an activated platoon during Step 1 of the Platoon Activation Cycle when those units are:

a) Heroic [14.6] or shocked [14.7].
b) Disrupted [12.3.2] or regrouping [13.6.6], and in LOS of an enemy unit.
c) Vehicles in Motion [10.4.1b]
d) Vehicles in range and LOS of an unconcealed enemy unit capable of conducting anti-tank fire.

9.1.2 The Non-Active Player: In reaction, units of the non-active player (i.e., player without the Initiative) must conduct an action after the first call for Reaction when those units are:

a) Disrupted [12.3.2] or regrouping [13.6.6] and in LOS of a unit of the activated platoon.
b) Heroic [14.6] or shocked [14.7].

10.0 Maneuver Actions

In Last Hundred Yards, “maneuver actions” cover every case, including Assaults [13.0], in which a player maneuvers his units and those actions can vary depending on the type of unit. The basic maneuver action for every unit consists of expending some or all its allotted maneuver allowance, expressed in Maneuver Points (MP), to enter each hex [EXC: 10.3.1]. 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 unit must end its maneuver when it enters an enemy occupied hex [13.1] unless performing an Overrun [10.4.5].
c) Towed guns cannot maneuver unless transported by a carrier unit.

10.1 Maneuver Allowance

Can vary depending on the type of unit and whether the maneuver is a result of activation or reaction. The activated maneuver allowance is limited to units of activated platoons only, provided they maneuver prior to the active players call for Reaction. The reacting maneuver allowance is used for all reacting units.

10.1.1 Activation Maneuver Allowance

a) Non-vehicular units are allowed 3 MPs or two hexes (units of the activated platoon can always maneuver at least two hexes).
b) AFVs and halftracks are allowed 5 MPs and trucks are allowed 6 MPs. Vehicles are limited to 3 MP in Reverse.

10.1.2 Reaction Maneuver Allowance

a) Non-vehicular units are allowed 2 MPs or one hex (reacting units can always maneuver at least one hex).
b) Vehicular units are allowed 4 MPs. Vehicles are limited to 3 MP in Reverse.

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, whether as a result of a maneuver (including withdraw) or retreat, from any hex on any board edge other than the EBE unless stated otherwise in a Mission Objective or MSR.

a) Combat units, upon exiting the map from any hex other than a hex along a FBE or EBE, must immediately make a die roll. 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 must immediately suffer the fire attacks and any consequent Cohesion Checks and casualties. If an exiting unit suffers casualties, the Casualty marker is adjusted accordingly on the Casualty Track. This is in addition to any losses incurred in case a) above.

10.3 Non-Vehicular Maneuver Actions

10.3.1 Withdrawal: A special maneuver action allowing non-vehicular units to conduct an orderly disengagement from the enemy. Units may withdraw as part of a platoon’s activation or in Reaction. There is no Maneuver Point cost to withdraw. Some or all units in a hex may withdraw, individually or as a stack, one to four hexes [10.3.1.1]. Non-vehicular units when withdrawing:

a) Cannot enter an enemy occupied hex or a primary impact hex, but can enter a secondary impact hex [11.4.8].
b) May exit any primary or secondary impact hex, but will suffer the mortar fire attack upon exiting [11.4.8e].
c) Cannot withdraw from an assault hex [13.3.1], but may attempt to withdraw when under assault [13.3.2].

10.3.1.1 Withdrawal Priority: Withdrawing units have one of two options depending on the map orientation. A withdrawing unit is subject to the following priority order for each hex entered during the Withdrawal [21.3].

a) When hex sides are parallel to the FBE [Example: 21.3.1]:
   i. A hex toward the FBE and not adjacent to a hex occupied by an enemy combat unit.
   ii. A hex toward the FBE adjacent to a hex occupied by an enemy combat unit [10.3.1.2].
   iii. Adjacent to an FBE, or impassable terrain, units may maneuver along the FBE or Impassable terrain provided each hex entered is further away from its original hex. Withdrawing units that enter a hex adjacent to an enemy unit are subject to 10.3.1.2. Units withdrawing along an impassable river must maneuver...
to and attempt to cross at a ford or bridge if possible. Units that can’t meet this criterion are eliminated.

b) When hex sides are not parallel to the FBE [Example: 21.3.2]:
   i. A hex toward the FBE, or laterally (consecutive lateral hexes are not allowed), provided the hex is not adjacent to a hex occupied by 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. Adjacent to an FBE, or impassable terrain, units may maneuver along the FBE or Impassable terrain provided each hex entered is further away from its original hex. Withdrawing units that enter hex an adjacent to an enemy combat unit are subject to 10.3.1.2. Units withdrawing along an impassable river must maneuver to and attempt to cross at a ford or bridge if possible. Units that can’t meet this criterion are eliminated.

10.3.1.2 Non-Vehicular Units Withdrawing Adjacent to a Hex Occupied by an Enemy Combat Unit: If at any time during Withdrawal, an undisrupted non-vehicular unit enters a hex adjacent to an undisrupted, or non-shocked enemy combat unit, the withdrawing combat unit with the best Cohesion in the hex, or non-combat unit if no combat unit is present, must make a die roll at the end of its withdrawal unless:

a) The enemy occupied hex is a primary impact hex, or contains an Assault Arrow or Nationality marker or,

b) An undisrupted, friendly combat unit occupies the adjacent hex, entered by the withdrawing unit.

If the die roll is required, it is reduced by one if the withdrawing units include the platoon leader of one of the withdrawing units, provided the platoon leader is undisrupted and its Cohesion is greater than the Cohesion of the best combat unit. If the modified die roll is greater than the unit’s Cohesion, the withdrawing units disrupt. Otherwise, there is no effect.

10.3.2 Deploying Squads: One squad per infantry platoon may deploy into two sections at setup, or any time during a maneuver action. There is no MP cost to deploy. Disrupted units may not deploy. Remove the deploying squad 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 the same and will vary depending on a nation’s tactical doctrine. If this is the case, a player selects one of each SAV 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: Two sections of the same platoon may recombine into a squad from the same platoon during Step 3 of the Clean Up Phase, provided they are in the same hex and both units are either disrupted or not. Remove the two sections and replace them with a randomly selected squad from squads not currently in play of the same platoon. If one of the combining sections is concealed [4.3] and the other is not, the recombined squad would not be concealed.

10.4 Vehicular Maneuver Actions

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 maneuvering 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. The vehicle may then maneuver into another hex or Shoot & Scoot.

b) A vehicle in motion may conduct one of the following actions:
   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. The Green Motion marker is removed and replaced with a Red Motion marker.
   iii. Halt & Fire [10.4.3]. The Green Motion marker is removed and replaced with a Red Motion marker.
   iv. Overwatch: A special case where the Active player has a vehicle in motion that must conduct a Mandatory Action as a result of platoon activation. Overwatch allowed the vehicle to stop and still maintain its ability to fire. A vehicle in overwatch cannot exit its hex and is limited to reaction fire only. When a vehicle enters overwatch, its motion marker is immediately removed, and the vehicle is marked in such a way as to show that it is eligible to conduct reaction fire.

10.4.2 Shoot & Scoot: 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: 21.5].

10.4.3 Halt & Fire: Maneuver action allowing a vehicle that is in motion, to stop and fire in its current hex, or maneuver into an adjacent hex then stop and fire provided the hex entered is in LOS of its target. A vehicle conducting a halt & fire action suffers detrimental DRMs when firing [11.3.3g, 11.3.3h] [Halt & Fire Example: 21.6].

10.4.4 Reverse Maneuver: A maneuver action where a vehicle maneuvers in reverse, in which case it backs into each hex [this maneuver is typically used by AFVs to avoid enfilade]. A player must announce a reverse maneuver at the beginning of a vehicle’s activation or reaction. Vehicles may not combine forward and reverse maneuvers in a single maneuver action.

10.4.5 Overrun: A maneuver allowing an AFV or halftrack to overrun dismounted non-vehicular enemy units in open terrain. [Example: 21.4].

Restrictions:

a) Overrunning units may not overrun a hex occupied by friendly units.

b) An overrunning unit cannot end its maneuver in the overrun hex and is limited to a single overrun per game turn. Although, an enemy hex may be overrun multiple times by different AFVs or halftracks.

c) Halftracks cannot overrun hexes containing towed guns.

d) Halftracks carrying Passengers can overrun. AFVs carrying Riders or halftracks transporting towed guns cannot overrun.

10.4.5.1 Overrun Procedure:

1. Each overrunning vehicle, or stack of vehicles, pauses its maneuver in the enemy occupied hex and announces an overrun. A SADRM marker equal to the SAV of each overrunning unit, less any TEMs, is placed in the overrun hex. [EXC: If the overrunning vehicle is a
2. Towed guns and LATW sections in the overrun hex that have yet to conduct an action must conduct anti-tank reaction fire against the overrunning unit(s). Towed guns may use Split Fire against a stack of overrunning vehicles [11.5.4c].

3. If the overrun hex contains at least one undisrupted infantry squad or section, or German MG section, and one or more of the overrunning unit is an AFV, the defending player may, as the unit’s sole action for that game turn, place a single unmodified:
   a) 3 ATDRM marker on a single AFV if the defending unit is a German squad after 9/43.
   b) 1 ATDRM marker on a single AFV if the defending unit is a German MG or infantry section after 9/43, or a squad of any other nationality.

4. Once all reaction fire is completed, the overrunning unit must exit the overrun hex and complete its maneuver.

5. If the overrun hex contains a towed gun, place Overrun markers (with corresponding Overrun ID number) in the overrun hex and on the overrunning unit. The fate of the towed gun is determined in the Assault Resolution Phase [13.5 Step 1c].

10.4.6 Transport: AFV and carrier units may transport any eligible unit. Carrier units may transport Passengers or towed guns, while AFVs may transport Riders only. To load, transport and unload Riders/Passengers requires an Infantry Platoon Activation [7.2a and 7.2c]. If the transporting vehicle is destroyed, its transported units suffer Collateral Damage [12.3.7].

10.4.6.1 Transport Capacity Limits: An AFV may transport a maximum of two steps of non-vehicular combat units, one LATW section and one platoon leader as Riders. A carrier may transport the same number of non-vehicular units internally as Passengers, or it may transport one towed gun.

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, or if any one of an AFVs Riders disrupt.
   d) Transported units cannot voluntarily mount or dismount in, or adjacent to, a hex occupied by an enemy combat unit. In situations when forced to dismount in, or adjacent to, a hex occupied by an enemy combat unit, the dismounted units disrupt unless already disrupted [10.4.6.2c; 12.3.7a].

10.4.6.3 Loading Riders/Passengers: Riders/Passengers must occupy the same hex as the transporting vehicle, or an adjacent wood, forest or urban building hex at the beginning of their action to mount. A transporting vehicle may either:
   a) Load and maneuver or
   b) Shoot, load and maneuver when conducting a Shoot & Scoot action.

10.4.6.4 Unloading Riders/Passengers: When unloading, the transporting vehicle may either:
   a) Unload, or stop and unload if in motion, in the vehicle’s current hex, or
   b) Maneuver into a different hex, stop and unload, or
   c) Stop, unload and fire when conducting a Halt & Fire action.

10.4.6.5 Transporting Towed Guns: Like Riders/Passengers, a player must announce when mounting or dismounting a towed gun. A towed gun that begins its activation or reaction in the same hex with a carrier, or an adjacent wood, forest or urban building hex, may mount or dismount as the sole action of both the towed gun and the carrier unit for the game turn (i.e., Carrier units may not maneuver in the same game turn they load or unload). For simplification of play, trucks are inherent to towed guns and are only placed on the board the moment they load and are removed the moment they unload. A mounted towed gun is placed on top of the carrier unit, while a dismounted towed gun is placed beneath the carrier unit or into an adjacent wood, forest or urban building hex.

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. Each firing unit is limited to either a single small arms or anti-tank fire attack. All small arms and anti-tank fire must be within range and LOS of the target at the time of fire.

There is no “facing” per se in LHY [EXC: FPs]. Although a unit can suffer enfilade, enfilade is based on the hex sides or vertices that enemy fire entered the defender’s hex and not the positioning of the defender’s counter in the hex.

11.1 Enfilade

Occurs when fire enters a hex occupied by a defending unit 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 hex side crossed. These cases are outlined below. Once the frontal and rear arcs are established, all reaction fire through the defending unit’s rear arc is enfilade fire. The firing player must declare his enfilade fire and the firing units involved. Units suffering enfilade are penalized. The line dividing the frontal and rear arcs is considered part of the frontal arc.
   a) A hex containing two or more 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 hex side, thereby establishing its frontal arc, and in the enemy’s subsequent reaction, it receives reaction fire through its rear arc. A Fire Action marker may temporarily be placed to help indicate the hex side or vertex through which the outgoing fire passed.
   [Example: 21.7.1]
11.1.2 As a Result of Crossfire: Occurs when a player, whether as a result of an activation or reaction, has at least two units in positions where if both fired (i.e., Crossfire) against the same target, 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 hex side or vertex from which one of the enemy fire attacks entered its hex. A Fire Action marker may be temporarily placed to indicate the hex side or vertex selected for establishing the defending unit’s frontal arc. [Example: 21.7.2] [Note: Any subsequent fire by the defending unit is not limited to any specific hex side.]

If the enfilade fire is part of a platoon activation, 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.

11.1.3 Against a Maneuvering AFV: Occurs when an AFV maneuvers, and in the enemy’s subsequent reaction, it receives reaction fire through its rear arc. The last hex side crossed defines its frontal and rear arcs. In this case, the rear arc consists of the last hex side crossed and its two adjacent hex sides. If the AFV conducts a reverse action, the opposite would be true. If the AFV is conducting a Shoot & Scoot or Halft & Fire action, the front/rear arc is oriented based on the hex side/vertex through which the vehicle fired, unless the vehicle conducting a Shoot & scoot entered an adjacent hex, then the front/rear arc is determined based on the last hex side crossed. The AFV’s Motion marker may be positioned to indicate the last hex side the vehicle crossed, or an Action marker may temporarily be placed pointing to the hex side or vertex through which the outgoing fire passed to indicate the orientation of the frontal arc. [Example: 21.7.3]

11.2 Fire Attack DRM Markers

Fire attack DRM markers represent a firing unit’s net effect against an enemy occupied hex (or specific units in some cases) during a single game turn. For each fire attack, depending on the type of fire, a corresponding fire attack DRM marker is placed in the target hex if small arms fire or on the defending unit if anti-tank fire. There are three types of color-coded fire attack DRM markers: Green for small arms (SADRMs), Red for mortars (MDRMs) and Yellow for anti-tank (ATDRM).

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

11.3 Small Arms Fire

Resolved on the Small Arms Fire Table during the Fire Resolution Phase [12.1].

Restrictions:

a) Small arms fire is prohibited against a hex containing friendly non-vehicular units [EXC: 4.1.14].

b) Small arms fire is prohibited against a hex that does not contain an enemy unit.

c) Non-vehicular units cannot fire while mounted.

d) Passengers and loaded towed guns are immune to small arms fire but can suffer Collateral Damage [12.3.7] if the transporting vehicle is destroyed.

e) Riders are subject to small arms fire and do not benefit from any TEMs. If a hex containing both Riders and non-Riders suffers small arms fire, there no TEM because in this case the TEM is based on the Riders (the most vulnerable units in the hex).

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 SADRMs marker is placed in the hex.

11.3.1 Small Arms Die Roll Modifier (SADRMs) 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: 11.3d]. SADRMs markers are placed on top of the enemy non-vehicular units in a hex:

a) When a single unit exits a hex containing one or more SADRMs markers, it carries those SADRMs markers with them as it maneuvers.

b) When multiple units occupy, or a unit maneuvers through a hex containing one or more SADRMs markers, the player reacting to the maneuver determines which SADRMs marker(s) will be assigned to the exiting 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 SADRMs 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 8, as listed on the counter. A –3 SADRMs 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 Modifier: 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 Firer: Occurs when the firing unit is suppressed (i.e., marked with one or more DRM markers). SADRMs markers affect non-vehicular and carrier units only. Both ATDRM and SADRMs markers affect towed guns. Apply the listed DRM once for every two applicable DRM markers (rounded up) at the time they fire.

c) Target Maneuvered: Occurs when firing at non-vehicular units that ended their maneuver within two hexes and LOS of the firing unit. Applicable to infantry and MG sections only [EXC: Not applicable if the fire passes from, through or into a Hindrance].

d) Split Fire: Limited to reaction fire from infantry, MG sections and FPs with a SAV ≥ 1, against enemy units that maneuvered. In order to use split fire, a unit’s fire attack must be split against two separate target hexes provided the outgoing fire passes through a single hex side, or two adjacent hex sides (including vertices) of the hex occupied by the firing unit.

Example: A reacting infantry squad, firing at a range of 2 hexes, with a SAV = 1 chooses to split its fire against two separate enemy occupied hexes—one woods and the other open. A –2 DRM marker,
[1 for the unit’s SAV, –2 for Split Fire DRM, and –1 for the woods hex] is placed in the woods hex and a –1 SADR marker [(1) for the unit’s SAV, –2 for Split Fire] is placed in the open hex.

e) Enfilade: Occurs when 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 [13.6.6].

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 firing and going in motion or stopping and firing from a vehicle’s current hex. The DRM listed on the right is applicable when a vehicle maneuvers to/from an adjacent hex before/after firing.

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

i) Concealed Target: Occurs when firing against a hex where all the defending, non-vehicular combat units are concealed.

j) Smoke/HE: The listed DRM is applied for each Smoke and/or MDRM marker a unit fires into, through or from /11.4.11/.

k) Target Density: Occurs when the target hex contains more than four steps of non-vehicular units (including any Riders/Passengers).

l) Hex Contains a Friendly Vehicle: Occurs when the target hex is in open terrain and contains a friendly vehicle. /EXC: DRM is not applicable to towed guns or Riders/Passengers that mounted or dismounted during the same activation or reaction they suffered the fire."

m) 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 includes 6-8. Mortar support is specified in the forces available for 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 [12.1].

11.4.1 Forward Observers (FO): Responsible for directing mortar fire. There are no counters representing mortar sections or platoons. A FO marker and its corresponding Primary Impact marker is used instead.

11.4.2 American Mortar Sections: Each American infantry company has its own inherent 60mm mortar section represented by its corresponding FO marker. This FO can only support the mortar section of that company.

11.4.3 German Mortar Sections: Each German infantry company has its own 8cm mortar section represented by its corresponding FO. This FO can only support the mortar section of that company.

11.4.4 Mortar Platoons: Both the American and German players have a single mortar platoon represented by its corresponding FO and Primary Impact markers. Any eligible unit from the same battalion may request support from their respective mortar platoon.

11.4.5 Mortar Fire Requests: The requesting unit [11.4.5.1] must be activated or eligible to react, and have an unblocked LOS to the primary impact hex in order 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: 11.4.5.2].

11.4.5.1 Who May Request an MFA: Eligible platoon leaders and non-vehicular combat units of either the activated platoon (including non-vehicular support units), or in reaction [8.3b] may request an MFA provided they are within four hexes of their platoon leader (six hexes if the defending player in the mission). To be eligible, the requesting unit and its platoon leader cannot be disrupted, regrouping, mounted or in a primary impact or assault hex [EXC: 11.4.5.2].

11.4.5.2 Fire on My Position: An eligible platoon leader [11.4.5.1] may request an MFA against the assault hex he occupies.

11.4.6 Mortar Fire Procedure:

1. Specify the unit requesting the MFA, the mortar type and the primary impact hex. Place the FO marker, with the Initial side up, in the hex occupied by the requesting unit and place the 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 revealed, at which time it is placed in its designated hex./

2. Declare whether the MFA is High Explosive (HE) or Smoke.

3. 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 and place 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 primary impact hex. Instead, increase the number of die rolls determined in Step 5 by one./

4. If HE, remove any Assault Arrow or Regrouping markers from the primary impact hex.

5. Refer again to the Mortar Fire Action Table to determine the number of accuracy die rolls to be rolled for the specified mortar type and whether HE or Smoke.

6. For each of the die rolls determined in Step 5, make an accuracy die roll to determine whether the additional impacts occur in the primary or a secondary impact hex.

7. 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 a numerically equivalent MDRM marker, or Smoke marker if Smoke, in the primary impact hex.

8. For each accuracy die roll of 1-6, refer to the Mortar Fire Impact Diagram on the sector 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 Smoke, in the secondary impact hex. [Note: If the primary impact hex straddles two sectors, the firing player must designate which Mortar Fire Impact Diagram is to be used prior to the accuracy die roll].

11.4.7 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 DRMs are cumulative. Mortar die roll modifiers:

a) Airburst: Occurs when the impact hex contains woods or forest. Affects non-vehicular and carrier units only.
b) Density: Occurs when the impact hex contains more than four steps of non-vehicular units (excluding any Riders/Passengers).

c) Terrain Effect Modifiers: See Terrain Effects Table. [Note: The MDRM placed in a hex containing a FP is based on the other terrain in the hex.]

11.4.8 HE Effects on Units in Impact Hexes: Primary Impact markers are used to identify the primary impact hex of a MFA. There are no secondary impact markers. Units in an impact hex are affected as follows:

a) Non-vehicular units have LOS out of a secondary impact hex, but not a primary impact hex, and cannot fire from either a secondary or a primary impact hex. AFVs and FPs have LOS out of and, can fire from, both secondary and primary impact hexes.

b) Non-vehicular units may not enter a primary impact hex but may enter a secondary impact hex. AFVs can enter any impact hex provided they are not transporting Riders at the time of entry. Carriers cannot enter any impact hex unless as a result of a retreat [13.6.3.2].

c) Non-vehicular units in a primary impact hex are limited to a withdrawal action only and if exiting are subject to the Mortar Fire Attack [12.1] prior to exit.

d) Non-vehicular units in a primary impact hex and marked with an Assault Arrow marker at the beginning of Step b of the Marker Adjustment Step of the Platoon Activation Cycle must Feint [13.2.2.1].

e) Non-vehicular units may exit a secondary impact hex but would suffer the Mortar Fire Attack [12.1] prior to exit. 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 would not suffer an additional Mortar Fire Attack. Units do not benefit from any TEMs when exiting an impact hex.

f) Attackers in an assault hex that is also an impact hex do not benefit from any TEMs.

g) Vehicles, including their Riders/Passengers, when in motion (green or red) are immune to mortar fire.

h) Vehicular units, if stationary at time of Small Arms and Mortar Fire Resolution, are subject to the mortar fire [12.1 Step 7] and if destroyed, any Riders/Passengers would suffer Collateral Damage [12.3.7].

11.4.9 Mortar Recovery: During the Mortar Recovery Step of the Mortar Fire Adjustment Phase, each player makes a recovery die roll for each of his mortar sections and platoons in the Mortar Support Pending Box on the Game Tracks player aid. 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 is now available at the beginning of the following game turn.

OPTION: Providing both players agree, all mortar recovery die rolls may be made in secret and 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 are not moved to the Mortar Support Available Box when recovered.

11.4.10 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 [11.4.5 Mortar Fire Requests] 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. 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 followed by the other player. Players alternate any subsequent extension attempts. Mortar sections are extended if the die roll is ≤ 4, and mortar platoons if the die roll is ≤ 3.

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

11.5 Anti-Tank Fire

Used when firing against units with an 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. Anti-tank fire is prohibited against a hex that does not contain an enemy unit.

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 marked with an ATDRM marker may conduct normal actions.

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

c) Enfiladed vehicles are marked with an ATDRM marker with 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 2 enemy AFVs, one fire action would be directed against each enemy AFV. If three anti-tank fire actions, one fire action...
11.5.2 Light Anti-Tank Weapons: 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 hex side, or contains an IP or friendly infantry 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 [13.6.2].

11.5.3 Anti-Tank Fire Procedure:
1. Declare the firing unit and the targeted enemy unit, or units if Split Fire.
2. Identify the ATV of the firing unit [1.7]. [EXC: The ATV is 0 if the firer’s ATV is > 0 and the target is a carrier, towed gun or FP. Those units with an ATV < 0 use the ATV listed on the counter.]
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 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 his 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 his Sherman. In this case, a Yellow I ATDRM marker [3 for its ATV – 1 for medium range, and –1 for motion target] is placed on the German Pz IV.

11.5.4 Anti-Tank Die Roll Modifiers:
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 to obtain the Range DRM located in the left most column.

b) Suppressed Firer: Occurs when the firing unit is suppressed (i.e., marked with one or more DRM markers). ATDRM markers affect vehicles, while both ATDRM and SADRM markers affect towed guns. Apply the listed DRM once for every two applicable DRM markers (rounded up).

c) Split Fire: AFVs, FP s and towed guns only may split their fire against two separate enemy units provided all outgoing fire passes through a single hex side (including vertices) of the hex occupied by the firing unit. The listed DRM is applied to each target.

d) Motion Firer: Applicable only to Shoot & Scoot or Halt & Fire actions [10.4.2, 11.4.3] conducted by vehicular units. The DRM listed on the left is applicable when firing and going into motion or stopping and firing from a vehicle’s current hex. The DRM listed on the right is applicable when a vehicle maneuvers to/from an adjacent hex before/after firing.

e) Motion Target: Occurs when firing against a vehicle in motion. Not applicable for MG anti-tank fire against carriers.

f) Obscure Target: Triggered by and in reaction to Halt & Fire actions only when firing units are not in LOS of their target at the beginning of the Halt & Fire action [EXC: Not applicable to LATW]. Applicable to both the unit conducting the Halt & Fire action and the units conducting reaction fire against the unit conducting a 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 an 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 [EXC: Not applicable to LATW]. 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 it entered.

h) Concealed Target: Occurs when firing against a concealed defending unit.

i) Smoke/HE: The listed DRM is applied for each Smoke and/or MDRM marker a unit fires into, through or from [11.4.11 Explosives (HE) and Smoke].

j) Hull Down: Defending vehicle is behind a wall, at a higher level or in a rural building hex (not applicable when defending in an Urban Building hex).

k) Unexposed Towed Gun: When the target is a towed gun in a Cover Terrain hex [4.0b]. [EXC: Not applicable if towed gun is in an IP]

12.0 Fire Resolution

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

12.1 Small Arms and Mortar Fire

Non-vehicular units 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 [11.4.8h]. In cases where both players have units in the same hex (i.e., assault hex) a player’s units are subject only to the SADRM markers on his units while both players’ units are subject to all MDRM markers in the hex. [Example: 21.8.1 – 21.8.3]

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

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 his own units. Assaulting units in an assault hex or a hex containing an Assault Arrow marker, do not benefit from any TEMs [11.4.8j].

Example: A building hex, under fire by an 81mm mortar and 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 0 for the defenders, but 2 for the assaulting units because they are outside the building, in the open and therefore do not benefit from the TEM.

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3. Compare the Final Fire Attack Result against the non-vehicular unit, excluding any Riders/Passengers if a MDRM marker, with the best Cohesion in the hex 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. Reduce the Final Fire Attack Result by one if the hex contains a friendly undisrupted platoon leader whose Cohesion is greater than 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, or suffers a casualty if already disrupted. If the Final Fire Attack Result is \( \geq 10 \), the selected unit suffers a casualty and disrupts [EXC: 14.6.1], unless already disrupted.

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 [12.3.1]. Disrupted Riders must dismount [10.4.6.2c].

7. In addition, if the hex contains vehicles and the Mortar Final Fire Attack Result is \( > 10 \), a single stationary vehicle (selected at random) is destroyed if a carrier, or shocked in its current hex if an AFV. If a vehicle is destroyed [11.4.8h], both transported and non-transported units in the hex would suffer Collateral Damage [12.3.7].

8. Remove the SADRMs markers from the hex after the resolution of the fire attack.

### 12.2 Anti-Tank Fire

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. If the unmodified die roll is equal to 1, that die roll and its corresponding ATDRM marker are ignored.

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.

### Fire Resolution Results

**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.

#### 12.3 Fire Resolution Results

**12.3.1 Cohesion Checks:** The affected player makes an unmodified die roll for each non-vehicular unit required to take a Cohesion Check and compares the die roll to that unit’s Cohesion. If the unmodified die roll is \( \geq 1 \) than the unit’s Cohesion the unit becomes disrupted, or suffers casualties if already disrupted. Otherwise, there is no effect. **Platoon leaders do not assist Cohesion Checks.**

**12.3.2 Disruption:** A disrupted result represents a non-vehicular unit faltering under fire or assault. Only non-vehicular units disrupt and when disrupted are flipped to their disrupted side and any Regrouping marker is removed [13.6.6f]. Disrupted units are limited to Recovery [14.3] or Withdrawal [10.3.1] actions only [EXC: A disrupted unit in an open terrain hex may maneuver into any adjacent hex provided it is a cover terrain hex or hex side, and is not adjacent to an enemy unit].

**12.3.3 Casualties:** A casualty result eliminates a single step unit and reduces an infantry squad to a disrupted section [EXC: 13.6.1a]. 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. The Casualty marker is adjusted for each casualty suffered by a combat unit only.

**12.3.4 Platoon Leader Loss:** A platoon leader is temporarily removed from play when he:

a) Is the subject of a Sniper attack [15.0].

b) Suffers a casualty.

c) Fails a Leader Loss Check due to an assault result [13.6.5].

**12.3.4.1 Platoon Leader Loss Procedure:** Remove the platoon leader from play and place it in the box on the Time Track equal to the current Time Lapsed plus 7 minutes. Once the Time Lapse marker reaches or exceeds the box containing the platoon leader, it is returned to play during Step 2 of the Clean Up Phase. A returning platoon leader is placed with any unit of his platoon including its support unit.

**12.3.4.2 Platoon Leader Loss Effects:** Units of an activated platoon and any supporting MG sections without a platoon leader are limited to mandatory actions [9.1.1] or reactions [8.0] for which they are eligible.

**12.3.5 Shock:** Shock applies to AFVs only. Shocked AFVs are flipped to their shocked side. If in motion, they must stop and their Motion marker is removed. Shocked AFVs are limited to Recovery actions only [14.7].

**12.3.6 Destroyed:** 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 [12.3.7]. 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.
12.3.7 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 [13.6.2] [EXC: Units with an ATV < 0 do NOT inflict Collateral Damage].

a) Riders/Passengers must dismount and disrupt, and one Rider/Passenger (randomly selected) suffers a casualty. 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 would retroactively suffer Collateral Damage. In this case, players may want to mark these units in some way as a reminder.

b) If the hex is an open terrain hex and contains friendly non-vehicular units, other than Riders/Passengers and towed guns, a single randomly selected unit is disrupted unless already disrupted. [EXC: Not applicable if the open terrain hex contains an IP or if a Vehicle Destruction Attempt.]

13.0 Assaults

Assault is a maneuver action and occurs when entering an enemy occupied hex and represents the final closing with the enemy in an attempt to drive him from his position; in essence, the last hundred yards. Assaults can occur as the result of platoon activation or a reaction. Any fire attacks, in reaction to an assault, are resolved in the same manner as all other fire attacks during the Fire Resolution Phase. The assaults themselves are resolved during the Assault Resolution Phase.

13.1 Conducting Assaults

Assaults can occur as a result of either a platoon activation or reaction. Infantry and AFVs (without Riders) may assault provided they are not shocked, disrupted, or regrouping. Platoon leaders and LATW sections that are not disrupted or regrouping, may assault provided they either enter the assault hex with a friendly infantry squad or section, or if there is a friendly combat unit of the same platoon in the assault hex at the time of entry. No other unit can conduct an assault (i.e., enter an enemy occupied hex), although any unit can defend in an assault. [Examples: 21.9]

13.2 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.

13.2.1 Assaults from an Adjacent Hex: The following procedure is applicable to all eligible units [13.1] adjacent to an enemy occupied hex at the beginning of their activation or reaction:

1. The assaulting player declares the assaulting units, the hex being assaulted, and immediately places the assaulting units in the hex with the enemy units.

2. An Assault Nationality marker indicating the assault hex, (i.e., the hex containing both friendly and enemy units) and the nationality of the assaulting force, is placed on the units in the assault hex.

13.2.2 Non-Vehicular Assaults from a Non-Adjacent Hex: When assaulting a non-adjacent hex, non-vehicular units must begin their maneuver within two hexes [EXC: 14.6.2] of the hex they are assaulting, have the necessary maneuver allowance [10.1] to enter the hex and each hex entered must be closer to the hex being assaulted. An Assault Arrow marker is used to temporarily identify the nationality of the assaulting force, designate the hex from which they are assaulting, and point to the enemy hex being assaulted. The following procedure is applicable to eligible non-vehicular units only:

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 end their maneuver. This allows the enemy player to react to the assault. [EXC: 13.2.4].

3. During the Marker Adjustment Step of the current Platoon Activation Cycle, the Assault Arrow marker is removed, and the assaulting units are moved into the assault hex. An Assault Nationality marker corresponding to the nationality of the assaulting force is placed on the units in the assault hex. Alternatively, the assaulting units may instead declare a Feint [13.2.2.1] rather than move into the assault hex.

13.2.2.1 Feint: Non-vehicular units under an Assault Arrow marker may declare a feint [EXC: Heroic units cannot Feint] during Step b of the Marker Adjustment Step of the Platoon Activation Cycle allowing them to call off an assault. Feinting units are not placed in the enemy occupied hex, but must withdraw instead unless they pass a feint check die roll. If the die roll is less than or equal to the Cohesion of the best unit in the hex, some or all of the units may remain in their current hex. Otherwise all units in the hex must withdraw.

13.2.3 AFV Assaults from a Non-Adjacent Hex: Unlike non-vehicular units, AFVs can assault any hex, including those marked with Assault Nationality or Assault Arrow markers, from up to 4 hexes away provided they have the necessary maneuver allowance [10.1] to enter the enemy occupied hex. The following procedure is applicable to AFVs only:

1. The assaulting player maneuvers his AFV to a hex adjacent to the hex occupied by the enemy units, announces the AFV assault, and then places the AFV in the enemy occupied hex.

2. An Assault Nationality marker corresponding to the nationality of the assaulting AFV is placed on the units in the assault hex.

13.2.4 Combined Force Assaults from a Non-Adjacent Hex: Combined Force Assaults allow eligible non-vehicular units [13.1] and AFVs to conduct an assault together as part of an Infantry Platoon Activation [7.2c] or as a result of a Coordinated Activation [7.1]. The assault units must begin their maneuver within two hexes [EXC: 14.6.2] of the hex they are assaulting, start, maneuver and end their maneuver together, have the necessary maneuver allowance [10.1] to enter the hex and each hex entered must be closer to the hex being assaulted. Each combined force is limited to a single AFV and one infantry squad equivalent, plus one platoon leader and/or LATW section. The following procedure is applicable to Combined Force Assaults only:

1. The assaulting player maneuvers the combined force to a hex adjacent to the enemy occupied hex, announces the Combined Force Assault, and then places the combined force in the enemy occupied hex.

2. An Assault Nationality marker corresponding to the nationality of the assaulting force is placed on the units in the assault hex.
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.

### 13.3 Reactions to Assaults

Reacting units are limited in their reaction when they are in an assault hex or under assault. Units not in or under assault react normally. [EXC: Reacting non-vehicular units cannot assault a hex marked with an enemy Assault Arrow marker.]

#### 13.3.1 Units in the Assault Hex:

Non-vehicular units in an assault hex, whether attacking or defending, have no LOS outside the hex and other than platoon leaders and towed guns, cannot react in any way. Reacting units are limited to the following actions:

- a) An eligible platoon leader may request an MFA against the hex he occupies. [11.4.5.2]
- b) Towed guns may conduct anti-tank fire against enemy AFVs in their hex.
- c) Vehicles may maneuver or conduct anti-tank fire actions (including Hal & Fire or Shoot & Scoot).

#### 13.3.2 Units Under Assault:

Units under assault by enemy infantry from a non-adjacent hex [13.2.2] are restricted to the following actions [EXC: Units under assault are not restricted in any way if the hex containing the assaulting units is a primary impact hex.]:

- a) Small arms and mortar fire requests are limited to the enemy units assaulting their hex only.
- b) Non-vehicular units, excluding dismounted towed guns and FPs, may attempt to withdraw. The combat unit with the best Cohesion from each force. Otherwise, the Cohesion is reduced by one. If the modified die roll is less than or equal to the unit’s Cohesion, one or more units may withdraw. Otherwise the units may not withdraw, remain in the hex and are marked as activated.
- c) Non-vehicular units may attempt Recovery.
- d) Vehicles may maneuver and/or fire.

#### 13.3.3 Reinforcing Friendly Units in or Under Assault:

Any unit may reinforce friendly units in a hex under assault [13.2.2] by simply maneuvering into the hex under assault provided they have the necessary maneuver allowance to do so. But only eligible units can reinforce friendly units in an assault hex (i.e., a hex marked with an Assault Nationality marker) and do so by conducting an assault [13.2] using the corresponding assault procedure.

### 13.4 Assault Value Modifiers

Refer to the Assault Value Modifiers Table. All assault die roll modifiers are cumulative.

- **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 DRM is not applicable. If applicable, the difference is applied as a positive DRM (limited to maximum of 3) to the force containing the unit with the better Cohesion. Note: Vehicles and FPs are combat units but do not have a Cohesion value, while platoon leaders and LATW sections have a Cohesion value but are not combat units. So, if any of these units were the only unit(s) in one or both forces, there would be no Cohesion Differential DRM calculated for that assault.
- **b) Assaulting a Regrouping Force:** The attacking force benefits if the assault hex contains a Regrouping marker.
- **c) Defender in a Rural Building, IP or Behind a Wall:** The defending force benefits when defending in a hex containing a rural building, an IP or if any of the assaulting force crossed a wall hex side 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 vs. Hexes Containing FPs or Urban Buildings:** The assaulting force benefits if, when assaulting an FP or Urban Building hex, the force contains an undisrupted LATW section.
- **f) Heroic vs. FPs:** The assaulting force benefits when assaulting an FP if the force contains a heroic unit.
- **g) Defender on 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 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 as a reminder indicating the assaulting force has achieved a tactical advantage. [EXC: 4.1.14]
- **i) Defender in an Urban Building or Urban Road Hex:** The defending force benefits when defending in an urban building or urban road hex.
- **j) Participating Vehicle is in Motion:** The Assault Value of the vehicle participating in the assault is reduced if it is in motion.

### 13.5 Assault Resolution

A maximum of four steps of non-vehicular combat units, one platoon leader and one vehicle per side may participate in an assault. Other friendly units in the hex have no effect on the Assault Resolution, but are affected by the result.

1. If any of the following conditions exist, they are immediately resolved, and the Assault Resolution ends. Otherwise proceed to Step 2.
   a. If the assault hex consists solely of vehicles, the force containing the inferior vehicle (i.e., the lesser ATV) must retreat, ending the assault resolution. If the ATV is the same for both forces, the retreating force is determined randomly.
   b. All dismounted towed guns in a hex marked with an Overrun marker are destroyed if they are the sole defending unit(s) in an assault hex containing a non-shocked enemy AFV.
   c. All dismounted towed guns in a hex marked with an Overrun marker are destroyed if the overrunning enemy AFV marked with the corresponding Overrun marker was not destroyed during the Fire Resolution Phase.
   d. All LATW sections are destroyed if they are the sole defending unit(s) in the assault hex with an undisrupted, no-shocked enemy combat unit.

2. Each player determines the Total Assault Value of his force by totaling the Assault Values of the combat units participating in the assault.

3. Each player refers to the Assault DRM Table and applies all Assault Value modifiers to determine the Net Assault Value for his force.
4. The Final Assault DRM is determined by subtracting the defender’s Net Assault Value from the attacker’s Net Assault Value. The maximum Final Assault DRM is limited to $\pm 4$.
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.

### 13.6 Assault Results

#### 13.6.1 Urban Assault:
Urban Assault occurs when the assault hex is in an urban building or urban road hex.

a) If the assault result is $(6 - 9)$ and the unmodified die roll is a $6$ or $7$, the 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 $5$, only the 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.

#### 13.6.2 Vehicle Destruction Attempt:
Vehicle Destruction Attempts represent the vulnerability of vehicles to infantry and LATW sections in close quarters combat, and are resolved on the Vehicle Destruction Table against enemy vehicles in the assault hex. To conduct a Vehicle Destruction Attempt, a player must have an undisrupted friendly combat unit or a LATW section in the assault hex. [Example: 21.9.3]

#### 13.6.2.1 Vehicle Destruction Die Roll Modifiers:
Refer to the Vehicle Destruction DRM Table. All Vehicle Destruction die roll modifiers are cumulative. The maximum DRM allowed is $8$.

**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.]

#### 13.6.2.2 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 Table.
2. If the modified die roll is $\geq 10$, the selected enemy vehicle is destroyed, and removed from play, otherwise there is no effect.
3. Check for Collateral Damage [12.3.7a] if the destroyed vehicle was transporting Riders/Passengers or a towed gun.

#### 13.6.3 Retreats:
Retreats occur as a result of an assault. Retreating units must retreat [13.6.3.1] two to four hexes. [EXC: A unit may retreat one hex if the hex is a cover terrain hex, contains a vehicle, or if the hex side crossed is a wall.] Retreating vehicles (if not in motion) are marked with a **Green** Motion marker at the end of their retreat. Each player retreats his own units.

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 hex sides.

#### 13.6.3.1 Retreat Priority:
Retreating units have one of two options depending on the sector’s orientation with the FBE. Retreating units must retreat according to the retreat priority even if it means retreating into a hex containing a minefield or wire. A retreating unit is subject to the following priority for each hex entered during the retreat.

a) When hex sides are parallel to the FBE [Example: 21.3.1]:

i. A hex toward the FBE and not adjacent to a hex occupied by an enemy combat unit.

ii. A hex toward the FBE adjacent to a hex occupied by an enemy combat unit [13.6.3.3].

iii. Adjacent to an FBE, or impassable terrain, units may maneuver along the FBE or Impassable terrain provided each hex entered is further away from its original hex. Retreating units that enter a hex adjacent to an undisrupted or non-shocked enemy unit are subject to 13.6.3.3. Units retreating along an impassable river must maneuver to and attempt to cross at a ford or bridge if possible. Units that can’t meet this criterion are eliminated.

b) When hex sides are not parallel to the FBE [Example: 21.3.2]:

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

ii. A hex toward the FBE, or laterally (consecutive lateral hexes are not allowed), adjacent to an enemy combat unit [13.6.3.3].

iii. Adjacent to an FBE, or impassable terrain, units may maneuver along the FBE or Impassable terrain provided each hex entered is further away from its original hex. Retreating units that enter a hex adjacent to enemy combat unit are subject to 13.6.3.3. Unitsretreating along an impassable river must maneuver to and attempt to cross at a ford or bridge if possible. Units that can’t meet this criterion are eliminated.

#### 13.6.3.2 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 [11.4.8e]. Retreating units cannot end their retreat in a mortar impact hex.

#### 13.6.3.3 Non-Vehicular Units Retreating Adjacent to an Enemy Occupied Hex:
If at any time during their retreat, a non-vehicular unit enters a hex adjacent to an undisrupted or non-shocked enemy combat unit, the retreating combat unit with the best Cohesion in the hex, or non-combat unit if no combat unit is present, must make a die roll at the end of its retreat unless:

a) The enemy occupied hex is a primary impact hex, or contains an Assault Arrow or Assault Nationality marker

b) An undisrupted, friendly, combat unit occupies the adjacent hex entered by the retreating unit.

c) The hex entered is an Urban hex.

If the die roll is required, it is reduced by one if the retreating units include the platoon leader of one of the retreating units, provided the platoon leader is undisrupted and its Cohesion is greater than the
Cohesion of the best combat unit. If the modified die roll is greater than the unit’s Cohesion, the retreating units disrupt unless already disrupted. If the hex contains the unit’s platoon leader and the platoon leader is not disrupted, the die roll is reduced by one. If the modified die roll is less than or equal to the unit’s Cohesion, the retreating units are not affected. This die roll is made prior to and in addition to any Cohesion Checks called for by a retreat result.

13.6.3.4 Breakout: Occurs when there are no eligible retreat hexes unoccupied by enemy units. After all other assault results have been resolved, the retreating units must enter one of the hexes occupied by an enemy combat unit at which time it must stop and immediately enter into and resolve a new assault as the attacker. Units attempting to breakout must be eligible to assault [13.1] and if not, suffer a casualty [12.3.3] and remain in their current hex.

a) If a defender retreat results, the defending units must conduct a Cohesion Check but do not retreat. The unit(s) attempting the breakout must continue their original retreat, but would not suffer a Cohesion Check.

b) If an attacker retreat results, the unit(s) attempting the breakout must continue their retreat and conduct a Cohesion Check at the end of their retreat.

13.6.4 Advance After an Assault: Assaulting or defending units may advance after an assault when called for in an assault result, once per game turn. In this case, some or all the units may advance into an adjacent hex. If the hex contains enemy units, the advancing units must immediately conduct and resolve a second assault.

13.6.5 Leader Loss Check: Each platoon leader that participates in an assault must conduct a Leader Loss Check. On an unmodified die roll of 1 or 10, the platoon leader is removed as a casualty [12.3.4].

13.6.6 Regrouping: Representing the temporary vulnerability and disorder of units immediately after an assault. 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. Regrouping markers are removed immediately when a unit withdraws, recovers or disrupted. Units marked with a Regrouping marker, at the time of their activation or reaction, are limited to one of the following actions:

a) Conduct a small arms fire action, reduced by one, against an adjacent hex.

b) Rally Attempt [14.5].

c) Withdraw [10.3.1].

14.0 Recovery Actions

14.1 Recovery

Allows disrupted, regrouping and shocked units the opportunity to recover when activated or in Reaction. Some recovery attempts are mandatory [9.1]. Passengers may not attempt recovery unless the transporting unit is stationary. No unit can attempt recovery if in a primary impact hex.

14.1.2 Platoon Leader Effects on Recovery: An undisrupted platoon leader may assist in the recovery of a single recovery, provided the attempt is not in an Assault or primary impact hex, or the assisting platoon leader did not recover during the same game turn. Recovering units, including any non-vehicular support units, must be part of the same platoon as the platoon leader. An eligible platoon leader can:

a) Assist either a single disrupted unit [14.2b] or the unit with the best Cohesion of regrouping units [14.4] provided the disrupted or regrouping units are in the same hex with their platoon leader at the beginning of their recovery action.

b) Maneuver and then assist either a single disrupted unit [14.2b] or the unit with the best Cohesion of regrouping units [14.4].

14.2 Disruption/Regrouping Recovery Die Roll Modifiers

Refer to the Disruption/Regrouping Recovery Table. All recovery die roll modifiers are cumulative. A recovery die roll is:

a) Increased if the recovering unit is suppressed or in a secondary impact hex.

b) Decreased if the hex occupied by the recovering unit contains its platoon leader and the platoon leader is eligible [14.1.2].

14.3 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 activated, otherwise the unit remains disrupted.

b) If the unmodified die roll is equal to 1, the unit rallies [14.5].

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 [14.6].

14.4 Regrouping Recovery

The regrouping player specifies the hex and the units attempting to regroup, makes a die roll, and refers to the Disruption/Regrouping Recovery Table applying any applicable die roll modifiers. The modified die roll is compared to the Cohesion of the combat unit with the best Cohesion of the units attempting to regroup.

a) If the modified die roll is less than or equal to the unit’s Cohesion all regrouping units automatically Rally [14.5]. Otherwise the units are marked activated and remain in a regrouping status.

b) 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 [14.6].

14.5 Rally

A Rally can occur as the result of a disruption [14.3b], or a regrouping recovery attempt [14.4a]. Rallied units recover but are not marked as activated and are eligible to conduct an action, either immediately or in a subsequent Reaction. Any platoon leader who assisted the rallied units also retains his ability to conduct an action, unless he used an action to maneuver into their hex to assist in the recovery attempt.

14.6 Heroism

Heroism represents the case of 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 [14.3c, 14.4b] by an infantry combat unit. When a unit becomes heroic, it automatically recovers and is marked with a Heroic marker and must immediately conduct a maneuver action [14.6.2]. Any regrouping units in the hex Rally [14.5] and any disrupted units, other than the heroic unit, in the hex recover [14.3a]
but are marked as activated. 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.

14.6.1 Heroic units have Cohesion of 8 and, whether as a result of a reaction or platoon activation, have a maneuver allowance of 3 hexes. If a heroic unit suffers a disruption or casualty result from small arms or mortar fire, it suffers a single casualty, does not disrupt and remains heroic.

14.6.2 A heroic unit must select as its target hex the closest enemy occupied hex within five hexes, excluding hexes is marked with a MDRM marker. If two or more target hexes are at equal distance, the enemy unit in LOS of the heroic unit must be targeted first; otherwise it is the heroic player’s choice. Once a target hex is selected, it cannot be changed to a different target hex [EXC: see Restrictions]. A heroic unit must maneuver toward this hex, such that each hex entered is closer to the target hex if possible and must continue to maneuver in subsequent game turns until it is either eliminated or the Heroic marker is removed [14.6.3]. Unlike other non-vehicular units, a heroic unit must conduct an assault if at the beginning of its maneuver it is within 3 hexes of the target hex. If assaulting from a non-adjacent hex, it must follow the procedure stated in 13.2.2.

Restrictions:

a) A heroic unit in a hex under assault does not select a target hex or maneuver [EXC: 14.6.2], but instead remains in its current hex. It may conduct reaction fire against the assaulting units [13.3.2a].
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.
c) Both players are limited to a single Heroic marker per assault hex. Any extras are ignored.

14.6.3 Removal of Heroism Markers: A unit is no longer heroic, and the Heroic marker is removed:
a) When the target hex contains a Primary Impact marker or, is vacant of enemy units either at the beginning of the heroic unit’s action, or at the time of entry of the target hex, or
b) When under an assault and the assaulting units Feint [13.2.2.1] instead, or
c) After the Assault Resolution die roll, but prior to any Cohesion Checks.

14.7 Shock Recovery

The controlling player specifies the AFV attempting to recover, makes a die roll, and refers to the Shock Recovery Table applying the suppression DRM if applicable:
a) If the modified die roll is ≤ 6, the AFV recovers and is marked as activated, otherwise the AFV remains shocked.
b) If the unmodified die roll is equal to 1, the AFV rallies [14.5].
c) If the unmodified die roll is equal to 10, the AFV is destroyed.

15.0 Random Events

Players must consult the Random Event Table located on the Game Tracks player aid when their unmodified Initiative die roll equals 1 or 10.

a) Recon: If a player’s unmodified Initiative die roll is equal to 1, he may remove the Concealment marker from any enemy occupied hex within 5 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 subject to the corresponding result on the Fate Table.

16.0 Mines and Wire

Mines and Wire markers cannot be placed in a hex containing an IP or FP, or in a river or bridge hex. Only a single Mine or Wire marker can occupy a hex. TEMs do not apply to die rolls involving mines or wire. Mine and Wire markers are only available when specified in an MSR.

16.1 Minefields

The locations of minefields are unknown to an enemy player until revealed, unless stated otherwise in an MSR. The controlling player records the specific hexes containing his minefields during his setup. When an enemy unit enters a hex containing an unknown minefield, the minefield is revealed immediately and a Minefield marker is placed in the hex. Units are subject to minefield attacks when they enter or exit a hex containing a Minefield.

16.1.1 Entering or Exiting a Minefield Hex: Units entering or exiting a friendly minefield do not suffer a minefield attack. However, when a unit enters an enemy minefield, or exits an enemy minefield into a hex closer to the EBE, a single randomly selected unit must immediately conduct a Minefield Effects die roll check. There is no Minefield Effects die roll check if a unit exits from an enemy minefield hex into a hex closer to its FBE.

16.1.2 Minefield Effects: If the selected unit is a:
a) A non-vehicular unit disrupts in the minefield hex if the Mine Effects die roll is > 7, and suffers a casualty and disrupts if the die roll is equal to 10; otherwise there is no effect.
b) An AFV is shocked in the minefield hex if the die roll > 8, and destroyed if die roll is equal to 10, while a carrier is destroyed if the die roll is > 7; otherwise there is no effect. The shock or destruction of vehicle may cause Collateral Damage [12.3.7].

16.2 Wire

Wire markers are used to show the location of wire entanglements. 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 unit must first make an exit die roll. If the die roll is less than or equal to the unit’s Cohesion, 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 activated. An exit die roll is not required when exiting into a hex closer to the FBE. AFVs may, but carriers cannot, enter a wire hex at an additional cost of 1 MP. MG sections may not fire from a wire hex.
17.0 Mission Setup

17.1 Determine Attacker and Nationality
Both players make a die roll, and the player with the higher die roll is the attacking player. Unless specifically stated in the mission, a subsequent die roll is made to determine the nationality of the attacking player. Re-roll in case of ties.

17.2 Initiative
A measure of 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 unless stated otherwise in an MSR.

Initiative Die Roll Modifiers: Each mission lists the Initiative die roll modifiers to be applied each time a player makes an Initiative die roll.[5.0].

17.3 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 of the Time Lapse Track starting at 0.

17.4 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 start. When a combat unit suffers a casualty [12.3.3] or is destroyed [12.3.6], 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.

Note: To confirm casualties for both sides during or at mission end, each player determines the number of combat steps he has remaining in play and compares this number against the number of steps in his beginning force. The difference is the number of casualties experienced by that player.

17.5 Casualty Differential Limit (CDL)
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 Casualty Differentials Limits specified in the mission. A player automatically wins if at the end of any game turn the Casualty marker exceeds his opponent’s CDL, unless otherwise stated in an MSR.

17.6 Starting Forces
In each mission, the starting force for each nationality is listed in bold-italics (i.e., 3rd Plt,) for the organic infantry and/or tank platoons available, and the organization thereof for activation purposes. The bracketed number listed at the end of a player’s force is the number of combat steps in his force.

Example: The German force: 3rd Plt., 1. Infantry Kp. (plus 1 section from the 3rd Plt., 1. Infantry Kp.), supported by 1 Panther tank from the 1st Tank Plt., 2 MG sections, 1 LATW section and 1 8cm mortar section [10 combat steps]. The American force: Baker Co., and 4 tanks from the 1st Tank Plt., supported by 2 MG sections and 1 60mm mortar section [24 combat steps].

In the example above, for platoon activation purposes the German player’s force consists of a single platoon, the 3rd Plt., 1 Kp. The American force consists of four platoons; the three infantry platoons from Baker Co., and the 1st Tank Platoon. For supporting units, the German player must randomly select one section of the four sections of the 3rd Infantry Platoon, one Panther tank from the 1st Tank Platoon, two MG and one LATW section from their respective counter mixes. In addition to Baker Co., the American player must randomly select four tanks from the American 1st Tank Platoon and two MG sections from their respective counter mixes.

If not specified in a mission, companies and their platoons are selected at random. If a player’s force consists of 1–3 platoons, select the platoons from a single company. If a force consists of 4–6 platoons, use an equal number of platoons from two companies. If more than 6 platoons are needed, pull platoons as equally as possible from three companies. All individual tanks, squads and sections are randomly selected from their respective platoons. In addition, if the mission lists any available supporting units, all support units are randomly selected from their respective counter mixes.

Examples of Random Selection: If the mission called for two M10 tank destroyers, the American player would gather all the M10 tank destroyers from the specified tank destroyer platoon and randomly select two. If the mission called for one section from 3rd Plt., Baker Co., one of the four sections from the 3rd Platoon would be selected at random. If the mission called for 3rd Plt., Baker Co., less one squad, the squad removed would be selected at random.

17.7 Unit Disposition
Each player sets up his units per the instructions listed in the Disposition of Forces for the mission. Friendly and enemy board edge limits are typically defined in each mission. Otherwise, a player’s FBE is defined as the closest board edge to his units when set up, and opposite the EBE.

a) All defending non-vehicular combat units, including dummies, not in a hex containing a building feature may set up in IPs unless stated otherwise in the MSRs. [EXC: Dismounted towed guns can set up in an IP in any building and urban road hex.]

b) Units that start a mission on map in cover terrain, or enter play from offboard, may set up concealed, unless stated otherwise in an MSR.

c) Vehicles may begin play in motion and/or loaded. [EXC: Hidden units cannot set up in motion.]

d) Some units may set up Hidden [17.9].

e) 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 set-up area.

f) All forces, whether at start or entering as reinforcements, starting off-board must be setup adjacent to the hexes they will enter prior to entry.

g) An attacking player whose forces enter from offboard may conduct an MFA, if available, prior to entry. In this case, the FO is placed in any eligible entry hex.
h) Forces that set up or enter play from offboard may enter as scheduled, or delay their entry to a subsequent game turn.

17.8 Dummies

An MSR may allow the use of Dummies. Dummies are combat counters with a white dot in the center of the combat unit icon on their front side and “Dummy” on the backside. Dummies are used to deceive the enemy and add a bit of Fog of War. Each player has six Dummies, 3 vehicular and 3 non-vehicular, which may be placed during the initial setup, or if offboard prior to entry. Dummies cannot be hidden, are limited to maneuver actions only and may maneuver independently or with other units. When maneuvering, dummies pay normal MP cost for their unit type and terrain. Additionally, all motion rules apply to vehicular dummy units.

17.8.1 Removing Dummies: Dummies are removed from play when they lose concealment [EXC: 4.3.1.1e is not applicable in revealing Dummies] or when they suffer any Final Fire Attack Result > 7. When a dummy is removed, it and all other dummies in the hex are removed (i.e., dummies stick together). IPs placed in hexes with Dummy markers that did not originally contain a combat unit are also removed.

17.8.2 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.

17.9 Hidden Placement

Tank destroyers (i.e., StuG, M10 and M36), dismounted towed guns and LATW units can set up hidden provided they set up four or more hexes behind the farthest hex row in which friendly forces set up. An MSR may allow other units to set up hidden and when allowed these units must set up two or more hexes behind the farthest hex row in which friendly forces set up. Player(s) record which units are hidden and which hexes they occupy.

Hidden units (including any IPs and minefields) are revealed voluntarily when they conduct actions immediately following the opposing player’s call for Reaction. Hidden units are revealed involuntarily:

a) When an enemy vehicle enters a hex adjacent to a hex occupied by hidden units. In this case, the enemy vehicle stops temporarily, and the hidden units are placed concealed in their recorded hex. Once the hidden units are in place, the enemy vehicle can end its maneuver in the adjacent hex or continue maneuvering provided it has MPs remaining. Note: If the enemy vehicle is transporting units and it ends its maneuver in a hex adjacent to the revealed units, the units being transported could not dismount [10.4.6.2d].

b) When immediately after the opposing player’s call for reaction, a hidden unit is within three hexes of an enemy combat unit.

c) When immediately after the opposing player’s call for reaction, an enemy non-vehicular unit combat is in the same hex with a hidden unit. In this case, the hidden unit is placed in its recorded hex and the enemy unit is returned to the adjacent hex from which it entered the hex occupied by the hidden unit. If the enemy unit is a non-combat unit, it is removed play.

d) When revealed, all hidden units in the hex are placed on the map and marked with a Concealment marker. 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 meeting the criteria of concealment loss [4.3.1] that occurred in the opposing players activation or reaction immediately prior to his call for Reaction.

17.10 Company Command Tanks (CO)

An MSR may allow the inclusion of Command tanks in a mission. Each Company Command tank represents a single AFV containing the Company commander. Command tanks can activate with any tank platoon within their company. In addition to the normal actions of an AFV, Company Command Tanks can request mortar support [11.4.5.1] and conduct Optional Reactions [8.3].

18.0 Winning The Game

A mission ends at the end of any game turn 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. A force may obtain its Objective, but still lose the game, by taking too much time or suffering too many casualties.

18.1 Control of Terrain Objectives

At the start of a mission, all hexes within a player’s set up area are considered controlled by that player. If the attacking force does not set up on board, the defender starts in control of all terrain objectives unless otherwise stated by an MSR. 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 or halftrack can control a single objective hex as long as it occupies the hex, but once it exits the control reverts back to player having prior control.] 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 have control of that objective. To control a bridge or ford, a player must control both entry hexes adjacent to the bridge or ford hexes. If both players have units in an objective, that objective is considered ‘contested’ and is controlled by neither side.

18.2 Attacker’s Final Score

The Attacker’s Final Score is based on elapsed time, casualties and any mission-specific objectives as stated in MSRs. Determine the Attacker’s Final Score according to the following formula: Attacker’s Final Score = Elapsed Time (ET) +/- Casualty Points (CP) +/- any (MOP) if stated in MSRs. Casualty Points are the small Red or Black numbers in the lower right corner in the boxes 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.

18.3 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 end is in the attacker 3 box on the Casualty Track. The Casualty Points listed for the attacker 3 box is 9. The 9 Casualty Points are added to the 42 minutes of Elapsed Time to get a Final Score of 51.

### 19.0 Optional Rules

#### 19.1 Command and Control

Command and control are applicable to the maneuver actions of units of the activated platoon only and in no way affects their ability to Fire, Recover, or Withdraw. To be in command, a unit must be within 3 hexes of its platoon leader, or within 3 hexes of another unit of the same platoon that is in command. Units may be “chained” provided at least one unit is within 3 hexes of its platoon leader and all units of the same platoon are within 3 hexes of another unit in the chain. Any unit out of command that elects to maneuver must use its full maneuver allowance and the shortest route possible to move back into command. Out of command units cannot maneuver into, or adjacent to, an enemy occupied hex.

#### 19.2 Skin in the Game (Role Play)

Provides players the experience of the risk and reward of leading a squad or platoon in small unit combat. The players begin as a squad leader and, depending on their success, may be promoted to the final rank of company Commander provided they survive long enough. At the beginning of each mission, each player secretly selects and records the specific squad or platoon leader as his avatar. It can be a different squad or platoon leader in each mission. If the player’s avatar survives the mission, the PP recorded during the mission is added to the avatar’s accumulated PP.

**19.2.1 Accruing Promotion Points (PP):** A player’s avatar accumulates Promotion Points (PP) for his squad or platoon’s participation in an assault resulting in the capture, defense or destruction of one or more of the tactical objectives listed on the Tactical Objective Table. PPs for objectives earned in a single assault are cumulative.

*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, he earns 2 PP [1 for the hill +1 for the IP].*

Players should keep a mission log recording the PP earned during the mission.

a) A squad leader receives PP when his squad participates in the capture, defense or destruction of one or more of the tactical objectives. At the end of any mission during which a squad leader has accumulated 15 PP he is promoted to 1st Lieutenant (i.e., platoon leader) starting again with 0 PP.

b) A platoon leader receives PP when any of his squads or sections of his platoon participates in the capture, defense or destruction of one or more of the tactical objectives. At the end of any mission during which a platoon leader has accumulated 30 PP he is promoted to Captain (i.e., company Commander).

**19.2.2 Leader Casualties:** A player’s avatar, whether a squad leader or a surviving platoon leader, must conduct a survival check die roll at mission end.

a) A squad leader is considered KIA and must start over as a raw squad leader with zero PP if his survival check die roll = 10. Otherwise, he gains any PP earned during the mission and can return to play in the next mission. The survival die roll is increased by 1 for each casualty his squad suffered during the mission.

b) A platoon leader is considered KIA and must start over as a raw squad leader with zero PP if his survival check die roll = 10, or he was a casualty during the mission. Otherwise, he gains any PP earned during the mission and can return to play in the next mission.

#### 20.0 Do 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 will be the attacking player. The lowest bidder is the attacker. Once this is determined, each player purchases support units. In each step, during the construction of a mission, players record the mission parameters agreed upon on the Mission Track Form. Permission is given to create copies of these sheets.

1. **Determine Defender Frontage:** Each full sector, including half-hexes, is comprised of an area of 11 by 14 hexes. When a sector is folded into a half sector, it is comprised of an area 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. A Narrow frontage is along the sector edge consisting of 7 hexes (the narrow side of a folded half sector). A Normal frontage is along the sector edge consisting of 11 hexes (the narrow side of an unfolded full sector). A Wide frontage is along the sector edge consisting of 14 hexes (the wide side of an unfolded full sector). Frontages have an influence on the size and type of mission selected.

*Example: If the defending force is small, say 1-2 platoons, and if an Advance Mission was selected it would be better to conduct a mission on a narrow frontage while if the mission was an Assault Mission, where specific terrain features are selected as the objective, a wider frontage would work.*

2. **Mission Map:** Players determine the number of sectors to be included in the mission map (i.e., the depth of the field of play). Once determined, players may choose from the available map sectors to create the mission map configuration of their choice, or they may select the sectors randomly using the Sector Generation Table.

3. **Map Configuration:** If more than one sector is selected, players place the sectors together, end to end, oriented along the same frontage selected in Step 1, in any order they wish, or in any combination based on random selection. This is 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 were selected, all selected sectors would 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 the level of the hills or make a single die roll and refer to the Hill Table to determine the levels of the hills for the mission.

5. **Friendly Board Edge:** Players may either agree on the defender and attacker FBEs or they may 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 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 of roads or clearing of a wood, etc. In addition, players may elect to assign (MOP) for specified terrain features (i.e., crossroads, buildings, hills, etc.). An Assault Mission ends at the end of any game turn 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 mission objective is to clear all enemy forces from the specified sector(s). An Advance Mission ends at the end of any game turn 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 where 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 the disparity in the AFV platoons of both sides, players should agree upon what they feel are equitable forces considering the map configuration and the nationality of the attacking force. An Armor Engagement ends at the end of any game turn 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 6 of the 9 rural buildings in Sector 1. The mission at the end of any game turn if the attacking player controls 6 out of the 9 rural buildings in Sector 1, or either player has exceeded his CDL (Sudden Death) or the Final Score exceeds the winning bid by 10. In addition, the attacking player receives one VP for the 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 the die roll is odd, the defending nationality is Axis. If the die roll is even, the defending nationality is Allies.

8. Defending and Attacking Forces: Players determine the size of the forces, including the number of platoons and support points available for the defending and attacking forces. Players may agree on the number of platoons and support points for 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 would consist of two infantry platoons, one tank platoon and 20 support points for purchase of support units. The attacker’s base force would 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 may agree on the CDLs for the mission, Alternately, players refer to the Casualty Differential Table and locate the column corresponding to the number of platoons in the defender’s base force. Each player makes a die roll. If the die roll is even, the number on the left is that player’s CDL. If the die roll is odd, the number on the right is that player’s CDL.

10. Initiative DRM: Typically, the attacker Initiative DRM is (+2) and the defender is (0). Alternatively, players may agree upon the Initiative DRM to be used or make a die roll on the Initiative DRM Table to determine the Initiative DRM for the attacker and defender.

11. Coordination DRM: For missions where 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 [17.9],

d) The half hexes on the sides, excluding the FBE and EBE, of the map are in play.

Once this is determined, players should study the map configuration, the forces and support available, the mission type and objective to come up with a mission plan. Based on this plan, players then secretly record their bid based on what they believe will be the sum of the time and Casualty Differential required to achieve the mission (the Final Score) to determine who will be the attacking player. Each player’s bid is based on the Attacker’s Final Score [18.2]. The attacking player wins, if his Final Score is less than or equal to his bid and loses if the Final Score is greater than his bid +10, otherwise the outcome is a draw. The player with the lowest bid is the attacker.

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 he would lose if > 36.

13. Purchase of Supporting Units: Each player refers to the Support Purchase Table and secretly records the support units purchased. Neither player should know what the other player purchased. A player may not spend more support points than he has available.

14. Unit Selection: All units of a player’s force, including his base force, are randomly selected [17.6].

Example: A player has a base force of two platoons, two MG and one AT gun. For the platoons, the player determines the company, followed by the two specific platoons. For the support units, the player selects at random two MG units from all available MG units, and then selects at random one AT gun from all available AT guns.

15. Force Set-up: The defender sets up first in any hex greater than 10. In any hex along his FBE (the board edge opposite the defender’s base force unless agreed upon by both players. The attacker enters play and locates his force in any hex along the FBE and EBE (the board edge opposite the defender’s base edge).
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