A FREE INTRODUCTORY GUIDE TO . . .

WHAT IS ADVANCED SQUAD LEADER?

Advanced Squad Leader (ASL) is a wargame system which can simulate any company or battalion-level ground action (or scenario) from any theater of WWII.

Playing pieces (counters) represent squads, half-squads and crews, plus individual leaders, heroes, vehicles and guns for every major and minor nation from WWII. Many geomorphic mapboards and terrain overlays are available to represent the battlefield over which these pieces are manoeuvred. Over 1,200 scenarios are currently available covering a wide range of actions from WWII and the surrounding years. The game also allows players to design their own scenarios using the many copious historical notes provided.

It is quite possible to play nothing but ASL for the rest of your life, and you still might not get to explore every facet of the game.

IS ASL LIKE SQUAD LEADER?

Before *ASL*, there was *Squad Leader* (*SL*). *SL* was so popular that it was followed by *Cross of Iron* (*COI*), then *Crescendo of Doom* (*COD*) and finally *GI:Anvil of Victory* (*GI*). Each of these required that you owned all the previous ones, and provided additional rules, revisions of old rules, and new boards and counters. The result was something of an administrative nightmare: important rules were scattered through several rules books, early parts of the system didn't sit well with later ones, and it became obvious that things couldn't go on this way. So, *ASL* was born. A complete revision from the ground up, with all new rules and components that were based on the *SL* system but clearly separate to them.

SL (without the add-ons) remains an excellent game, though it is much simpler and more abstract than the *ASL* system. However, there are so many differences in detail between the *SL* rules and the *ASL* rules that learning *SL* can actually hinder your *ASL* development.

If you have already played *SL* and want to learn *ASL* it is important not to make any assumptions. If you find yourself flipping through the *ASLRB* trying to find a rule you're "sure" you read somewhere, chances are you may be thinking of a *SL* rule instead.

WHAT DO I NEED TO PLAY ASL?

The bare minimum required is the *ASL* Rulebook (*ASLRB*), boards 1 to 4, and either *Beyond Valor* or *Paratrooper*. You'll also need at least two (preferably four) six-sided dice of different colours (dice are provided in *Beyond Valor*), some cotton thread or string (for tracing Line of Sight), and somewhere to set it all up! If you cannot find anyone to play against *Solitaire ASL* contains a set of rules for solo play.

This booklet contains a cut down set of rules to play a basic infantry attack. Should you venture onto the *ASLRB* you will find a variety of infantry support weapons, such as machine guns, flame throwers and demolition charges are introduced, as is the important concept of elevation, allowing units on hills and tall buildings to have see over obstacles. Over thirty other terrain types are introduced, including walls and hedges, brush, orchard, streams and water obstacles, and many new building types. Ordnance, in the form of artillery, anti-tank guns, mortars and others are introduced, while the vehicle rules allow a player to command anything from lowly unarmed trucks and jeeps to the mighty King Tiger. The *West of Alamein* module introduces rules for desert warfare, while *Code of Bushido* deals with the Pacific, and *Gung Ho!* allows players to recreate amphibious assaults.

For further information contact Multi-Man Publishing LLC, 403 Headquarters Drive, Suite 7, Millersville, MD 21108. Telephone 410-729-3334 or email **sales@multimanpublishing.com**.

THE GAME COMPONENTS

The map represents the battlefield. Superimposed over the map is a hex grid used to measure movement/range to an abstracted scale of 40 meters per hex. This is used to regulate movement and combat, much like the squares on a chess-board. Each hex contains a specific type of terrain which affects movement and attacks in or through that hex. Typical terrain types include Open Ground, Roads, Woods and buildings. A dot marks the center of the hex, which is used for determining if units can see each other. Each hex contains its own identifying grid co-ordinate.

The counters represent the units and markers used in the game. There are many types of units in *ASL* but only three are dealt with here. The silhouette shows the type of unit while the numbers show its capabilities. Squads have three men silhouetted on the counter, Half Squads (HS) have two men silhouetted on the counter) (squads and HS are collectively known as Multi-Man Counters, or MMC), and leaders (one type of Single Man Counter, or SMC) have a single man silhouetted on the counter. The reverse of each unit is its broken side. Examples of all three are shown below.

ASL uses dice to determine whether many actions succeed or fail. The term "dr" refers to the roll of a six-sided die while the term "DR" refers to the roll of a pair of dice, one white and the other coloured, which are then added together. The term "drm" refers to die roll modifier, while the term "DRM" refers to Dice Roll Modifier. drm/DRM are added to a dr/DR. Unless the rules specifically state otherwise, all applicable DRM/drm are cumulative. An Original DR/dr is one before the addition of modifiers; the Final DR/dr is a DR/dr after the addition of all modifiers.

SEQUENCE OF PLAY

The game is played in a series of Game Turns (which represent about two minutes of actual time) each consisting of two Player

Firepower Range Morale   Broken Morale Level Self-Rally
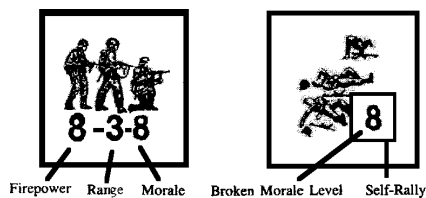
Turns of eight Phases each.

Rally Phase (abbreviated to RPh)
Prep Fire Phase (PFPh)
Movement Phase (MPh)
Defensive Fire Phase (DFPh)
Advancing Fire Phase (AFPh)
Rout Phase (RtPh)
Advance Phase (APh)
Close Combat Phase (CCPh)

The CCPh ends a Player Turn. The other player repeats these phases for his Player Turn, at which point one complete Game Turn is finished.

The terms ATTACKER and DEFENDER, when printed in all CAPITAL letters, each refer to one of the players. The ATTACKER is the player whose Player Turn is currently being played and is therefore capable of movement. The other player is the DEFENDER.

RALLY PHASE (RPh)

During the RPh both players attempt to rally their broken units. A broken unit may attempt to rally as long as an unbroken leader is present in the same hex; broken leaders may attempt Self-Rally if no unbroken leaders are in the same hex. To rally, a broken unit must make a DR ≤ the morale number on its broken side. There is a +4 DRM if the unit is suffering from Desperation Morale (see below), a -1 DRM if the unit is in woods or a building, and a DRM equal to the leadership modifier of the leader attempting to rally the broken unit. A leader attempting to Self Rally may not apply his leadership modifier, and also suffers a +1 Self Rally DRM.

If more than one unbroken friendly leader is present in a hex, the player may choose which one make the Rally attempts.

If the only leader stacked with a broken unit(s) is himself broken but makes his Self Rally DR he may then attempt to rally the other broken units in that RPh.

There is no penalty for failing a Rally attempt, unless the unit rolls an Original 12 DR, in which case it is eliminated [Exception: a squad is replaced by a broken HS].

No unit may attempt to rally more than once per Player Turn. However, one leader may attempt to rally all the broken units in his hex.

A unit which breaks during a player turn (even voluntarily), is temporarily affected by Desperation Morale (DM), and has a DM counter placed on it. In addition, a broken unit not currently marked with a DM counter suffers the same penalty if it is attacked by enough FP to possibly inflict at least a NMC result on it (see below), or it becomes adjacent to an enemy unit (even if the two do not end the phase adjacent to each other). DM has no effect on a unit other than adding a +4 DRM to any Rally attempts. All DM counters are removed at the end of the RPh, although a unit may opt to retain its DM status provided it is not in a woods/building so as to guarantee its ability to rout again in the next RtPh.

PREP FIRE PHASE (PFPh)

Fire attacks are the main process by which a unit attacks enemy units. The ATTACKER conducts fire attacks in the PFPh and AFPh and the DEFENDER in the MPh and the DFPh by the DEFENDER. No unit can fire more than once per Player Turn, but otherwise a player may fire all, some, or none of his units in any applicable fire phase.

A unit can only fire at a unit in a different hex if it has a Line of Sight (LOS) to it. This is determined by stretching a sewing thread taut between the center of the firing hex and the center of the target hex. If the thread does not cross a woods or building terrain depiction between the target and firing hexes (with the obstruction visible on both sides of the thread) there is a clear LOS between the two hexes. If players still cannot agree whether a LOS is blocked or not, the matter is resolved by a dr: 1-3 LOS is not blocked; 4-6 it is blocked. The terrain in a firer's hex never blocks LOS traced from its hex center dot, nor does the presence of units in a hex. Attacks can be traced through units in intervening hexes without affecting them unless specified otherwise.

Example: A unit has a LOS from L6 to F6, but not to F7.

Neither player may make LOS checks until after an attack has been declared. Should the LOS check for an attack reveal a blocked LOS, the units which were to have made the attack are still considered to have fired for all purposes (they thought they saw something); that fire would not generate DM status nor affect units in the obstacle that blocked the LOS.

Fire attacks are resolved by cross-referencing the combined FP of the attacking units with a DR on the Infantry Firepower Table

(IFT). The attacker uses the rightmost column of the IFT whose listed FP does not exceed the total adjusted FP of the attack (thus an attack by 14 FP is resolved on the 12 column); any excess FP factors have no effect. The DR is modified by adding any applicable DRM due to leadership, and the Terrain Effects Modifier (TEM) of the terrain occupied by the target. Stone buildings have a TEM of +3, wooden buildings have a TEM of +2, and woods have a TEM of +1. A building TEM is determined by the building occupied by the target and is not altered for fire from within the same building. The results are applied as follows:

#KIA	At least as many targets as the number indicated (#) are eliminated (as determined by Random Selection; see below); all remaining target units are automatically broken. The number of units eliminated can exceed the number specified if Random Selection results in a tie for the last unit to be eliminated, but in no case are more units affected than are affected by the attack.
K/#	One target unit suffers Casualty Reduction and all other target units (including any just-Reduced HS) must take a MC adding the number indicated (#) to the MC DR. Random Selection is used to determine which of multiple targets suffer Casualty Reduction. Casualty Reduction eliminates any HS or SMC (in the *ASLRB*, this can sometimes just wound a SMC). A squad is Reduced to a HS with the same broken/non-broken status of the squad it was Reduced from.
NMC	Each target unit must attempt to pass a Morale Check by making a DR ≤ its the Morale Level, best leaders checking first. Units which pass their mandated MC are unharmed (Exception: a unit which rolls an Original 12 during a MC suffers Casualty Reduction) but those which fail are Broken and are inverted and have a DM marker placed on them; henceforth they use the Morale Level printed on their Broken side for all MC and Rally attempts they make until rallied and returned to their normal side. Broken units may only rout and attempt to Rally. An already broken unit that fails a MC suffers Casualty Reduction as above (if a broken unit rolls an Original 12 during a MC, it is eliminated).

A leader may not apply his leadership DRM to his own MC, although he may apply the leadership DRM of an unbroken leader of higher morale which is in the same hex or moving stack.

Example: A 9-1 leader which was fired on during the PFPh, yielding a "NMC" result on the IFT, must roll ≤ 9 to pass his NMC. However, if an unbroken friendly 10-2 leader is also in the same hex, the 9-1 can pass his MC with a DR ≤11. A 9-2 leader in the hex instead of the 10-2 leader has no effect because his Morale Level is the same as the 9-1. The 10-2 must pass his NMC first and with no assistance from the 9-1. Had the 9-1 leader been moving and fired on by First Fire, the presence of a superior but non-moving leader in the same hex would not have aided the moving unit in its NMC.

# (1, 2, 3, or 4)	Same as NMC but the # is added to the MC DR.
-	No Effect.

Whenever Random Selection is called for a dr is made for each affected unit, and the unit with the highest dr is the one affected by that event. If there is a tie for the highest dr, all of the units which rolled that number are affected equally.

Example: Units A, B, C and D are stacked in that order from top to bottom in a hex which has just been attacked yielding a 1KIA. The dr result in a 3, a 1, a 2, and a 3. As a result units A and D are affected by the KIA while the others are unaffected. If the rolls had been 3, 1, 2 and 6 only unit D would suffer the KIA.

The FP of an attacking unit is doubled for Point Blank Fire (PBF) when adjacent to its target (the *ASLRB* introduces some restrictions on the application of PBF). A unit may attack beyond its Normal Range at a distance up to and including double that range, but it does so at half FP. Fractions of halved FP factors are not dropped or rounded off; they are retained and subject to further modification, or added to the fractional FP factors of other units involved in the same attack. FP modifiers are cumulative; an attacker's FP can be both doubled and halved (with the net result that it retains its normal FP), and/or it can be halved and then halved again several times. A unit may not split its FP between different targets (the *ASLRB* introduces some units which can do so however).

A target may be attacked any number of times during a fire phase by different units (depending on the type and phase of the attack), but when a result is called for by the IFT it is resolved prior to making any other attack on that target.

A player need not pre-designate attacks; i.e., he may witness the outcome of each attack before committing other units to fire.

Two or more units may join together to make a combined fire attack and are termed a Fire Group (FG). A FG may consist of units from more than one hex only if each participating unit occupies a hex adjacent to another participating unit of the same FG. It is possible to have a FG composed of a virtually unlimited string of adjacent hexes, provided each hex in the FG contains a unit that is participating in the attack. A leader alone in a hex cannot be a link in a FG. All members of a FG must be able to trace a LOS to the target. A multi-hex FG which discovers that one or more of it units' LOS is blocked forfeits the participation of those units whose LOS was blocked. The FG's other units with a valid LOS must still attack the target but as a smaller FG or as separate attacks at the firer's option. If units in the same hex are going to fire at the same target (i.e., at both the same hex and the same unit) during the same phase they must form a FG; they may not attack separately.

A leader may use his leadership DRM to modify the IFT DR of any one attacking unit or FG per Player Turn, provided all firing units of the FG are in the same hex. A leadership DRM may be employed with a multi-hex FG only if a leader directing that attack is present in every hex; the leadership DRM in effect is that of the lowest quality participating leader. A SMC directing fire is treated as if he were firing. A single leader cannot direct more than one unit per phase unless they are part of the same FG.

Example: A FG of two 4-6-7 squads and a 9-2 leader Prep Fires at three squads and a leader seven hexes away in Open Ground The FP of the two squads is halved due to Long Range Fire, leaving the FG with a total of 4 FP factors. The Original IFT DR is an 8 which is modified by -2 for the leader, resulting in a Final DR of 6. A 6 DR on the 4 FP column of the IFT results in a NMC to each of the four defending units, leader checking first.

After resolving each attack during the PFPh the firing unit is marked with a "Prep Fire" marker.

MOVEMENT PHASE

During the MPh, the ATTACKER may move all, some, or none of his units provided they did not fire during the PFPh and are neither broken nor held in Melee. Units can be moved in any direction or combination of directions up to the limit of their Movement Factor (MF). Units may move over and stack on top of other friendly units but may not move into a hex containing enemy units during the MPh. A unit may not voluntarily leave the map; any unit forced to do so is eliminated.

A MMC has four MF while a leader has 6 MF. A MF bonus of one can be earned if the unit moves along a road throughout the MPh. Any MMC which begins and ends its MPh stacked with a leader in the same hex receives two MF bonus during the MPh, provided it moves with that leader in a combined stack. MF cannot be transferred between units or accumulated from turn to turn.

Units enter an Open Ground or Road hex at a cost of one MF, and a woods or building hex at a cost of two MF.

A unit that moves only one hex during its MPh may use Assault Movement, which reduces its vulnerability to enemy Defensive First Fire (see below). Assault Movement, if it is to be used, must be declared prior to movement of that unit.

Whenever a player moves a unit during his MPh he states aloud the MF expended by that unit in entering each hex or in performing any other activity within its current hex. If the unit is going to end its MPh there it must state so before moving another unit. The player is not allowed to take the unit back to a previously occupied hex and begin again (if a unit's move is illegal, either player may cite the illegal move and demand the move be retraced from the last legally entered hex unless another unit has moved, fired, or performed any other action in the interim). Once a unit moves, stops, and another unit moves, the original unit may not move again during that MPh.

Units are moved one at a time unless a MMC is using bonus MF gained by moving with a leader. Other units may choose to move together as a stack at their own risk and may break up the stack during the MPh to continue to move separately but all members of that moving stack must end their MPh before another unit not in that stack may move.

Each side may have up to three squads (with each HS counting as half a squad) and four leaders in a hex at the end of each phase. Excess units are eliminated by the other player (the *ASLRB* allows a player to overstack a hex at some penalty).

DEFENSIVE FIRE PHASE (DFPh)

Defensive Fire is unique in that it can occur during the enemy MPh as well as during its own DFPh. The portion occurring during the enemy MPh is called Defensive First Fire and can be used only vs. a moving unit(s). Defensive First Fire attacks affect only the moving unit/stack regardless of other units that occupy the same or intervening hexes at the instant of attack.

During the ATTACKER's MPh, the DEFENDER has the option to temporarily halt the movement of a unit/stack expending MF in the LOS of one of his units, while he fires at it in that hex with as many attacks as he can bring to bear. Defensive First Fire must be resolved before the moving unit/stack leaves the intended target hex. The DEFENDER may not request that a moving unit be returned to a previous position to undergo attack. However, the ATTACKER must give the DEFENDER ample opportunity (as previously defined between the players) to declare his fire before moving on, and must declare the end of that unit's movement before moving another unit.

Once another unit begins movement or the MPh is declared over, previously moved units are no longer subject to Defensive First Fire attack.

Defensive First Fire is resolved in the same manner as PFPh attacks, except that the firing unit is marked with a "First Fire" counter after the attack has been resolved. Defensive First Fire attacks also benefit from a -1 First Fire Non-Assault Movement (FFNAM) DRM against infantry which is moving without using Assault Movement, and a -1 First Fire Movement Open Ground (FFMO) DRM if the target is moving in Open Ground.

Example: A unit moving two hexes into a woods hex and subject to Defensive First Fire is subject to a total DRM of 0 (+1 for woods and -1 for FFNAM). A unit using Assault Movement to move one hex into Open Ground has a total DRM of -1 for (-1 FFMO).

A DEFENDING Infantry unit already marked with a First Fire counter may Defensive First Fire again during that MPh provided the target is not at a range > that to the closest armed enemy unit, nor outside the firer's Normal Range. A unit using Subsequent First Fire has its FP halved. After the attack has been resolved flip the "First fire" counter over to its "Final Fire" side.

Final Protective Fire (FPF) is an option available to a DEFENDING unit already marked with a Final Fire counter which wishes to fire at a unit moving adjacent to it during the MPh. FPF is treated as Subsequent First Fire (with the FP also doubled due to the effects of PBF) with an addition penalty; immediately after normally resolving the attack, the Original IFT DR (modified only by any applicable leadership DRM) is used as a NMC against the units using FPF (including any directing leader). Provided it does not break, there is no limit to the number of FPF attacks a unit may make, other than the number of moving units and the MF they expend moving adjacent to the firer's hex (thus affording the DEFENDER the opportunity to attack them).

A unit using FPF may form a FG with units not using FPF, but only those units using FPF are affected by its adverse affects.

A unit that survives a Defensive First Fire attack unharmed can be fired on again in that same Location during its MPh before expending additional MF, but only by different attackers or if it expended at least two MF in that hex (i.e., if the moving unit expends only one MF and draws Defensive First Fire, that Defensive First Firer cannot immediately Subsequent First Fire at it until it expends another MF). The same unit/weapon can never Defensive First Fire/Subsequent First Fire/FPF on a moving unit in the same location more times than the number of MF expended in that location during that MPh.

A unit broken by Defensive First Fire can be fired on again in its current location by other Defensive First Fire attacks, but is attacked in its broken state. A moving unit subject to FFNAM/FFMO which breaks is still subject to those DRM in that Location for subsequent attacks until its MPh ends. A unit using Assault Movement which breaks is no longer considered using Assault Movement and is subject to the -1 FFNAM DRM for the remainder of its MPh.

When a unit is attacked by Defensive First Fire/Subsequent First Fire/FPF, the location in which the attack is resolved is marked with a Residual FP counter equal to half (up to a maximum of 12; round fractions down) of the IFT FP column used for that attack. No more than one Residual FP counter can be placed in a location, but a larger Residual FP counter subsequently earned from a larger

qualifying IFT attack can replace a smaller Residual FP counter.

Any unit entering (or expending MF in) a location containing a Residual FP counter is attacked on the IFT with the FP represented by that counter, a new IFT DR, TEM of the target location, and any applicable FFMO/FFNAM DRM. A unit expending MF to leave a location is not subject to Residual FP attack in the location it is leaving.

Residual FP can never form a FG; i.e. it must always attack alone. Existing Residual FP is always the first Defensive First Fire attack allowed against a moving unit in its current location during its MPh and is resolved before the DEFENDER has to declare an attack.

A unit can be attacked by Residual FP only once per location [Exception: if, since that first Residual FP attack, the Residual FP has increased in strength or the unit is subject to more-negative-DRM/less-positive-DRM, it will be attacked again by that Residual FP upon further MF expenditure]. However MF expended "simultaneously" (e.g., two MF to enter a building) do not cause multiple Residual FP attacks.

Remove all Residual FP counters at the end of the MPh.

That portion of Defensive Fire which occurs during the DFPh is called Final Fire. During Final Fire any of the DEFENDER's units that are not marked with a First or Final counter may fire. Any of the DEFENDER's units that are marked with a First Fire counter may also fire again (by flipping their First Fire marker over to the Final Fire side) but only at units in an adjacent hex; the firing unit has its FP (and doubled due to the effects of PBF). A unit already marked with a Final Fire counter cannot fire during Final Fire. Final Fire affects all applicable units in a target location, not just those that may have moved, but FFNAM and FFMO do not apply.

Leader direction used during Defensive First Fire can be used again in Subsequent First Fire, FPF, or Final Fire, but only for one firing unit or FG – and that unit/FG cannot include different firers than the one(s) he directed during First Fire. If forming a new FG during that Player Turn, the leader cannot direct its fire (even during FPF).

Remove all First and Final Fire counters at the end of the DFPh.

ADVANCING FIRE PHASE (AFPh)

The ATTACKER's units which did not fire in the PFPh may fire at half FP. Remove all Prep Fire counters at the end of this phase.

ROUT PHASE (RtPh)

During the RtPh a broken unit may not remain in the same Open Ground hex in the Normal Range and LOS of a Known enemy unit, nor – regardless of terrain – may it end a RtPh adjacent to or in the same location as a Known enemy unit that is both unbroken and armed. A leader is considered "armed" for purposes of determining legal rout paths and enforcing Failure to Rout eliminations. A broken unit may also rout if currently under DM.

Broken units must rout away (ATTACKER first - one unit at a time [Exception: Voluntary Rout; see below]) during that RtPh or be eliminated for Failure to Rout. All broken units have six MF for use in the RtPh; this amount can never be increased. A broken unit may end its RtPh in an Open Ground hex in the LOS and Normal Range of a Known enemy unit without Interdiction (see below) only if it has used Low Crawl (see below) to increase the distance between itself and the nearest Known enemy unit during that RtPh, but it still may not be adjacent to an unbroken and armed Known enemy unit at the end of the RtPh or it will be eliminated for Failure to Rout.

Units within both the LOS and Normal Range of an armed and unbroken Known - and/or adjacent to any unbroken - enemy ground unit may voluntarily break (even if pinned) so as to be able to rout (but only if breaking will not cause their immediate Reduction or elimination).

A broken unit in the same hex as an enemy unit is eliminated for Failure to Rout (in the *ASLRB* broken units in the same hex as enemy units are not automatically eliminated for Failure to Rout).

A routing unit must move to the nearest (in MF) building or woods hex. In doing so, a routing unit may not out toward an enemy unit (even if it is broken), while in that enemy unit's LOS, in any way which decreases the range in hexes between the routing unit and the enemy unit; nor may it move toward such an enemy unit after leaving its LOS during that RtPh; nor, if adjacent to an enemy unit, may it rout into another hex adjacent to that same enemy unit. A routing unit may never move adjacent to an enemy unit, unless in doing so it is leaving that enemy unit's Location. Otherwise, a routing unit may move toward an enemy unit.

Upon reaching a building/woods hex not adjacent to an enemy unit, a routing unit must stop and end its RtPh in that building/woods hex unless the unit can directly enter another building/woods hex in its next entered hex (not necessarily the same building or through a continuous woods hexside).

A broken unit in a building need not consider a hex of the same building in which it begins the RtPh as its closest building hex if it prefers to rout out of that building altogether and toward another building/woods hex - even if it must cross Open Ground or another building hex of the same building to do so.

A routing unit may ignore a building/woods hex if that hex is no farther from a Known enemy unit than its present hex.

If no building/woods hex can be reached during that RtPh, a broken unit may rout to any hex consistent with the above restrictions.

A broken unit may continue its rout voluntarily in a subsequent RtPh only if under DM.

A leader already stacked with a broken unit before it routs may elect to rout with the broken unit even though he is not broken. If he does so, the leader shares the broken unit's vulnerability to Interdiction and, although he does not have to take any Interdiction NMC himself, he is eliminated if the broken unit he is stacked on top of fails an Interdiction MC. He must remain with the broken unit throughout the RtPh, but is not considered broken and may add his leadership DRM to its Interdiction NMC.

LOW CRAWL: Low Crawl is a rout of one hex which requires the entire MF allotment of the routing unit. A routing unit using Low Crawl cannot be Interdicted. All other Rout provisions apply unchanged to Low Crawl.

INTERDICTION: A routing unit which enters an Open Ground hex without Low Crawl, in both the LOS and Normal Range of an unbroken, unpinnned enemy unit capable of fire on it in that hex with at least one FP, is subject to a NMC and everything that normally entails. A routing unit which fails its Interdiction NMC suffers Casualty Reduction, although any remaining HS may continue its rout thereafter. Interdiction does not affect other units in the same Location other than to possibly cause DM. A broken unit may not be Interdicted more than once per Open Ground hex entered,

regardless of the number of opposing units which can claim Interdiction. Once a unit begins its rout, it is expending MF; it cannot begin anew. Whenever a unit routs, it is restricted by the mechanics of movement and must face the consequences of that move.

Units are capable of Interdiction even if they have already exhausted their fire capability during that Player Turn. One unit may Interdict any number of routing units and may Interdict the same routing unit in more than one hex. A unit in Melee (see CLOSE COMBAT PHASE) cannot Interdict an enemy unit due to limitations on its fire, while a leader has no range and therefore cannot Interdict a rout hex.

Example: It is the RtPh and each of the broken units is under DM and therefore eligible to rout. The 1G2 unit may rout to F1, G1, or even H2 because, although it would be moving closer to the enemy, it had not been in the LOS of any of the units it was moving closer to before routing to that hex. The J2 unit can opt to remain stationary or rout to building K2. It could also ignore K2 (because it is no farther away from a Known enemy unit than its present position) and rout to the J0 woods instead, but it would be subject to Interdiction in J1 from the 4-6 7 in H5. The I5 unit cannot rout because any move it made would be adjacent to a Known enemy unit; consequently, it is eliminated at the end of the RtPh for Failure to Rout. The broken squad in I4 may not rout to any hex other than I3 because doing so would be either moving adjacent to or decreasing the range to a Known enemy unit. In routing to I3, the squad announces that it is using Low Crawl. However, it also has the option to attempt to rout through I3 to H2 or J2, but at the risk of Interdiction in I3 (or, because those hexes are no farther away from the Known enemy in G4/K4 [10.51], it may continue to rout from H2, or J2, or directly from I3 toward H0/J0 subject to possible further Interdiction). Even if it failed the resulting NMC in I3, a broken HS would survive (barring a 12 Casualty MC DR) to enter H2 or J2.

ADVANCE PHASE (APh)

The ATTACKER may move any of his Infantry units which are not broken to an adjacent hex (even if the hex moved into is currently occupied by enemy units). The *ASLRB* adds some restrictions on which units can advance and how they may advance.

CLOSE COMBAT PHASE (CCPh)

Close Combat is a form of attack which can occur only during the CCPh between opposing units in the same hex. There are no TEM modifications to a CC attack DR, nor does PBF apply. Unlike Fire attacks, CC is simultaneous, so both sides attack the other even if one or both is thereby eliminated.

The ATTACKER specifies the order in which multiple hexes containing CC situations are to be resolved; each hex's CC for that Player Turn must be completely resolved before resolving CC in another hex. Each side in a hex must designate all of its attacks in that hex prior to the resolution of any of them (ATTACKER designating his first). The DEFENDER then designates all of his attacks, after which the ATTACKER resolves all of his previously declared attacks. The DEFENDER then resolves all of his attacks-even if those units have been eliminated or Reduced. Units may attack any unit or combination of units in the same hex, so long as no unit attacks or is attacked more than once per CCPh. All units in the hex do not have to be attacked, nor do all units have to make an attack.

The FP of attacking units is compared to the FP of those enemy units being attacked in order to achieve a ratio of attack-to-

defense FP strength called odds. For example, if two 6-2-8 squads combine to attack a 4-6-7 squad the odds are 12-4, which is then rounded down to the nearest corresponding odds ratio printed on the CCT. (Example: 7 to 4 would be 3-2; 11 to 2 would be 4-1, 4 to 15 would be 1-4). Once the odds have been determined, a DR is made for each attack. If the Final DR is < the Kill Number listed on the CCT under the applicable odds column, the attacked units are eliminated. A Final DR which equals the Kill Number listed on the CCT is a Partial Kill: one (or more) defending unit suffers Casualty Reduction as determined by Random Selection. A Final DR > the Kill Number has no effect.

Example: Assume that, in the same hex, both players have three squads with a FP of four each, prior to Melee. Each player can choose to divide his combat in any of the following ways:

A.One big 1-1 attack (12-12) involving all six units, or B.Three squads against one at 3-1 (12-4), or C.Three separate 1-1 attacks (4-4) against each squad, or D.A 2-1 attack (8-4) against one squad and a 1-2 (4-8) against the other two, or E.A 2-1 attack (8-4) against one squad and a 1-1 (4-4) against one of the other two.

Any SMC in CC has an inherent FP attack and defense strength of one. A SMC may attack alone, but if it does, it must also defend alone and if occupying a Location with other friendly MMC it must announce its solo attack status (although not necessarily the unit it will attack) before the opponent designates his attacks. Any number of SMC may combine with a MMC or other SMC to make a CC attack by adding their inherent FP together, but a SMC must attack with the MMC it is stacked on top of if it is to combine FP with any MMC. The player is free to rearrange his stack in a CC hex so as to change the MMC that a SMC is paired with, but he must do so prior to both sides' declaration of CC attacks in that Location.

A SMC defends in CC as part of the group it attacks with by adding its inherent FP to the FP of the MMC stacked beneath it. A CC attack cannot single out one or more SMC to attack unless there are no enemy MMC in the hex, or the SMC attacks by itself. Otherwise, the smallest increment which can be the subject of a single CC attack is a single MMC (plus any SMC stacked directly above it).

One leader may direct the CC attack of the MMC it defends with (and any other units which join that MMC in a combined CC attack) by applying his leadership DRM to the CC DR, in addition to adding his inherent FP to the strength of the attack. However, a leader may not use his leadership DRM to modify the CC DR of his own attack if he attacks alone.

Example: A German 4-6-7 squad and 8-1 leader are in the same Location with two Russian 4-4-7 squads. The German player attacks both Russians squads at 1-2 (5- 8) and can eliminate them both with an Original DR < 5 due to the -1 leadership modifier. If the Original DR is a 5, one of the Russian squads is Reduced to a HS. The Russians attack at 3-2 (8-5) and can eliminate both German units with a DR < 6. If the Russian player rolls a 6, the German player must make a Random Selection DR to determine which unit(s) suffers casualty Reduction.

If Infantry of both sides remain in the same Location after all initial CC attacks have been resolved at the end of a CCPh, they are considered to be locked in Melee and may not leave that Location, attack except as part of CC, Interdict routing units, or conduct any activity other than CC.

New units may advance into a Melee hex but must engage in CC. The Melee units may be attacked by non-Melee units during a fire phase (or even the ATTACKER's MPh in some cases) but all friendly and enemy units in the Location must be attacked.

MACHINE GUNS (MG)

Each MG has a two-number hyphenated Strength Factor; the number on the left is its FP and the number on the right is its Normal Range as measured in hexes. A MG may not move by itself; it must be carried by a unit at some cost to the its MF allotment. The MG portage costs are listed on each counter in the form "#PP". Portage cost is assessed per item carried, not distance travelled; even if a unit carries a MG expends only one MF expenditure before dropping it, that unit may not recoup the portage cost used for that MG for use in the remainder of its MPh. Otherwise, an unbroken Infantry unit can pick up and drop MGs at any point in its move provided it has sufficient MF to do so. No item can be portaged more than once per phase.

A MMC has an inherent portage capacity (IPC) of three PP, a SMC an IPC of one PP. An Infantry unit loses one MF for each PP carried in excess of its IPC. A SMC may never portage more than two PP although one SMC can add its IPC to that of any one Good order Infantry unit to increase the IPC of the latter, provided the two units start the phase together and move together as a stack. Otherwise Infantry units may not combine their IPC. A broken unit may not portage anything in excess of its IPC even if accompanied by a leader.

Example: A squad carrying four PP has only three MF left to expend in the MPh, but if accompanied by a leader that same squad has six MF remaining to use in the MPh (unless the leader carries a PP of his own in which case they have five MF left to expend in their MPh).

All MG counters belong to the first Personnel unit stacked beneath them. A unit can possess any number of MG. If a unit breaks and rallies in the same Location, possession of its own MG is always retained. An unbroken unit may drop possession of a MG at no MF cost during its APh, MPh, or at the start of a CCPh. If a unit drops possession of a MG at the start of an allowed phase prior to expending-MF/advancing, that MG is assumed to have been unpossessed (and hence not portaged by that unit) at the start of that phase. Units must also drop any MG in excess of their IPC before they can rout.

Example: A stack consists of a leader, a LMG, a HMG, and two squads in order from top to bottom. Both MG belong to the first squad.

Stacks may be freely rearranged to change possession of MG but in all cases only between different unbroken units in the same location and only during a RPh, or at the start of their APh. When a unit drops possession, is eliminated, or routs and cannot carry away its MG, its MG is left unattended in the same location and must be Recovered to be possessed. Infantry may claim possession of an unpossessed MG at the start of any RPh as their sole action during that RPh, provided they make a Recovery Final dr ≤ 6. A Recovery attempt is allowed only by an unbroken unit that is not in the same location as an armed, Known enemy unit. A MG cannot be Transferred in the same phase it is Recovered.

A squad may fire any one MG at no cost to its own Inherent FP, or any two MG at the cost of forfeiting its own Inherent FP for the current and any remaining fire phases in that Player Turn **[Exception: 7.353]**. Any other MMC may fire only one MG (regardless of type) with full FP, but in so doing forfeits its Inherent FP for any remaining fire phases in that Player Turn. A single leader may fire any one MG as Area Fire, while two SMC stacked together may fire any one MG counter at full FP. If a leader fires/uses a MG he loses any leadership DRM he may have otherwise exerted during that fire phase.

If a squad is going to fire its inherent FP and a MG at the same target (i.e., at both the same hex and the same unit) during the same phase they must form a FG, they may not attack separately.

LEADERSHIP

Leadership ratings are usually expressed as a negative number, or 0, or occasionally even +1. A leadership rating is treated as a DRM which is used to influence another unit's performance, but can never be used to enhance its own performance. Leadership modifiers are not cumulative (i.e., the leadership modifiers of two or more leaders cannot be combined).

A leader may attempt only one action per phase, and may use his leadership modifier (even if 0 or + 1) more than once in the same phase only to attempt to rally more than one unit in a RPh, to direct Defensive Fire attacks, and/or to assist units in the same hex or moving stack with a Morale Check.

ERRORS

All results stand once play has progressed past the point of commission. In other words, if an error is discovered after play has passed that point, the game cannot be backed up to correct the error, even if such error is in violation of a rule. For example, assume an attack is resolved without the application of a proper DRM, and a subsequent attack is resolved, or another unit moves, or play proceeds to another phase before a player remembers he was entitled to a DRM in the previous attack, thus changing the result. His failure to apply that DRM at the time of commission has cost him his right to apply that DRM.

SCENARIO SET UP AND VICTORY CONDITIONS

First the German player sets up the following units:
Anywhere within the building F5 – 3 4-6-7 squads, 1 9-1 leader and 1 LMG.
Anywhere in building K5 – 3 4-6-7 squads, 1 8-0 leader and 2 LMGs.
In building I7 – 3 4-6-7 squads, 1 9-2 leader, 2 LMGs.
Anywhere in building M7 – 3 4-6-7 squads, 1 8-1 leader, 1 MMG and 1 LMG.
In building M9 – 1 4-6-7 squad, 1 8-1 leader and 1 HMG.

Then the Russian player sets up the following units:
Anywhere in building N4 – 4 4-4-7 squads, 1 8-0 leader.
In building J2 – 1 4-4-7 squad, 1 9-1 leader and 1 MMG.
In building M2 – 3 4-4-7 squads.
In building N2 – 1 4-4-7 squad.
Anywhere in building F3 – 12 6-2-8 squads, 1 10-2 leader.

No enemy stack may be inspected prior to the start of play.

There are five game turns, with the Russian player moving first in each game turn.

To win, the Russian player must completely occupy two or more of the stone buildings initially occupied by the German player than he loses of his own initially-held stone buildings to German occupation . . . *OR* have a favourable 3:1 ratio (Russian to German) of unbroken squads (or their equivalent) at the conclusion of play. The German player wins by avoiding the Russian victory conditions.

Counter sheet

Blue units (top)

4-6-7 ×14 (superscript 1) · 2-4-7 ×14

Leaders: 10-3 · 10-2 · 9-2 · 9-2 · 9-1 · 9-1 · 8-1 · 8-1 · 8-1 · 8-0 · 8-0 · 8-0 · 7-0 · 6+1

Support Weapons: LMG 1PP [1] 3-8 ×10 · MMG 3PP [2] 5-12 ×3 · HMG 4PP [3] 7-16 ×2

Yellow units

4-4-7 ×14 · 6-2-8 (E) ×14 · 3-2-8 (E) ×7 · 2-3-7 ×7

Leaders: 10-3 · 10-2 · 9-2 · 9-2 · 9-1 · 9-1 · 8-1 · 8-0 · 8-0 · 8-0 · 8-0 · 7-0 · 7-0 · 6+1

Support Weapons: LMG 1PP [1] B11 2-6 ×6 · MMG SPP [2] B11 4-10 ×2 · HMG SPP [3] 6-12 ×2 · 4-4-7 (superscript 1) ×4

Markers

PREP FIRE ×15

DM Rally: +4 ×15

FIRST FIRE ×15

PIN Half FP No Move No Adv ×7 · [cross marker] · FIRST FIRE ×7

1 ×7 · 4 ×6 · 8 ×2

Infantry Fire Table (bottom left)

3 / 20 / 1	4 / 30 / 2	5 / 37 / 4	6 / 50 / 6	7 / 60 / 8	8 / 70 / 12	9 / 80 / 16	10 / 100 / 20	11 / 120 / 24	12 / 150 / 30	13 / 200 / 36
1KIA	2KIA	2KIA	3KIA	3KIA	3KIA	4KIA	4KIA	5KIA	6KIA	7KIA
K/1	1KIA	1KIA	2KIA	2KIA	2KIA	3KIA	3KIA	4KIA	5KIA	6KIA
1MC	K/1	K/2	1KIA	1KIA	1KIA	2KIA	2KIA	3KIA	4KIA	5KIA
1MC	1MC	2MC	K/2	K/2	K/3	1KIA	1KIA	2KIA	3KIA	4KIA
NMC	1MC	1MC	2MC	2MC	3MC	K/3	K/4	1KIA	2KIA	3KIA
PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	K/4	1KIA	2KIA
–	PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	K/4	1KIA
–	–	PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	K/4
–	–	–	PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC
–	–	–	–	PTC	NMC	1MC	1MC	2MC	2MC	3MC
–	–	–	–	–	PTC	NMC	1MC	1MC	2MC	2MC
–	–	–	–	–	–	PTC	NMC	1MC	1MC	2MC
–	–	–	–	–	–	–	PTC	NMC	1MC	1MC
–	–	–	–	–	–	–	–	PTC	NMC	1MC
–	–	–	–	–	–	–	–	–	PTC	NMC
–	–	–	–	–	–	–	–	–	–	PTC

Close Combat (bottom right)

Odds Ratio: 1:8 · 1:6 · 1:5 · 1:4 · 1:3 · 1:2 · 1:1 · 2:1 · 3:1 · 4:1 · 5:1 · 6:1 · 8:1 · 10:1 · >10:1

Counters

Rows of MMG/HMG and infantry counters with Morale values: 7, 10, 9, 8, 6

R1, R2, R3 — X6 (gun/wreck counters)

BOUNDING FIRE — Case C TH

MELEE

FINAL FIRE — DFPh

No: FT/DC/IF or Multi ROF

Rally / rate counters: 2, 6, 12

Infantry Fire Table (IFT)

3	4	5	6	7	8	9	10	11	12	13
20	30	37	50	60	70	80	100	120	150	200
1	2	4	6	8	12	16	20	24	30	36
1KIA	2KIA	2KIA	3KIA	3KIA	3KIA	4KIA	4KIA	5KIA	6KIA	7KIA
K/1	1KIA	1KIA	2KIA	2KIA	3KIA	3KIA	3KIA	4KIA	5KIA	6KIA
1MC	K/1	K/2	1KIA	1KIA	1KIA	2KIA	2KIA	3KIA	4KIA	5KIA
1MC	1MC	2MC	K/2	K/2	K/3	1KIA	1KIA	3KIA	3KIA	4KIA
NMC	1MC	1MC	2MC	2MC	3MC	K/3	K/4	1KIA	2KIA	3KIA
PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	K/4	1KIA	2KIA
–	PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	K/4	1KIA
–	–	PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	K/4
–	–	–	PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC
–	–	–	–	PTC	NMC	1MC	1MC	2MC	2MC	3MC
–	–	–	–	–	PTC	NMC	1MC	1MC	2MC	2MC
–	–	–	–	–	–	PTC	NMC	1MC	1MC	2MC
–	–	–	–	–	–	–	PTC	NMC	1MC	1MC
–	–	–	–	–	–	–	–	PTC	NMC	1MC
–	–	–	–	–	–	–	–	–	PTC	NMC
–	–	–	–	–	–	–	–	–	–	PTC

Close Combat

| Odds Ratio | <1:8 | 1:8 | 1:6 | 1:4 | 1:2 | 1:1 | 2:2 | 3:1 | 4:1 | 6:1 | 8:1 | 10:1 | 16:1 |