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**SNIPER!**

**GAME OF MAN-TO-MAN COMBAT STANDARD RULES**

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[1.0] Introduction

The SNIPER™ game series simulates house-to-house and close-quarters fighting from World War II to the near future. This game includes various scenarios featuring missions in which an average infantry squad typically becomes involved: patrolling, ambushes, assaults, raids, and reconnaissance. Most major combatants of the Twentieth Century are covered in the series.

The game is divided into Basic, Intermediate, and Advanced sections, plus optional rules. Each level introduces new rules, concepts, equipment, and options to the game. All players, regardless of experience, should begin with the Basic rules and the Patrol scenario.

SNIPER! games contain many unique rules and procedures, and a thorough understanding of the basics helps tremendously when learning the higher levels. Even players familiar with the original games, SNIPER! and PATROL, will find many differences and improvements in this edition.

[2.0] Course of Play

The SNIPER! game is played in turns. Each turn is divided into phases and rounds. During the turn, both players have the opportunity to move their men, attack, or perform other actions. The number of actions that can be performed in a turn varies randomly.

[3.0] Game Equipment

A. Inventory of Game Parts

The Special Rules book included with your SNIPER! series game contains a complete list of this game's contents.

B. The Game Maps

Two identical mapsheets are included with each SNIPER! game. One side depicts urban terrain, the other side depicts rural terrain.

The urban map shows buildings and streets of varying sizes and heights. Each building has at least two levels: ground floor and roof. Many buildings have multiple floors plus a basement. Buildings are divided into rooms and stairwells by interior walls. Doors and windows allow soldiers to move and shoot through walls.

The rural side of the map depicts slopes, shrubs, rocky ground, trees, and open ground. The map can represent open, sparsely covered desert, lightly wooded farmland, or dense jungle, depending on the scenario being played.

C. The Playing Pieces

Several differently-colored sets of die-cut counters are provided which represent the men of opposing armies.

These counters can be used to create scenarios from many different wars and from many different strategic theaters. Check the scenario book to see which counter sets are used for the various combatants.

Each man is represented by a counter; one side shows him standing and the other shows him prone. Also printed on the counter are a code indicating the soldier's weapon and his identification number. Additional information about each man is listed on the soldier fact sheets. At the beginning of a scenario, after each player has drawn his soldier counters, this information must be copied down on a roster sheet for handy reference during the game.

The following weapon codes are used on the counters and in the scenarios:

- R = rifle (which may be any of the following: BR = bolt-action rifle; SR = semi-automatic rifle; AW = assault rifle; MP = machine pistol; AR = automatic rifle; MG = machine gun; HMG = heavy machine gun; RL = rocket launcher; FT = flamethrower; P = pistol; GL = grenade launcher; SC = satchel charge; SG = shotgun.)

Neutral counters represent various combat and environment effects such as smoke, craters, mines, and barbed wire. Other counters identify the combat status of men and their weapons, such as unloaded, unarmed, and incapacitated.

Because vehicles take up six hexes, they are printed on a separate card. The vehicles must be carefully cut apart with scissors before they can be used. The same card may also include several stand-alone buildings which can be used on the rural map.

D. Sample Playing Pieces

See the Special Rules book.

E. The Activation Tracks

The activation tracks are printed on a separate sheet. Place this sheet face up near the map where it is handy to both players.

F. The Roster Form

A blank roster form is printed on the back of the activation track sheet. Players are advised to photocopy this form before playing so that each player has a clean copy. Important information about each soldier is recorded on this roster before the game begins. TSR Inc. grants permission for players to photocopy this roster. (If players don't have access to a photocopier, a functional roster can be drawn on a sheet of lined paper; the form is very simple.)

G. Game Scale

Each hex on the maps represents 2 meters from side to side. Each turn represents from 30 seconds to 5 minutes. Each counter represents one man or one vehicle.
PART 1: BASIC RULES

[4.0] Sequence of Play

The SNIPER™ game can be played by two or more players. All activity is performed during the game turn according to the following sequence.

PLEASE NOTE: Everything which happens in this game is sequential. Each individual action occurs as the player resolves it. Nothing happens simultaneously unless the rules specifically state otherwise.

A. Recovery Phase
Both players return their activation chits to their respective containers. Stunned men recover; remove Stun markers. Panicked men may recover; make panic checks where necessary (Intermediate rules).

B. Artillery Impact and Satchel Charge Explosion Phase
Satchel charges set to detonate this turn explode now (Intermediate rules). Artillery rounds scheduled for this turn explode (Advanced rules).

C. Initial Sightings Phase
Each player rolls one die. The result is the number of sighting markers the player can place on the map. (A player who rolls a 1 is allowed to place 2 markers.) The player with the highest roll places his markers first; low roller places his markers last. If the dice rolls are tied, both players get the same number of sighting markers and the dice are rolled again to determine which player places his sighting markers first. No combat or movement takes place during this phase: only sighting marker placement.

D. Operations Phase
The player who placed his sighting markers first receives the first round. Players alternate performing rounds until both have reached their limit. The player performing a round is called the phasing player.

First, the phasing player removes all movement and evasion markers from his men. Second, he draws one activation chit from his cup and places it on his activation track. He then performs tasks with all eligible soldiers. When all eligible soldiers have acted or passed and grenade explosions have been resolved, all friendly soldiers can be turned in their hexes to face any hexside. The other player then becomes the phasing player.

There is no established sequence for tasks within this phase. Activated soldiers can perform tasks in any order the player desires. One soldier can move, clearing the way for another to shoot, clearing the way for another to move, and so on.

If only one player is still eligible to continue drawing activation chits, he is automatically the phasing player and continues drawing activation chits until he reaches his limit. When both players have reached their activation limits, proceed to step E.

E. Smoke Dissipation Phase
One player rolls one die for each smoke pattern on the map to determine whether the smoke dissipates, drifts, or persists into the next turn.

F. End Phase
Remove all sighting, exposed, moving, and evading markers. Begin the next turn.

[5.0] Activation

At the beginning of the game, players decide who is the Alpha player and who is the Bravo player. This designation is merely for convenience in referring to the two sides (in some scenarios it determines who is the attacker and who is the defender.) Each player takes a set of activation chits (numbered from 1 to 6) and places them in a small, opaque container such as a coffee cup. Each side uses its own cup. During the Operations phase, players alternate drawing chits from their cups. The number on the chit indicates which soldiers can perform tasks.

CASES

[5.1] Activation Ratings
Each soldier in the game has an activation rating from 1 to 6. The activation rating is a measure of the soldier’s aggressiveness, his willingness to seek out the enemy and attack.

At the beginning of each round, the phasing player draws one activation chit from his cup. The number on this chit determines which men may perform tasks during the round. Any man whose activation rating equals or is less than the number on the chit is active and can perform one task that round. However, a soldier isn’t required to do anything just because he is eligible to act.

[5.2] Activation Tracks
Each side uses an activation track, which is specified for each scenario. The activation track is a measure of a squad’s motivation, training, and cohesiveness. This track, in combination with the activation chits, determines how many rounds the player performs during the Operations phase. Well-trained squads use the longer tracks and, in general, get more rounds during a turn than poorly trained or dispirited squads. Each player should use his nationality marker to indicate his activation track.

When an activation chit is drawn, place it in the first empty box of the appropriate track. If the number on the chit is less than the number in the box, the player can draw another chit the next time he becomes the phasing player. If the number on the chit is equal to or higher than the number in the box, the current round is the player’s last round of the turn; he is not eligible to draw any more activation chits. He does perform the current round.

A player may draw his activation chit and pass if he wishes, but he must draw an activation chit and place it on the track when he is the phasing player, even if he chooses to have his men do nothing.

If none of the soldiers who were activated by the current chit can do anything, or there are no soldiers eligible to act, play passes to the other player.

EXAMPLE: The German player got the highest die roll during the Initial Sightings phase, so he gets to perform the first round. He is using activation track B for this scenario. He draws chit number 3 from the cup and places it in the first box of track B. All German soldiers with activation ratings of 3, 2, or 1 become active and can perform tasks this round. The number printed in the first box of activation track B is 6; 6 is greater than 3, so the German player is eligible to draw additional activation chits later in the turn.

The Soviet player now becomes the phasing player. He is using activation track E. He draws chit number 5 from the cup and places it in the first box of the track. All Russian soldiers with activation ratings of 5, 4, 3, 2, or 1 become active and can perform tasks this round. However, because the number in the first box of activation track E is 5, the Soviet player is not eligible to draw any more activation chits this turn. When the Soviet player finishes the current round, he is done for the turn.

The German player becomes the phasing player again. He draws activation chit 2 and places it in the second box on track B. All German soldiers with activation ratings of 2 or 1 are active and can perform tasks this round. The number printed in the second box of track B (5) is greater than the number on the the activation chit (2) so the German player is entitled to draw another chit and perform another round. Normally, play would pass back to the Soviet player, but the Soviet turn has already ended. The German player is still the phasing player, so he draws a third activation chit. This one is a 6. All German soldiers are activated. The third number on track B is 4, so this is the final round of the turn.

NOTE: It is possible that some soldiers (particularly those with activation ratings of 5 or 6) may never be activated during a turn. Although this is frustrating, it is also reasonably accurate. The challenge is in accomplishing your mission in spite of the soldiers who won’t fight.

[5.3] Recovering Activation Chits
In the Recovery phase of each turn, both players replace their activation chits in their cups. Activation chits cannot be held out of the cup from turn to turn or returned at any time other than the Recovery phase.

[6.0] Task Summary

All activities in the SNIPER! game are divided into tasks. An active soldier can perform one task per round. Every time a soldier is activated, the phasing player announces what task each soldier is performing. He does not need to decide for each soldier immediately; he can choose a task for one soldier, resolve it, and then choose a task for the next soldier.

Many tasks are automatically successful. Others require a die roll to succeed. If a soldier attempts a task unsuccessfully, he has still performed his one task for the round; he cannot attempt another until the next round.
Prepare Grenade: The soldier may prepare a grenade to throw during a later round. Place an appropriate grenade marker on the soldier.

Prepare Satchel Charge: A soldier carrying a satchel charge may set its fuse to explode at the beginning of the next turn or a coming turn (Intermediate rules).

Prepare Rifle Grenade: A soldier with a rifle capable of firing a rifle grenade may attempt to load the rifle grenade (Intermediate rules).

Prepare Quick Fire: The soldier prepares to both fire and move in the next (or a following) round. Place a quick fire marker on the soldier.

Prepare Quick Throw: A soldier with a prepared grenade or satchel charge may prepare to throw it and move in the next (or a following) round. Place a quick throw marker on the soldier.

[6.3] Combat Tasks

Sight: The soldier watches the area ahead, ready to shoot at any enemy targets moving through the area. A sighting marker is placed on the soldier.

Direct Fire: The soldier may shoot at one target (more if using an automatic weapon). Place an exposed marker on the firing man.

Quick Fire*: The soldier fires his weapon with one-half his normal firepower and expends up to four movement points.

Opportunity Fire: A soldier with a sighting marker may perform opportunity fire during the opponent's round. Opportunity fire can only be performed during the opponent's round. This is the only task that can be performed during the opponent's round.

Throw: A soldier with a prepared grenade or satchel charge may throw it. (Falling prone is sometimes mandatory after throwing; see 13.2).

Quick Throw*: A soldier with a quick throw marker may throw his grenade or satchel charge and expend up to four movement points.

Attack Hand-to-Hand: A soldier may attack an enemy soldier in an adjacent or the same hex with hand-to-hand combat (Intermediate rules).

[6.4] Task Interruptions

A soldier's action may be interrupted by enemy opportunity fire, by moving adjacent to an enemy soldier, by panic, or by mine detonation. See the corresponding rules sections for more information.

[6.5] Falling Prone

A soldier can fall prone immediately after performing any task marked with an asterisk, or as his entire task.

[7.0] Facing and Sighting

Each soldier must be positioned in a hex so that the top of the soldier's counter is aligned with one of the hex sides. The soldier is then facing the hex directly ahead of the counter.

[7.1] Fields of Fire

Fields of vision and fields of fire are the same. Each soldier has a 120 degree field of vision and fire, as shown in the Field of Fire diagram.

[7.2] Changing Facing

A soldier moving from hex to hex can change his facing as often as desired, including in the last hex entered. Performing certain other tasks also allows a soldier to change facing; these are listed in the Task Summary (see 6.0). An active soldier may also change his facing as his only task.

All unpanicked soldiers may change facing at the end of a friendly round regardless of whether they were active.

Changing facing causes a soldier to lose a sighting marker (unless he is changing facing as part of sighting). It does not cause the removal of an exposed marker. An exposed marker can be removed only at the end of the turn or when the soldier performs certain tasks (see 7.4).

[7.3] Blocking Terrain

Walls, slopes, rough terrain, vehicles, and soldiers may block fields of vision.

All terrain is defined as either blocking or non-blocking. The Terrain Effects chart lists the effect of each type of terrain. For purposes of sighting, terrain fills the entire hex or hexside it occupies.

The ability of a man to see from the hex he occupies to a target hex depends on the type of terrain entered or crossed by the line of sight. A line of sight (LOS) is a straight line from the center of the shooter's hex to the center of the target hex. This line is blocked (making sighting impossible) if it crosses a hex containing blocking terrain or runs along the side of a hex containing blocking terrain. If a LOS can be traced, then the target is seen. If not, the target is unseen.

Terrain in the shooter's or target's hex never blocks sighting, but may provide cover.

Certain types of terrain provide complete concealment; they allow a soldier to crouch or position himself in such a way that he cannot be seen and is completely protected against attacks. Special rules apply to soldiers in this type of terrain (see 7.7). The following terrain features provide complete concealment:

- windows;
- doors;
- breaches;
- slopes;
- firing slits;
- parapets;
- craters and foxholes;
- nests;
- any other terrain as noted in special rules.

[7.4] Doors and Windows

A soldier can shoot through an adjacent door or window at any target in his field of vision. To do this, the soldier must be directly facing the door or window hexside.
A soldier can fire across a non-adjacent door or window hexside at the hex directly beyond, as long as he can see an enemy soldier in that hex. Grenades can be thrown into any hex in a soldier’s field of vision, and into the hex directly beyond a non-adjacent door or window hexside, regardless of the presence of enemy soldiers.

(technically, a soldier who is facing directly toward a door or window hexside without a sighting or exposed marker has no field of vision beyond the wall. However, as soon as the player announces his intention to fire or throw, he must place an exposed marker on or directly ahead of the soldier. This creates a field of vision for the soldier and allows him to attack.) A soldier can sight or fire around a corner; see the Field of Fire diagram. The soldier receives a cover benefit if the line of fire between the attacker and the hex containing the soldier’s counter crosses or runs along the edge of an adjacent building hex.

[7.5] Sighting and Exposed Markers
Sighting markers are used to indicate men who are eligible to perform opportunity fire; any soldier can have a sighting marker.

Exposed markers are used to indicate men who are visible above, around, or through terrain that provides complete concealment. A soldier must be adjacent to and facing directly toward a hexside that provides complete concealment, or be leaning around a corner, to have an exposed marker. A man with an exposed marker is not eligible to perform opportunity fire.

No soldier can have both a sighting marker and an exposed marker simultaneously.

An exposed marker is placed on any soldier in a concealed position who fires his weapon or throws a grenade. The exposed marker indicates that the soldier is visible through or above his cover and can be shot at. For example, a soldier at a door or window is normally considered concealed by the wall. That same soldier with an exposed marker is considered visible through the door or window and can be shot at through the door or window.

Placing a sighting marker is a task. The soldier must be active to place a sighting marker (exception: a certain number of sighting markers can be placed freely during the Initial Sighting phase). A sighting marker also makes the soldier visible through the concealing terrain.

When a man with a sighting marker performs opportunity fire, flip the marker over to its exposed side (remove it if the man is not sighting from concealment). The soldier cannot perform additional opportunity fire until he sights again (exception: see 12.8). He is still visible through the concealing Terrain.

A man with a sighting marker who is activated in his own round can perform direct fire (or any other task). He cannot perform direct fire unless active.

During the Initial Sighting phase, both players roll a die. The number rolled is the number of sighting markers each player can place in the Initial Sighting phase. A player who rolls a 1 is allowed to place 2 markers. The player with the higher number places his markers first. If the numbers are tied, roll again to determine who places markers first.

During the Operations phase, sighting markers can be placed only on soldiers who were active and who spent the round sighting. Exposed markers can be placed only on soldiers who performed direct fire, opportunity fire, quick fire, throw grenade, quick throw, or throw satchel charge.

All sighting and exposed markers are removed at the end of the turn.

A sighting marker must be removed when a soldier performs any task other than sight, or when he changes facing (unless he changes facing as part of a sighting task). It must be flipped to its exposed side when the soldier performs opportunity fire.

An exposed marker must be removed when a soldier performs any of the following tasks: move, evade, climb, descend. An exposed marker may be removed at the player’s option when a soldier performs any of the following tasks: stand up, fall prone, prepare quick fire, reload, prepare grenade, prepare quick throw, rearm, exchange weapons, prepare satchel charge, prepare rifle grenade. An exposed marker is not removed if a soldier only changes facing.

[7.6] Sighting in the Open
This rule applies to all soldiers who perform sighting tasks and who are not sighting from complete concealment or around a corner.

When a soldier performs a sighting task in the open, place a sighting marker directly on the soldier’s counter. This indicates that the soldier is eligible to perform opportunity fire. His fields of vision and fire are normal. All standard rules pertaining to visibility, direct fire, and opportunity fire apply to him.

[7.7] Sighting from Concealment
A man who is protected by completely concealing terrain is always presumed to be taking full advantage of his cover; he is standing so that he cannot be seen. This also means that he cannot see beyond his concealment. In order to see (or be seen) a player must place a sighting or exposed marker on the soldier.

The sighting or exposed marker can be placed directly on the soldier’s counter or in the hex directly ahead of the soldier’s counter:

- If the soldier is in the open but looking around a corner, the marker is placed directly ahead of his counter;
- If the soldier is adjacent to and directly facing a loophole or pillbox firing slit, or is in a crater or foxhole, the marker is placed directly on his counter;
- If the soldier is adjacent to and directly facing any other type of concealing hexside, the marker can be placed either way. Placing the marker on the soldier’s counter restricts his field of vision, but also gives him better protection against enemy fire.

Placing a sighting or exposed marker ahead of a soldier (across a concealing hexside) allows the soldier to be seen and shot at by any enemy soldier who can trace a line of sight to either the soldier’s counter or his sighting or exposed marker. (The soldier is leaning out the window, which makes him a lot easier to see.) Placing a sighting or exposed marker on the soldier’s counter, behind the concealing terrain hexside, allows him to be seen and shot at, but only by enemy soldiers in his own field of vision. (The soldier is standing back from the window, where he is harder to see.)

Being prone behind a slope or parapet also provides perfect concealment (the soldier is normally considered to be completely concealed behind the slope or parapet). The soldier’s position is revealed when the soldier performs direct or opportunity fire, throws a grenade or satchel charge, or sights. This is indicated by placing a sighting or exposed marker on the soldier, as appropriate.

A soldier’s fields of vision with the marker in his hex and directly ahead of his hex are illustrated in the Fields of Fire diagram.

[7.8] Sighting in Three Dimensions
Soldiers on upper levels of buildings can sometimes see over intervening buildings to attack targets on the other side.

A LOS is blocked if it crosses a building that is higher than both the target and the shooter. A LOS is blocked if it crosses a vehicle to which the target is adjacent.

In all other cases, consult the Three-Dimensional Sighting grid.

To determine whether a soldier has a clear line of sight to a target on a different level, find the elevation of the sighting soldier along the left side of the grid. Note that each level has two sighting elevations, depending on whether the soldier is standing or prone. Next, count the distance from the attacker to his target. Count an equal number of spaces across the bottom of the 3-D Sighting Grid, and up to the elevation of the target. A straight line between these two points is the line of sight. Locate intervening obstacles at their appropriate distances and heights relative to the attacker and the target. If any portion of a building extends above the LOS, the LOS is blocked. If the LOS grazes the corner of an intervening building, the LOS is blocked. The LOS must be completely clear to allow an attack.
[8.0] Stacking
Stacking refers to the presence of more than one soldier in the same hex.

CASES

[8.1] Stacking Restrictions
There may never be more than three men in one hex at any time. Any hex already containing three men may not be entered by a moving man. Dead and incapacitated men count against stacking limits.

In the Basic game, no soldier may enter a hex containing an enemy soldier. (This restriction is lifted in the Intermediate game—see 17.0, Hand-to-Hand Combat.)

[8.2] Stacking Effects on Movement
Entering a hex that already contains one or two men costs one additional movement point.

Two men who are stacked together at the beginning of the round can be moved together. If both are active, they can be moved along the same path to the same destination as a single action; the second man need not pay an additional movement point to remain stacked with the first man.

[8.3] Stacking Effects on Activation
Normally, soldiers are activated individually. However, there are two exceptions to this rule: weapon crews, and soldiers who are carrying another soldier.

Weapon crews are: a machine gunner and his loader, and a rocket launcher operator and his loader. In both cases, the loader becomes active whenever the weapon operator is active. The loader can do nothing except load the weapon, stand up, fall prone, or move (as a stack) with the weapon operator. A machine gunner, for example, cannot activate his loader to prepare a grenade or to move into a different destination hex than the machine gunner.

Two soldiers who intend to carry a third soldier become active when either soldier becomes active. See 9.5 for details.

[8.4] Stacking Effects on Fire Combat
When direct fire is used against a hex containing more than one man, the attacking player must either divide his firepower equally between all targets in the hex or else apply it all against a single target. If more than one soldier is attacked, a separate dice roll is made for each. This is the only case in which a non-automatic weapon can be used against more than one target simultaneously.

All men in a hex may use their weapons. However, when firing weapons or tossing grenades across adjacent aperture hexes, each man must fire across a different hexside.

Men in the same hex but on different heights are considered to be in separate hexes.

[8.5] Stacking and Concealing Markers
Many tasks are recorded by placing a marker on the acting soldier. Any player who wishes can, at any time, place these markers underneath the soldier without showing or telling his opponent what the markers are. The only information a player is required to give is what is obvious: that a soldi er is doing something and a marker is being placed beneath him. If asked, a player must tell his opponent how many soldiers are in a hex, but nothing more. All other information is concealed until it comes out in the course of play.

[9.0] Horizontal Movement
During each player's round, any man assigned to move, evade, crawl, or execute quick fire or quick throw is moved, hex by hex, across the map.

CASES

[9.1] Movement Allowances
A man assigned to move receives eight movement points. A man assigned to evade, quick fire, or quick throw receives four movement points. A wounded or stunned man reduces his movement allowance by half. A wounded and stunned man divides his movement allowance by four.

[9.2] How to Execute Movement
Movement is executed by moving the counter representing the soldier through the hexes. Movement must be done hex by hex, movement point by movement point, unless interrupted.

[9.3] Movement Restrictions
Each hex entered costs at least one movement point. Certain terrain features increase the cost of moving from one hex to another (see the Terrain Effects Chart).

A man may not expend more movement points than he is allowed. If a man has insufficient movement points to pay the cost of entering a hex, he may not enter that hex.

Whenever a man moves adjacent to an enemy, he must stop moving immediately. (This rule is modified under the Intermediate rules; see 17.1.)

Movement points must be used immediately. They cannot be saved from one round to the next or traded from one soldier to another.

[9.4] Prone Movement
Normally, a man is considered to be standing upright. A soldier may fall prone after performing certain types of tasks (those marked with an asterisk in the Task Summary, 6.0). A soldier may also be required to fall prone due to panic (Intermediate rules) or enemy action.

A prone man can crawl one hex per round. This does not expend movement points; he has a movement allowance of one hex, regardless of terrain. He may crawl through a door, but may not crawl through any other sort of aperture. A crawling soldier cannot change height level.

A man who is attacked with opportunity fire while falling prone is considered a moving target. A man who is attacked while in the act of

[standing up receives the modifier for being prone.

[9.5] Carrying Incapacitated or Killed Men
An incapacitated or killed soldier can be carried by any two men who are from the same army (though they need not be from the same army as the man being carried). These two carrying men and the man being carried move as a unit, without paying stacking penalties. However, their movement allowance is halved.

A lone soldier can drag an incapacitated or killed man one hex. This consumes all of the soldier's movement allowance. He can move through a door, but not through a window or breach.

Flamethrower and rocket launcher-equipped men can never help move another man, nor can stunned, panicked, or wounded men do so. Carrying men cannot evade.

In order to carry a man, both carrying soldiers must begin the round in the same hex as the body and both must be facing the same hexside. They must also spend one round slinging their weapons, leaving themselves unarmed. There is no movement point cost to pick up the body. Only one of the carrying men needs to be active; a man with a higher activation rating helps automatically.

If either carrying man becomes stunned, wounded, or panicked, the carried body is dropped.

When a man moves or performs quick fire or quick throw, a movement marker is placed on his counter. When a man evades, an evasion marker is placed on his counter. These markers remain in place until the beginning of the player's next round or until the end of the turn, whichever comes first. The marked soldier receives the defensive movement or evasion multiple when attacked by direct, quick, or opportunity fire. Crawling and prone men cannot have movement or evasion markers.

[9.7] Combat Effects on Movement
If a healthy man becomes wounded or stunned as he moves, his remaining movement points are reduced by half immediately. If he had only one movement point left when wounded, he stops moving immediately. A man who is panicked during his move stops moving immediately.
[10.0] Vertical Movement

In addition to moving from hex to hex, soldiers may move from floor to floor in buildings. Normally, all men are assumed to be on ground level (first floor) unless otherwise marked. Whenever a man moves to a level above or below ground level, a marker must be placed to indicate exactly which level the man is on.

All buildings have at least two levels: ground level and the roof. Many buildings have upper floors and basements. Any building with more than one floor has a staircase that extends from the basement to the roof. A few one-story buildings have basements which are connected to the ground level by a staircase; these staircases do not extend to the roof.

There are three meanings of changing level: climbing a staircase, climbing a ladder, and jumping. Vertical movement may not be combined with horizontal movement (from one hex to another) except by jumping.

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[10.1] Staircases

A soldier does not expend movement points when climbing or descending stairs: he can move up or down one level, and may move no further that round. A soldier must be in a staircase hex at the beginning of the round to change levels.

Men in, or sighted into, staircase hexes may fire up or down the staircase to the next level. This is not considered firing through the ceiling. Only targets in, or exposed in, the staircase hex can be attacked. A target in the staircase has cover (defense multiple 2) against an attack from another level.

Grenades and satchel charges can be thrown into staircases. A soldier in, or adjacent to, a staircase can throw a grenade or satchel charge up or down one level in the staircase. The burst effect extends all the way up and down the staircase, but not out doors or windows. A staircase provides defense multiple 2 against bursts on different levels but no protection against bursts on the same level.

[10.2] Ladders

Ladders extend between all levels except basements.

Movement on ladders is identical to movement on stairs, with the following exceptions:

Wounded men may not climb or descend ladders; Men on ladders may not fire or throw (exception: a man on a ladder can drop a grenade directly beneath him), and have no cover; grenade blasts do not extend through all the levels of a ladder hex.

[10.3] Jumping

Men may jump from roofs or windows to a lower elevation. A man may not jump if the difference in elevation levels is more than one. A man may, for example, jump from a second-floor window to the ground, or from the roof of a three-story building to the roof of a two-story building. Men may also jump through holes in floors created by satchel charges; this is the only way a man can jump into a basement.

A jumping man moves down one level and moves directly forward one hex.

A jumping man risks being injured. After jumping, the player rolls one die. If the result is 1, the soldier is incapacitated. If the result is 2 or 3, the soldier is wounded.

[10.4] Restrictions

Prose men may never change elevation.

[11.0] Terrain

There are six types of terrain on the maps: buildings, streets, clear, rough #1, rough #2, and slope.

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Individual buildings are defined by exterior walls. Each building is divided into rooms by interior walls. If several buildings are joined by common exterior walls, those buildings form a block.

All buildings are assumed to be intact, except that all glass has been removed from window-frames and all doors have been removed from doorframes. However, in these rules window-frames and doorframes are called "windows" and "doors" for simplicity's sake.

Each building is a specific height, from one to three stories. In addition each building has a roof level and may have a basement level. Heights of buildings are indicated on the map by the thickness of the walls and the number of windows shown per hexside, as well as the interior color. Exterior walls extend through all floors of the building except the roof.

Building interiors are divided into rooms by interior walls. Interior walls are identical on all floors of the building except the basement and the roof, which have no interior walls.

Staircases in multi-story buildings connect all levels of the building from the basement to the roof. Staircases in one-story buildings connect only the basement and the ground floor. Ladders extend through all height levels except basements. Staircases on basement and roof levels are not surrounded by walls.

Wall hexsides are pierced by doors and windows. Doors in exterior walls are on the ground floor only. Doors in interior walls function as doors on the first, second, and third floors of the building. (There are no interior walls at roof level, and thus, no need for doors.)

In almost all cases, doors and windows overlap onto two hexsides. This indicates that the aperture is in effect on both hexsides, and a soldier can move or sight through the opening across either hexside.

Flat roofs are surrounded by a small parapet directly above the exterior wall. A soldier who is prone and adjacent to this parapet is concealed; he cannot be seen from the other side of the parapet unless he has a sighting or exposed marker. The soldier himself cannot see over the parapet unless he has a sighting or exposed marker. A grenade cannot scatter across a parapet hexside.

No windows or doors extend from the outside of a building into the basement. Staircases and breaches provide the only access to basements.

Certain one-story buildings have no basements. Breaches cannot be blown in the ground floors of these buildings.

[11.2] Rough Terrain

There are two types of rough terrain: rough #1 and rough #2. The exact effects of these depend on the terrain mode in use: open, mixed, or dense.

Open Terrain: This represents open steppe or desert. Rough #1 hexes are considered clear and rough #2 hexes represent ground with boulders or thin brush.

Mixed Terrain: This is gently rolling, lightly forested countryside. Rough #1 represents brush or broken ground, rough #2 represents dense brush or thin woods.

Dense terrain: This represents a semi-mountainous area with extensive cover. Rough #1 is light forestation and rough #2 is dense woods, thick jungle, or boulders.

Each scenario instructs players on which terrain mode to use. The same terrain mode is in effect across the entire map.

[11.3] Clear Terrain and Slopes

Clear terrain represents open ground. It is not devoid of cover; an experienced infantryman can find cover almost anywhere. Clear terrain is free of large obstacles and hard cover. Slopes represent areas with sharp elevation changes; enough of a change to create an obstacle to movement and to provide significant cover.

Open Terrain: Clear terrain really is clear: flat sand or rock, harvested fields, parks, or paved areas. Slopes are shallow.

Mixed Terrain: Clear terrain has some vegetation, enough to provide decent cover to a prone soldier. Slopes are pronounced, but still only a few feet high.

Dense Terrain: Clear hexes have deep grass or undulating folds. Slopes may be gullies and washes almost as deep as a standing soldier.


Soldiers can cross interior and exterior walls only by crossing door or window hexsides or by moving through a breach.

Soldiers can change levels in buildings only by climbing or descending staircases or ladders or by jumping.

Entering a hex usually costs one movement point. However, terrain in the hex or along the hexside being crossed can increase the cost. These costs are summarized on the Terrain Effects chart. A soldier with insufficient movement points cannot enter a hex (however, see 9.4).
[11.5] Terrain Effects on Line of Sight

If at any point a line of sight is drawn from the center of the attacker’s hex to the center of the target’s hex and crosses or runs tangent to blocking terrain, the line of sight is blocked and the target cannot be seen. Blocking terrain is any interior or exterior wall, hedge, or other terrain as indicated by the Terrain Effects chart.

In addition to those types of terrain which block LOS automatically, the LOS is blocked if the target has a defense of 100 or more due to terrain defense multiples (not including movement, evasion, or smoke multiples). The LOS is blocked if it runs exactly along the side of a blocking hex.

Interior walls and ceilings prevent a target from being seen but not from being shot at. Rifles, automatic rifles, and machine guns can fire through interior walls and ceilings, although the target gets a large defensive multiple (see 11.6).

A soldier may fire through an adjacent aperture hexside if he is directly facing the window, door, or breach hexside.

A soldier may fire through one non-adjacent window, door, or breach into the hex directly beyond. This fire is allowed only if the hex is occupied by a visible enemy soldier. A grenade may be thrown into such a hex regardless of whether there are enemy soldiers in the hex.

A soldier can sight around the corner of a building without stepping around the corner. The soldier must be adjacent to the wall. He can be standing or prone. He receives the defensive multiple of the corner (five) if the line of sight from the attacker or explosion to the hex containing his counter (not his sighting or exposed marker) crosses or runs along an exterior wall hexside. See the Sightings Diagram for examples.

A soldier can see into a blocked hex but cannot see past it. Walls, however, always block line of sight unless pierced by a window, a door, or a breach.

[11.6] Terrain Effects on Sighting when Prone

There is a limit to how far a prone soldier can see. This limit varies with the terrain being used in the game.

Open or Urban Terrain: A prone man has unlimited sighting range in this type of terrain. He may sight through rough #1 but not rough #2.

Mixed Terrain: A prone man has a sighting range of 40 hexes. He may sight into but not through rough #1 or rough #2.

Dense Terrain: A prone man has a sighting range of 20 hexes. He may sight into but not through rough #1 or rough #2.

These sighting limits also restrict the maximum range at which a man may fire his weapon, as he may not fire at a target he cannot see.

The sighting limits placed on a prone man also limit the maximum range at which any other man can sight the prone man.

[11.7] Effect of Markers on Visibility

A line of sight can be traced either to the hex containing the target soldier’s counter or to the hex containing the target soldier’s sighting or exposed marker (assuming he has a sighting or exposed marker in the hex directly ahead of him). The same applies when tracing a line of sight from a soldier with a sighting or exposed marker.

[11.8] Terrain Effects on Combat

When firing, each difference in elevation between the attacker’s hex and the target hex counts as one hex of range. This is in addition to the apparent horizontal range.

Each level of elevation counts as five hexes when determining the burst radius of an explosion.

Terrain in the target hex, or crossed by the line of fire, may provide cover to the target. See the Terrain Effects chart to determine the defense multiple of the defender’s terrain.

The defender receives the defense multiple of any terrain crossed by the line of sight regardless of whether he occupies the hex containing that terrain. The defense multiple for a particular type of terrain can be received any number of times. If the line of sight crosses one type of terrain more than once, the target receives that terrain’s defense multiple as many times as the line of sight crosses it. If the line of sight crosses different types of terrain, the target receives every applicable defense multiple. If the target is prone, he receives the prone defense multiple only for the hex he occupies; all other hexes yield the standing defense multiple. For example, if the line of sight crosses three hexes of rough #1 (defense multiple 2 in mixed terrain mode) and one slope hexside (defense multiple 4), the target’s defense is 32 (2 × 2 × 2 × 4). The target was prone in rough #1, his defense would be 80 (5 × 2 × 2 × 4).

Rifles, automatic rifles, and machine guns can fire through interior walls and floors. Only one interior wall hexside may be crossed by fire.

Men in buildings may not direct their weapons at targets on different height levels in the same building, with two exceptions:

1. Rifles, automatic rifles, and machine guns may be fired through ceilings at targets that are one level above the shooter. This fire may not simultaneously pass through any other type of wall or door. No weapons can be fired down through the floor.

2. Any weapon can be fired up or down one level in a staircase hex. The blast from a grenade which detonates in a staircase hex extends through all levels in that hex. Grenades can be thrown up or down one level in a staircase hex.

[12.0] Fire Combat

Every man is depicted on his counter according to the firearm that he carries.

All of the following weapons are considered direct fire weapons and can be used for direct fire or opportunity fire: BR, SR, AW, MP, AR, MG, RL, SG, GL, FT, P, and rifle grenade.

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[12.1] Direct Fire

To perform direct fire, a soldier must be active and must have a ready, loaded weapon.

The firing man must be able to trace a line of sight to the target hex. The LOS is traced in a straight line from the center of the hex that the man occupies to the center of the target hex. (Players are advised to use a straightedge or a stretched rubber band when making this determination.) If at any point in this path it crosses or runs tangent to a blocked hex or hexside, the line of fire is blocked and the man may not fire at that target hex.

The firing man must be able to see an enemy soldier in the target hex (exception: rocket launchers, grenade launchers, and rifle grenades can be fired into a hex without a visible enemy soldier).

A soldier cannot change facing before performing direct or opportunity fire. He must attack with the facing he had at the beginning of the round.

A soldier armed with a pistol may fire at an enemy soldier located in the same hex as himself. A soldier armed with any other weapon may not.

[12.2] Opportunity Fire

Opportunity fire is identical to direct fire with two exceptions. First, opportunity fire occurs only during the opposing player’s round, never during the firing soldier’s round. Second, opportunity fire can only be performed by soldiers with sighting markers.

To be eligible to perform opportunity fire, a man must have a sighting marker. A sighting marker can be placed on a soldier during the Initial Sight Phase or during a round when the soldier is active and he sights. He does nothing else during the round in which he sights. In following rounds, however, he may fire at any one enemy soldier who becomes visible during an enemy round. Opportunity fire may never be used against more than one target (exception: see 12.8, Automatic Weapons).

Opportunity fire is triggered:

1. When an enemy soldier moves into a hex in a sighted man’s field of fire. This applies only to the hex being entered, not the hex being exited.

2. When an enemy soldier changes his facing, stands up, or voluntarily falls prone in a sighting man’s field of fire.

3. When the opposing player places a sighting marker on an enemy soldier in a sighting man’s field of fire.

4. When a soldier (with or without a sighting marker) performs direct fire or throws a grenade or satchel charge, or when a soldier performs quick fire or quick throw in a sighting man’s field of fire.

A man with a sighting marker need not fire at the first enemy man who triggers opportunity fire. He may decline opportunity fire at an
enemy soldier in one hex, but fire at the same soldier when he enters a different hex. The
player must make his decision immediately, however. Once opportunity fire is declined in a
particular hex and the enemy soldier leaves that hex, the non-moving player cannot change his
mind and call the target soldier back into a hex. A soldier moving through an enemy field of fire
covered by a sighting marker must be moved slowly, one hex at a time, so the opposing player
can announce opportunity fire when he wants. A soldier who declines opportunity fire at one
target is still eligible to perform opportunity fire at other targets which trigger it.

Opportunity fire occurs immediately when the player announces it. It interrupts whatever task
the target soldier was performing; the target soldier cannot complete his task until after the
opportunity fire is resolved and its result, if any, takes effect. For example, soldier A is sighting
down the street. Enemy soldier B picks his head around the corner, intending to perform direct
fire at soldier A. Soldier A declares opportunity fire. The opportunity fire is resolved immediately,
before soldier B is shot. If B is panicked, incapacitated, or killed, he cannot shoot at A. If
B is missed, he can shoot. If B is wounded but not panicked, he can shoot with one-half his
firepower.

When performing opportunity fire, the firing soldier’s firepower is halved. This modification is
cumulative with other modifiers.

A soldier can perform opportunity fire only once during a round (exception: 12.8). When the
fire is declared the soldier’s sighting marker is flipped over to its exposed side. The soldier
must sight again during a friendly round or the Initial Sighting phase before he can perform
opportunity fire again.

A soldier who performs opportunity fire during the opponent’s round can perform any other
task during the immediately following friendly round if he is activated.

[12.3] Fire Combat with Multiple
Attackers

If a player wants more than one soldier to fire at a single target, he must announce all of the
attacks before resolving any of them.

Each fire attack against a given target is resolved separately. If a single man is the target of
more than one attack, each attack is resolved individually. The allocated attacks may be performed
in any order the attacking player wishes. If the target is killed before all of the attacks are
resolved, the rest of the attacks cannot be redirected. The remaining men must fire at
the original target, even though their attacks can have no additional effect (except possibly to
unload the weapons of the firing soldiers). If the target is knocked prone, he receives the moving
defense multiple (four) against all subsequent attacks.

When performing opportunity fire, more than one man may attack an enemy soldier. All
attacks must be declared before any are executed, however. Once the player begins resolving
attacks, no more can be declared unless the target man triggers additional opportunity fire.

When fire is directed into a hex containing more than one man, the firing player must announce
whether he is attacking just one man or dividing his firepower equally between all soldiers in the
hex. He cannot fire at two out of three men or divide his firepower unequally.

Automatic weapons (machine pistols, automatic rifles, assault rifles, and machine guns) can be
fired into more than one hex at a time. All of the hexes being attacked must be at least one other
hex being hit in the same attack and must be in the attacker’s LOS. All of the
target hexes must be in the same range category (1-10, 11-20, etc.). The firepower of the firing
weapon is divided evenly between all of the targets (round fractions up) and each man is
attacked separately. Some of the hexes in the group may be empty, but each empty hex counts as
one target. Prone targets may not be fired at this way unless all of the targets are prone. An
automatic weapon must check for unloading only once, after all its attacks are resolved.

[12.4] Fire Against Friendly Men

A soldier may never fire in a direction that
would cause his line of fire to cross or enter a hex containing a standing, friendly man (or the
sighting or exposed marker of a standing, friendly man). Fire can be directed across hexes
containing friendly, prone men, unless both the firer and the target are also prone.

[12.5] Quick Fire

A man with a quick fire marker can fire and
move in the same round. This is called quick fire.

The soldier’s fire is resolved first, from the hex
where he began the round. The soldier cannot
move or change facing before firing. After
firing, he may move, expending up to four
movement points or crawling one hex. After
performing quick fire, remove the quick fire
marker.

A quick-firing man’s firepower is halved at all
ranges. Wounded men cannot use quick fire.

[12.6] How to Resolve Direct,
Opportunity, and Quick Fire

Every firearm has a basic firepower. Firepower
decreases with range. Count the number of
hexes in the shortest path from the attacking
soldier to the target soldier, including the
target’s hex but not the attacker’s hex. Range is
always counted from the hexes containing the
soldier’s counters, regardless of whether either
soldier has a sighting or exposed marker.

Consult the Firepower table to find the
firepower of the attacker’s weapon at that range.
Modify this firepower further according to the
following:
1. Divide by 2 if the firer is wounded.
2. Divide by 2 if the firer is using opportunity
or quick fire.
3. Divide by the number of targets being
attacked.
4. Divide by 10 if the firer is in a moving vehicle.

These adjustments are cumulative. Round
fractions down. Thus, a man firing an automatic
 rifle (AR) at a target 14 hexes away has a fire-
power of 30. If he is wounded and using opportu-
nity fire, his adjusted firepower is 7:
30/2 = 15 (wounded)
15/2 = 7.5 (opportunity fire)

Every target man has a basic defense of 1. This
is modified according to the following:
1. Multiply by 4 if the target is moving (or has a
movement marker), or climbing, descending,
jumping, falling prone, mounting, dismounting,
or bailing out.
2. Multiply by 6 if the target is evading (or has an
evasion marker).
3. Multiply by the terrain defense multiple of
the target hex and the hexes crossed by the LOS
(listed on the Terrain Effects Chart).

These modifiers are cumulative.

The terrain defense multiple depends on the
terrain along the LOS and whether the target
soldier is standing or prone. All terrain defense
multiples are listed on the Terrain Effects chart.

Divide the firepower of the firing man by the
defense of the target man. Round fractions
down and express the result as a single number.
Roll two dice and cross-reference their sum with
the appropriate column on the Fire Attack
Results table. Apply the result immediately.

The 0 column of the Combat Results table is
used when the target’s defense is greater than
the attacker’s firepower.

No adjustment is made for the casualty status
of the target man. A wounded man is just as
vulnerable as a healthy one.

[12.7] Assessing Combat Results

All casualties caused by direct fire, quick fire, or
opportunity fire take effect immediately. In the
case of opportunity fire, casualties may affect
the remainder of the target soldier’s task.

[12.8] Automatic Weapons

Automatic weapons include machine pistols,
automatic rifles, assault rifles, and machine
guns. These weapons have certain advantages
and disadvantages in combat.

A machine gun that is being fired by a man who
is neither prone nor adjacent to and firing across
a window hexside is treated as an automatic
rifle.

Automatic rifles, machine pistols, assault rifle,
and machine guns may run out of ammunition.
After executing a fire attack with one of these
weapons, roll one die. If the result is 1 or 2, the
weapon becomes unloaded. Place an unloaded
marker on the soldier. If the weapon is firing at
more than one target, only one unloading check
is required, after all attacks are resolved.

Unloaded weapons cannot be fired until re-
loaded. Reloading requires that the soldier be
active and spend the round reloading. A
stunned or panicked man cannot reload. An
unloaded marker stays with the weapon if it is
exchanged before being reloaded. A soldier is
under no obligation to reload; he can carry an
unloaded gun for the rest of the game or perform any other tasks instead of reloading.

When fired by the lone man carrying it, a machine gun must roll for unloading normally. If the machine gunner is prone or firing through an adjacent window and another friendly man is in the same hex, facing the same hexside, the machine gun need not roll for unloading if the second man is acting as a loader. The loader may be healthy or wounded, but may not be stunned or panicked. He may not perform any other task during a round in which he acts as a loader. In any round that a loader performs any other task, the machine gun checks for unloading normally. A loader becomes active automatically, regardless of his activation rating, at the same time as the machine gunner. A soldier need not sight or be exposed to act as a loader.

An automatic weapon never uses the 0 column of the Combat Results table. If modifiers reduce the weapon's firepower below the target's defense, the attack is still resolved on the I column. (An AW being fired as an SR does not receive this bonus.)

A machine gun or automatic rifle that is being fired prone or across an adjacent window can perform opportunity fire up to three times in one round. The first time the weapon fires, the sighting marker is flipped to the exposed side. Subsequently, the next two enemy soldiers to enter the line of fire that extends from the shooter to the hex at which he fired and continuing in a straight line to the edge of the map or blocking terrain are also attacked. A soldier "enters" the line of fire if he does anything that would normally trigger opportunity fire. Each attack is resolved individually. The weapon must be checked for unloading after each attack (unless it is a machine gun with a loader). In effect, these second and third shots are identical to all normal opportunity fire, only with a very restricted field of fire.

An assault rifle can be fired as an AW or as an SR. The player must announce prior to each attack whether the weapon is firing in automatic or semi-automatic mode. When fired as an SR, the weapon need not check for unloading. When fired as an AW, the weapon checks for unloading normally, but never uses the 0 column of the Combat Results table.

[13.0] Hand Grenades

There are three types of hand grenade: offensive, defensive, and smoke. Offensive and defensive grenades (collectively called fragmentation grenades) are used to injure or kill enemy soldiers; they differ only in blast radius. Smoke grenades provide temporary cover. All three types must be prepared beforehand. They are then thrown at a target hex. Grenades explode at the end of the round in which they are thrown; fragmentation grenades explode before smoke grenades.

[13.1] Preparing a Grenade

Before he can throw a grenade a soldier must spend one complete round slinging his weapon and preparing the grenade. A panicked man may not prepare a grenade. Place a grenade marker of the appropriate type on a soldier who has prepared a grenade. Assume that all soldiers have an unlimited supply of all three types of grenades.

A grenade does not have to be thrown in the round immediately following its preparation. It may be thrown on any future round or turn. It may even be returned to the carry position and the soldier's firearm unslung when he rears. There is no limit to how long a prepared grenade may be held.

If a man with a prepared grenade is wounded, stunned, incapacitated, or killed, the grenade does not explode. (It is assumed that the soldier does not arm the grenade until just before throwing it.)

A man with a prepared grenade is unarmed. He remains unarmed, even after throwing the grenade, until he rears.

If a man rears while he has a prepared grenade. When the soldier rears, he can return the grenade to the carry position or arm the grenade and unsling his weapon. If the grenade is armed, place an armed grenade counter on the soldier.

A soldier with an armed grenade and a ready weapon cannot fire his weapon until he gets rid of the grenade. The armed grenade cannot be returned to the carry position. When the soldier throws the grenade, remove the grenade marker. The soldier is armed and may fire the next time he becomes active.

If a soldier with an armed grenade is incapacitated or killed, he drops the grenade in his own hex and it explodes at the end of the round.

[13.2] Throwing a Grenade

Hand grenades are thrown, not fired. Throwing a grenade (or a satchel charge) is treated very differently from fire combat.

The maximum modified range of a thrown grenade is 20 hexes. If the thrower is prone, stunned, wounded, or quick-throwing, double the true distance for purposes of range limitation and scatter. The counted range is doubled as many times as required. For example, the counted range must be doubled twice (quadrupled) if the throwing soldier is prone and wounded, or doubled three times if he is prone, wounded, and stunned. The modified range can never exceed 20.

Grenades are thrown toward a specific target hex. This target hex must be in the thrower's field of vision. The target hex need not contain an enemy man. A grenade can be thrown at a hex above the thrower, but not through a hex above the thrower (it could scatter into or through such a hex).

A grenade may be thrown through an adjacent window or door without penalty. It may be thrown through a non-adjacent door or window only into the hex directly beyond.

If a man who is not in a building throws an offensive or defensive grenade and the grenade lands in a hex that also is not in a building, the thrower must drop prone immediately.

A man directly facing a completely concealing hexside can drop a grenade across the hexside into the directly adjacent hex without exposing himself to anyone on the other side. Thus he is not affected by the blast or exposed to opportunity fire. A grenade dropped across a concealing hexside never scatters.

[13.3] Grenade Scatter

Thrown grenades are subject to scattering. Count the range in hexes from the throwing man to the target hex, counting the target hex but not the thrower's hex. Double this number if the thrower is prone, quick-throwing, stunned, or wounded. Add five hexes for each difference in height if the target hex is higher than the thrower's hex. (All of these modifications count against the maximum distance that a grenade can be thrown. The final, adjusted range cannot exceed 20 hexes.)

Find the total, modified range on the Hand Grenade line of the Scatter table. The number listed at the top of that column is the scatter coefficient for that toss. Roll two dice. Subtract two from the result if the grenade is being thrown through a non-adjacent door, window, or breach. If this number equals or is greater than the scatter coefficient, the grenade lands in the target hex.

If the modified dice roll is less than the scatter coefficient, the grenade scatters out of the target hex. Subtract the modified dice roll from the scatter coefficient; the difference is the number of hexes that the grenade scatters. Roll one die and consult the scatter diagram printed on the map. The indicated direction is the direction that the grenade scatters from the target hex. The final hex is the hex where the grenade lands and explodes. A grenade may scatter more than 20 hexes from the thrower or back into the thrower's hex.

If a scattering grenade was aimed through a non-adjacent window, door, or breach, it scatters from the last hex crossed by the line of sight before reaching the aperture. If the line of sight passes directly between two hexes, roll a die to determine which hex the grenade scatters from.

If a grenade is indicated to scatter across a wall, window, door, breach, or parapet hexside, it lands in the hex immediately in front of the wall.

A grenade dropped through an adjacent window or door never scatters.

[13.4] Fragmentation Grenade Effects

An offensive grenade has a burst radius of 3 hexes. A defensive grenade has a burst radius of 6 hexes. All possible targets within that radius are affected.

Count the range from the detonation hex to the target soldier's hex. Find this range listed across the top of the Burst table. The number listed on the Grenade line of this column is the blast strength which hits the target soldier.

Blast is identical to firepower, and its effects are determined the same way. Compare the grenade's blast to the soldier's defense and resolve the attack on the Combat Results table. Only terrain and posture multiples contribute to a
soldier's defense; movement and evasion multiples do not apply to blast attacks.

A grenade burst does not penetrate a wall, window, or door. A soldier with a wall or window between him and the explosion is not affected by the explosion unless he has a sighting or exposed marker.

A man with a sighting or exposed marker is affected by blast. If the grenade explodes in a hex containing a soldier's sighting or exposed marker, the range is zero, but terrain defense multiples can still be applied.

If a grenade is exploded in a stairwell, the blast affects all levels of that stairway hex.

A fragmentation grenade explosion immediately dissipates any smoke within three hexes of the explosion hex.

A man may be caught in the burst radius of more than one grenade per round. Each grenade attacks individually, and each result is applied before the next attack is resolved. If the man is knocked prone by one grenade, he gets the benefit of being prone when the next one explodes.

[13.5] Smoke Grenade Effects

Smoke grenades are thrown and scatter just like fragmentation grenades. However, instead of exploding and causing injury, smoke grenades release clouds of obscuring smoke.

If a smoke grenade lands in a room or stairwell, each hex in that room (on that height level) or each height level in that stairwell fills with smoke.

If a smoke grenade lands in the open, the smoke pattern is a straight line of hexes. The direction of the line of hexes is determined by rolling one die and consulting the scatter diagram. The length is determined by rolling one die and doubling the result. That number is the length of the line in hexes from the landing hex of the grenade (and including that hex). Each hex in this line becomes a smoke hex. If the line of hexes runs into a wall hexside (even a window or door hexside), the smoke stops at that hexside. If the grenade lands next to a wall and the smoke drifts toward the wall, shift the direction of the smoke by one hexside so that it drifts parallel to the wall. Smoke is considered taller than all buildings and other terrain.

If a smoke grenade lands inside a vehicle, the interior hexes of the vehicle fill with smoke. The smoke stays with the vehicle if the vehicle moves.

Men in or behind smoke hexes may be fired at, but they receive a defense multiple of 10 (see Terrain Effects chart).

Any type of grenade can be thrown into, through, or out of a smoke hex. However, the grenade automatically scatters. Roll one die to determine how far it scatters. Rifle grenades cannot be fired into, through, or out of smoke hexes.

Entering a smoke hex costs one additional movement point for both men and vehicles. This does not apply to vertical movement. If a man jumps into or out of a smoke hex, subtract 2 from the die roll (treat a result less than 1 as 1).

During the smoke dissipation phase, one player rolls one die for each smoke pattern on the board. If he rolls 1 or 2, that particular smoke pattern dissipates immediately; remove the smoke counters from the map. If he rolls a 6, the smoke drifts. Use the smoke hex furthest away from the detonation hex as the base for a new line of smoke hexes. Roll one die (without doubling) to determine its length. Remove the original line of smoke hexes. Smoke inside buildings and vehicles never drifts.

A fragmentation grenade explosion causes all smoke within a radius of three hexes to dissipate immediately.

[13.6] Quick Throw

Men can throw a grenade and move in the same round. This is called quick throw.

In order to throw, a man must spend one entire round preparing to quick throw. This is an individual task. Place a Quick Throw Prepared marker on the soldier.

If a man prepared to quick throw performs any task other than quick throw or becomes stunned or panicked, he loses his quick throw preparation. Remove the Quick Throw Prepared counter from the man; he must prepare again before performing quick throw.

To perform quick throw, the procedure is the same as throwing a grenade normally. The true distance to the target is doubled for purposes of range limitation and scatter.

After throwing the grenade, the quick-throwing man can move, expending up to four movement points or crawling one hex.

Wounded, stunned, and panicked men may not perform quick throw.

[14.0] Casualties

All men begin the game 100% fit and able-bodied. Thereafter, as a result of enemy fire and explosions, they may become casualties. There are three casualty states: wounded, incapacitated, and killed. These states are progressive, degenerative, and irreversible. There is also a temporary condition—stunned—which can affect both healthy and wounded men.

[14.1] Effect of Casualties

Healthy: Movement, combat, and all other capabilities are unimpaired.

Wounded: Movement allowance is halved (four points moving, two points evading). Firepower is halved at all ranges and for all types of fire. Counted grenade range is doubled. Hand-to-hand fighting ability is impaired (Intermediate rules).

Incapacitated: All movement, combat, and other tasks prohibited. The man is prone and can do nothing.

Killed: self-explanatory.

Stunned: A stunned man is treated as if he is wounded for the remainder of the turn; his movement allowance and firepower are halved, his counted range for throwing grenades is doubled, and he cannot perform quick fire or quick throw. Stunned men recover during the Recovery phase of the turn.

[14.2] Casualty Progression

Casualty status progresses from wounded to incapacitated to killed. Since a man may be attacked more than once in a turn or a round, he may suffer multiple casualty results. Two or more injuries of the same type cause a man to degenerate one casualty state as follows:

Two wounds = incapacitated
Two incapacitations = killed

This degenerative effect is not compounded; once a man is incapacitated, he can be killed only by a K result or by a second I result. Wounds have no effect on an incapacitated man.

A more serious result always supercedes a less serious result. Stun results always apply (although they have no effect if the man is also incapacitated or killed). A stunned man is not incapacitated by a subsequent wound (unless he was both wounded and stunned previously).

If a man suffers multiple combat results in the same round, determine his final casualty state according to the sequence in which he was attacked. For example, man 1 is shot by men 2, 3, and 4. The results, in order, are wounded, incapacitated, and wounded. Man 1 is only incapacitated because the second wound came after the incapacitation result.

Ignore P results when using only the Basic rules.

[15.0] Basic Scenarios

This completes the Basic rules. Now read Special rules 101-103, 106-108, and 111. Then play the Patrol scenario at least once before going on to read the Intermediate and Advanced rules.
PART 2:
INTERMEDIATE RULES

[16.0] Individual Abilities
Under the Intermediate rules, each soldier can have up to three individual ability bonuses or penalties. These are for firing ability, throwing ability, and hand-to-hand fighting ability.

CASES

[16.1] Identifying Abilities
When determining and listing a soldier’s abilities, the abilities are abbreviated as follows:

F = firing ability
G = throwing ability
H = hand-to-hand ability

The letter alone indicates the soldier receives an ability bonus. The letter inside parentheses (or a circle) indicates the soldier receives an ability penalty.

The method for determining each soldier’s ability ratings is described in the Special Rules book.

[16.2] Applying Abilities
A soldier with a firing ability bonus adds 1 to the dice roll when performing direct, opportunity, or quick fire. A soldier with a throwing ability bonus adds 1 to the scatter dice roll when throwing or quick throwing a grenade or satchel charge. A soldier with a hand-to-hand ability bonus adds 1 to his own dice roll when attacking in hand-to-hand combat and subtracts 1 from his opponent’s dice roll when he is attacked in hand-to-hand combat. A soldier with an ability penalty subtracts 1 from his dice rolls when firing, throwing, or attacking hand-to-hand. His opponent in hand-to-hand combat adds 1 to his dice score.

[16.3] Effects of Wounds
Individual ability ratings are unaffected by wounds.

[17.0] Hand-to-Hand Fighting
Hand-to-hand fighting can occur when two enemy men occupy adjacent hexes or the same hex. The soldiers must be adjacent at the beginning of the round to fight hand-to-hand; a soldier cannot move adjacent to an enemy and attack him hand-to-hand in the same round. A soldier must be active to attack hand-to-hand. Any soldier can defend himself if attacked.

CASES

[17.1] Moving Adjacent to the Enemy
A soldier must check for panic before moving adjacent to a healthy or wounded enemy (see 24.0, Panic). If the check succeeds, the soldier may move adjacent to the enemy soldier. If the check fails, the soldier may continue moving but cannot move adjacent to any healthy or wounded enemy during that round. A panic check is not required to move from one hex that is adjacent to an enemy soldier to another hex that is adjacent to the same enemy.

Whenever a man moves adjacent to a healthy, wounded, or incapacitated enemy, he must stop moving immediately. Two men are not considered adjacent if they are separated by an elevation level or by a wall that does not contain a window, a door, or a breach. Killed enemy soldiers are ignored, except for the +1 movement point penalty to enter their hex.

A man adjacent to an enemy soldier at the beginning of a round can move into the enemy’s hex. The active player again makes a panic check. If it succeeds, the soldier enters the enemy’s hex. Both soldiers immediately fall prone and are considered unarmored for hand-to-hand combat. If the die roll is less than the soldier’s panic rating, the soldier may not enter the enemy’s hex, but does not panic.

[17.2] Hand-to-Hand Combat Procedure
Find the attacker’s weapon listed across the top of the Hand-to-Hand Modifiers table and the defender’s weapon listed down the side. Cross-reference to find the modifier. Add any additional modifiers that apply, listed beneath the table. Roll two dice, adding the final modifier to the result, and cross-reference it with the attacker’s weapon on the Hand-to-Hand Fighting table. Apply the result immediately.

The presence of two or more attackers does not influence the dice roll; each attack is resolved individually.

Hand-to-hand fighting is always voluntary. A soldier is not required to attack simply because he is adjacent to or in the same hex as an enemy soldier.

A soldier with a prepared grenade is considered unarmored in hand-to-hand combat.

Men can fight across doors and windows, with one exception: no hand-to-hand fighting is allowed between a man inside a pillbox and a man outside a pillbox.

If the two fighters are in the same hex, both are considered unarmored for hand-to-hand fighting.

[17.3] Hand-to-Hand Combat Results

KD—The defender is knocked prone. If already prone, treat as no result.
W—The defender is wounded.
I—The defender is incapacitated.
K—The defender is killed.
F—The attacker is disarmed. Place an Unarmed marker on the soldier. He may pick up his weapon by rearming in the same hex.

[18.0] Rifle Grenades
A special type of defensive grenade can be mounted on BR and SR weapons: a rifle grenade. A rifle grenade can be fired further and more accurately than a hand grenade can be thrown. All riflemen are assumed to carry an unlimited number of rifle grenades.

CASES

[18.1] Preparing a Rifle Grenade
A soldier must be active to prepare a rifle grenade. The owning player rolls one die. If the result is one or two, the soldier prepares a rifle grenade; place a Rifle Grenade marker on the soldier. If the result is three or more, the soldier does not get his grenade prepared; may not perform any other task that round; has unloaded his rifle anyway. Place an unloaded marker on the soldier. This marker can be removed by reloading or by successfully preparing a rifle grenade.

A wounded, panicked, or stunned man cannot prepare a rifle grenade.

[18.2] Firing a Rifle Grenade
A prepared rifle grenade is used like a normal rifle in all ways except that it is fired at a target hex rather than an enemy soldier. It can be fired using direct fire, quick fire, or opportunity fire. An enemy need not be sighted to use a prepared rifle grenade except as opportunity fire.

A fired rifle grenade may scatter. Consult the Rifle Grenade Line of the Scatter table. The dice roll is modified by the firer’s fire ability. Double the actual range for purposes of range limitation and scattering if the rifle grenade is being quick-fired. The modified range cannot exceed 50 hexes.

[18.3] Effect of a Rifle Grenade
A rifle grenade detonates with exactly the same effect as a defensive hand grenade except that a rifle grenade explodes upon impact. Determine the effect of the burst immediately rather than waiting until the end of the round.

[18.4] Restrictions
A man need not fire a rifle grenade immediately after preparing it. He may carry it prepared for any number of rounds or turns. While he does so, however, his rifle cannot be used for normal fire. In hand-to-hand fighting, treat him as if armed with a machine gun.

After firing the rifle grenade, a man is considered unloaded. He must reload before using his weapon normally.

[19.0] Grenade Launchers
The grenade launcher (“thump gun”) fires a 40mm shell with fair accuracy out to about 300 meters. The shell has the explosive and fragmentation power of a defensive hand grenade, explodes on impact, and arms itself after about 30 meters of flight.

CASES

[19.1] Using a Grenade Launcher
The grenade launcher is fired like a rifle grenade. The firer may use direct, quick, or opportunity fire. The target must be a particular hex. Each round may scatter; consult the Grenade Launcher line of the Scatter table. The round
[19.2] Restrictions
A grenade launcher has a magazine capacity of one round. It becomes unloaded every time it is fired. The soldier must reload before firing again.

The minimum range at which the grenade will arm itself and explode is 15 hexes. A man with a loaded grenade launcher can fire it at an enemy soldier within 14 hexes but the shot is treated as normal rifle fire with firepower of five.

[19.3] Japanese Grenade Launchers
The Japanese grenade launcher ("knee mortar") was a very simple, inaccurate device. Always subtract 2 from the dice roll when determining whether the shot scatters. The knee mortar cannot be fired at any target closer than 15 hexes.

In some scenarios (those set in contemporary Europe), U.S. soldiers will be assigned M709 grenade launchers. The M709 grenade launcher attaches to the M16 rifle beneath the barrel. M709 grenade launchers become unloaded after each shot, but the soldier can fire his rifle without reloading (assuming the rifle is not also unloaded). Use a "GL UNL:" marker to indicate soldiers with unloaded M709 grenade launchers but loaded rifles. If both weapons are unloaded, only one can be reloaded per round.

[20.0] Satchel Charges
A satchel charge is a bag of explosives. When detonated in a confined space its concussive blast is extremely lethal and destructive. When detonated in the open its lack of fragmentation reduces its lethality.

CASES

[20.1] Preparing a Satchel Charge
A satchel charge can be carried by any man except one armed with a flamethrower. A player should indicate on his squad roster which man is carrying a satchel charge. Don't place a satchel charge counter on the map until the soldier prepares the satchel charge.

Preparing a satchel charge takes one complete round. The carrying man can do nothing else during the round of preparation.

The fuse may be set to explode in the Satchel Charge Explosion phase of the first or second following turn. The player notes this on his roster and reveals it at the appropriate time. Be sure to count the turns as they go by.

A satchel charge can be thrown up to 10 hexes. The actual range is doubled for purposes of scattering and range limitations if the thrower is prone or wounded (quadrupled if he is both prone and wounded). The modified total cannot exceed 10. Consult the Satchel Charge line of the Scatter table for the chance to scatter.

A stationary man can place a satchel charge in the hex he occupies. A moving man can drop it in any hex he moves through.

[20.2] Effect of a Satchel Charge
An exploding satchel charge has a burst radius of 10 hexes. Consult the Satchel Charge line of the Burst table and resolve the attack against every man, friendly or enemy, within the burst radius. Each man attacked by the blast is stunned unless the dice roll on the Combat Results table is a 2 or 3.

When a satchel charge explodes inside a pillbox, building, or vehicle, add 2 to the combat resolution dice rolls.

A satchel charge creates a breach in any wall hexside that forms part of the detonation hex. A breach is treated as a door. The charge also blows a hole in the floor of the hex it occupies, unless that hex is a staircase or has no open room beneath it. Soldiers can jump through this hole. A hole hex costs one additional movement point to enter. Place appropriate breach markers.

A man directly on the opposite side of a wall or directly beneath an exploding satchel charge is attacked as if the wall or floor was not there. A satchel charge can affect a tank. If it explodes directly adjacent to or on top of a tank, consult the Satchel Charge line of the appropriate Vehicle Damage table. If the satchel charge explodes underneath the tank (possible only if the tank moved over the already-placed charge), the tank is automatically immobilized.

If a satchel charge explodes directly adjacent to, underneath, or inside an APC, half-truck, or truck, the vehicle is automatically immobilized. All personnel inside a truck are affected as though the truck wasn't there. All personnel inside a half-truck or APC suffer burst results only if the charge explodes inside the vehicle or if they are sighting or exposed. Otherwise, all occupants are stunned.

[20.3] Effect of Satchel Charge on a Pillbox
A man who is directly adjacent to a pillbox firing slit or door, or who is lying or standing on top of a pillbox, can automatically insert a satchel charge into the pillbox. A man who is two or three hexes from the pillbox can throw a satchel charge through the door, but the attempt is subject to scatter. Satchel charges cannot be thrown through firing slits.

A man behind a pillbox can toss a satchel charge back out if he is active and he doesn't panic. Make a panic check for the man immediately. If he passes, he tosses the charge back out the same door or firing slit into the adjacent hex. If he fails, he panics.

A satchel charge that explodes outside a pillbox has no effect on anyone inside the pillbox, and vice versa.

Add 2 to the combat resolution dice roll when a satchel charge explodes inside a pillbox.

[21.0] Exchanging Weapons
Two friendly soldiers can exchange their weapons by spending one round in the same hex. Indicate on your squad roster that the two men have exchanged weapons by switching their ID numbers. Switch all of the soldiers' status markers also; wounds, ability ratings, and prone markers stay with the man, not the weapon.

At least one of the exchanging soldiers must be wounded, incapacitated, or killed. Two healthy men cannot exchange weapons.

CASES

[21.1] Non-Exchangeable Weapons
All individually carried weapons can be exchanged except flamethrowers. Soldiers may never use an enemy weapon.

[21.2] Exchanging with Killed or Incapacitated Soldiers
One of the exchanging men may be a killed or incapacitated man. Only the conscious man need be active to exchange weapons.

[22.0] Leaders
A leader's function is to eliminate or reduce the effects of panic and isolation and coordinate the efforts of his men.

Each squad is allowed two leaders.

CASES

[22.1] Designating Leaders
Each side chooses three soldiers per squad who may be leaders. These three are placed in an opaque container and drawn randomly, one at a time. The first drawn is the squad leader, the second drawn is the assistant squad leader. The third is not a leader. The two leaders' identities are recorded on the roster and kept secret from the opponent until the soldier acts as a leader.

[22.2] Effect on Activation
If a leader is active, any other friendly soldier satisfying either of the following conditions also becomes active regardless of his activation rating.

1. The soldier is in the same room with the leader. Two men are in the same room if a path of hexes can be traced from one to the other without crossing any walls, doors, windows, breaches, or elevation levels.

2. The soldier is within eight hexes of a standing leader or three hexes of a prone leader and can trace a line of sight to him. When tracing this line of sight the soldier is allowed a 360-degree field of vision. (In other words, he could see his leader if he were looking in the right direction.)

[22.3] Restrictions
A leader's effect applies only during a round when the leader is active.

A leader cannot activate other soldiers if he is panicked.
A leader’s effect is judged at the beginning of the round. He cannot move to a better position before activating other soldiers.

A leader can activate only as many friendly soldiers as the number on the current activation chit. For example, if the current activation chit is 5, the leader can activate three other soldiers besides himself.

A leader can perform any movement task during a round when he activates other soldiers. The leader cannot perform a preparatory or combat task unless all soldiers he activates perform the same task as the leader.

A leader must be armed with an R, MP, P, or SG type weapon. A soldier with any other type of weapon cannot be a leader. A leader could exchange his weapon for a different type during the scenario according to rule 21.

### [22.4] Effects of a Leader Casualty

The squad leader acts as the only leader until he is removed (by being killed or incapacitated). The assistant squad leader has no effect as long as the first leader is in command. The assistant squad leader takes over when the squad leader is removed. If the assistant squad leader is removed, the squad is left without any leader. Wounds, panic, and stun do not shift command to a new leader.

A new leader can take over only during the Recovery phase of a turn. A squad whose leader is removed is without a leader until the Recovery phase of the next turn.

Every time an acting leader is wounded, incapacitated, or killed, two preservation chits are drawn (see 25.0, Preservation).

### [23.0] Isolation

Soldiers function much better in groups than alone.

#### CASES

#### [23.1] Definition of Isolation

A man is isolated unless he can fulfill at least one of the following conditions:

1. He can trace a line of sight to any friendly, standing man within eight hexes or any friendly, prone man within three hexes.
2. He is inside a building and can trace a path no more than five hexes long between himself and any other friendly man without crossing more than one door, window, interior wall, and/or elevation level.
3. He is outside a building and can trace a path no more than three hexes long between himself and any other friendly man without crossing more than one door, window, or wall.

A man is allowed a 360-degree field of vision when determining isolation. Also, only healthy or wounded men are considered; incapacitated or killed friendly men are ignored. Panic and stun have no effect on isolation.

#### [23.2] Effects of Isolation

An isolated man’s activation rating is increased by 2 when performing any combat task. Isolated soldiers with modified activation ratings higher than 6 cannot perform any combat tasks. For example, an isolated man with an original activation rating of 3 cannot perform direct fire unless the current activation chit is a 5 or 6.

Isolation does not affect opportunity fire or the placement of sighting markers during the Initial Sighting phase.

### [24.0] Panic

When the stress and fear of combat build up to an unbearable level, soldiers panic. A soldier’s panic rating is a measure of how willing he is to risk his life doing his job. (Low panic ratings do not necessarily correspond to low activation ratings, and vice versa. In many cases, the most seasoned soldiers are also the quickest to hit the dirt, while the rookies are too green to understand how immediate their danger is.)

To check for panic, the player rolls one die. If the number rolled is less than the soldier’s panic rating, the soldier panics. If the number rolled equals or exceeds the soldier’s panic rating, the soldier does not panic.

#### CASES

#### [24.1] When to Check for Panic

A soldier must check for panic in all of the following situations:

1. A soldier must check for panic when he is wounded or when a panic check is called for by the Combat Results table.
2. A soldier must check for panic when another friendly man in his line of sight, adjacent to him, or in the same room with him gets wounded, incapacitated, or killed.
3. A soldier must check for panic just before moving adjacent to an enemy soldier and before moving into the same hex as an enemy soldier. A soldier who fails this check doesn’t panic, but he cannot enter the hex.
4. A soldier must check for panic before moving if he intends to enter a line of fire from a machine gun or automatic rifle that is performing opportunity fire (see 12.8, Automatic Weapons). A soldier who fails this check doesn’t panic, but he cannot perform any other task that round.
5. All soldiers must check for panic the first time in the scenario that a shot is fired or a grenade explodes. Only the soldier who fired the shot or threw the grenade is exempt from this check.

Resolve all attacks from a multi-target shot or an explosion before making any panic checks. Some soldiers may need to make several panic checks as the result of a single attack.

If a soldier panics, he ignores further checks triggered by the same attack. For example, a soldier who sees a friendly man get wounded by a grenade and then receives a P result from the same blast must check twice. If the first check causes him to panic, the second check is not required.

### [24.2] Panic Modifiers

If the soldier is already panicked, subtract 1 from the die roll. (This modifier does not apply when the soldier is trying to recover from panic, but only when making additional panic checks called for by combat results).

If the panic check was called for by a P1 or P2 combat result, subtract the indicated number from the die roll.

These modifiers are cumulative.

### [24.3] Effects of Panic

If the difference between the soldier’s panic rating and the modified die roll is 1 or 2, the panicked soldier drops prone immediately (without changing facing). Any movement, evasion, sighting, exposed, Quick Throw Prepared, or Quick Fire Prepared markers are removed. A Panic marker is placed on the soldier.

If the difference between the soldier’s panic rating and the modified die roll is 3 or more, the soldier bolts. The owning player rolls one die and consults the scatter diagram. The soldier runs in the indicated direction or in either of the adjacent directions, at the owning player’s option. After picking a direction the player rolls the die again to determine how many hexes (not movement points) the soldier moves. The soldier can cross door, window, and breach hexes. He will not cross solid wall or parapet hexes. The soldier drops prone at the end of this move (with any facing the player desires). Place a Panic marker on the soldier.

**EXAMPLE:** A soldier has a panic rating of 4. The player checking for panic rolls a 1, so the soldier bolts. The player rolls a second time and the result is 1. The panicked soldier can bolt in direction 6, 1, or 2. The player chooses direction 2 because that will take the soldier through a doorway into a building. He rolls again and the result is 4. The soldier runs four hexes and then drops prone. If he had run into a wall before moving four hexes, he would have stopped and dropped prone in the last open hex.

A soldier can bolt regardless of whether he was standing or prone.

Note that a soldier who bolts can remain in the same hex if the player chooses to send the soldier in a direction that is blocked by an impassable hexside. This occurs most frequently in pillboxes, tanks, and vehicle cabs.

A panicked soldier can do nothing except defend himself against hand-to-hand attacks.

### [24.4] Recovering from Panic

During the Recovery phase, remove the panic marker from a panicked soldier who is in the same room as his leader, or within three hexes of his leader and not separated from him by any walls. If either of these conditions applies, then roll one die for the panicked soldier. If the result is equal to or greater than his panic rating, he recovers; otherwise, he remains panicked. The -1 die modifier for being panicked does not apply to this die roll.

A leader can rally his men even if he was panicked or stunned himself at the start of the
Recovery phase, as long as he recovers first. An incapacitated leader cannot rally anyone. An assistant squad leader can rally soldiers in the Recovery phase of his first turn as leader.

Some soldiers may rally during the Operations phase. If a panicked soldier’s activation rating is exactly equal to the number on the current activation chit, that soldier can try to recover from panic. Make a normal panic check for the soldier; if the check succeeds, then the soldier recovers. The soldier cannot perform any other tasks during this round. A leader has no effect on this die roll. Only soldiers controlled by the acting player are entitled to make this check.

A soldier who recovers from panic is prone.

[25.0] Preservation

A group of men can endure combat for only so long before saving themselves becomes their overwhelming interest to the exclusion of any military objective. When a group reaches this point it is said to have reached its preservation limit. The preservation limit of any group of soldiers varies according to their determination and the situation in which they find themselves.

At the beginning of the game, place the 20 preservation chits in an opaque container (the ‘preservation cup’). Place the container to the side of the map where it is handy to both players. Be careful not to confuse the preservation cup with the players’ activation cups.

CASES

[25.1] The Preservation Limit

Each side’s preservation limit is defined by the scenario.

Whenever a man is wounded, incapacitated, or killed, the controlling player draws one preservation chit from the cup. Multiple effects against a single soldier in a single round cause only one preservation draw; additional chits are not drawn if a man is hit more than once in one round. Additional chits are drawn if a wounded man is incapacitated or killed in a later round.

The player keeps his chits face down. When their total reaches or exceeds his side’s preservation limit, his soldiers are subject to preservation effects.

[25.2] Preservation Effects

Preservation effects begin immediately when a side reaches its preservation limit.

Once a force reaches its preservation limit, the activation rating of all friendly soldiers is increased by 2 for any combat or preparatory task except reload and rearm. A soldier with an unmodified rating of 5 or 6 can only perform movement tasks, reload, rearm, and defend himself in hand-to-hand combat (exception: A soldier who is being activated by his leader can perform any task that his leader is eligible to perform).

It is possible for both sides to reach their preservation limits.

A player need not announce that he has reached his preservation limit. (It probably will be obvious to an astute opponent, however.)

[26.0] Scenarios

This completes the Intermediate rules. Players are urged to play the Patrol scenario using all Basic and Intermediate rules before proceeding to the Advanced rules and more complicated scenarios.

PART 3: ADVANCED RULES

[27.0] Fortifications

Five types of fortifications are used in the game: pillboxes, foxholes, craters, nests, and barbed wire.

CASES

[27.1] Pillboxes

Pillboxes are bunkers built of logs or cement. They are enclosed on all sides and the top, but have two adjacent firing slits and a door.

Pillboxes are deployed at the beginning of a scenario, before play begins. Once placed they cannot be moved. Pillboxes cannot be built during a scenario.

The terrain in a hex containing a pillbox is automatically clear, regardless of what is printed on the map.

The maximum number of men allowed inside a pillbox is three. In addition, up to three men may be in the pillbox hex but outside the pillbox. They are on top of the pillbox (in clear terrain).

Two pillboxes can be placed adjacent to each other forming one large bunker. All four firing slits must be on adjacent hexes. Up to three men can occupy each hex of the bunker. Soldiers can move freely from one hex of the bunker to the other; there is no wall between them.

Only one man may fire or sight across a single firing slit or door at a time. All three men in the pillbox can fire and sight, but each must be facing a different firing slit or door.

A man firing out of a pillbox has a restricted field of fire; see the Fields of Fire diagram.

A man inside a pillbox cannot be attacked from outside unless he has an exposed marker. He can only be seen and attacked by soldiers within his field of fire. This restriction applies to all attacks: direct fire, opportunity fire, and explosions (Exception: see 30.3). When an enemy soldier fires into a pillbox across a firing slit or door he can only hit the soldier who is exposed across that same slit or door hexside. Anyone else inside the pillbox is completely protected from that attack.

A soldier inside a pillbox is stunned by an explosion outside the pillbox only if he is sighting or exposed and the combat resolution dice roll is a 7 or higher.

Soldiers inside a pillbox cannot fire rifle grenades, flamethrowers, or rocket launchers. They cannot throw grenades out firing slits, but they can drop grenades through firing slits into the adjacent hex. Grenades can be thrown out the door. When a man inside throws a grenade out the door, the actual range to the target is doubled for purposes of range limitation and scattering.

Men firing or throwing from inside a pillbox must be standing.

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A grenade or satchel charge can be dropped into the pillbox by men on top of the pillbox. A grenade can be thrown through a firing slit or door from an adjacent hex but is subject to scatter.

A soldier inside a pillbox can try to toss an enemy explosive back out. The soldier must not be wounded, stunned, or panicked, and he must not have a quick fire, quick throw, or prepared grenade marker. The soldier then makes a panic check. If he passes, the explosive goes back out the opening it came in, landing in the adjacent hex. If the soldier fails his panic check, he panics and the explosive remains inside (unless another man is eligible to toss it out and does not panic).

Add 2 to the combat resolution dice rolls when a satchel charge explodes inside a pillbox.

Crossing the door hexside of a pillbox costs four additional movement points. Firing slit hexsides cannot be crossed. The inside of the pillbox is considered clear terrain. Men from either side may enter the pillbox, so long as it never contains more than three men. Soldiers must make panic checks before moving adjacent to or entering an enemy-occupied pillbox (see 24.1). A pillbox blocks line of sight through its hex. [27.2] Craters and Foxholes

Foxholes are small holes or shallow slit trenches dug by soldiers. Foxholes are placed at the beginning of the scenario. Craters are holes created by artillery. Functionally, craters and foxholes are identical; only their origins are different.

No more than one crater or foxhole can be placed in a hex. When artillery is in use, additional rounds hitting a cratered (or foxholed) hex do not create more craters.

If more than one man occupies a crater or foxhole hex, both men are in the same hole. A grenade or satchel charge never negates the defensive multiple of a foxhole or crater. A soldier receives the defensive benefit from his foxhole or crater even if the explosion occurs in the same hex.

A prone soldier in a crater or foxhole is completely concealed unless he has a sighting or exposed marker. A standing soldier cannot be concealed in a foxhole or crater, but he still receives his defensive benefit. [27.3] Barbed Wire

Barbed wire can be deployed by the defender at the beginning of some scenarios. If the defender (Bravo player) has mines, he can exchange any number of mine hexes for an equal number of barbed wire hexes.

Barbed wire restricts movement. A soldier must stop moving as soon as he enters a barbed wire hex. The soldier cannot leave the hex unless the player rolls a 1 on one die. On any other result, the soldier remains stuck on the wire.

If a soldier in the wire hex falls prone he forms a bridge across the wire. Other friendly soldiers can move through the hex freely, ignoring the wire. The player must roll a 1 on one die to get the bridging soldier out of the wire.

Wire can be destroyed (and its marker removed) by an exploding satchel charge or artillery shell in the same hex or by the passage of a tank or APC through the hex.

[27.4] Nests

A nest is a small stone, log, or sandbag strongpoint similar to a pillbox but without a roof. It is large enough for three men. A nest can provide all-round cover over only two sides. The type is specified by the scenario.

A nest can be placed anywhere except in a hex with another fortification. If placed in a window or door, only the nest’s defensive multiple applies; the window or door multiple is ignored. A nest provides complete concealment. A prone soldier inside a nest is too far below the top of the nest to fire or throw at targets outside the nest. A prone soldier can drop a grenade into a hex adjacent to the nest without exposing himself to fire and with no chance for the grenade to scatter. A standing soldier in a nest is completely concealed unless he has a sighting or exposed marker.

Grenades and satchel charges cannot scatter into nests across protected hexsides. Grenades that explode inside a nest negate the defensive multiple of the nest. Grenades and satchel charges cannot be thrown (in either direction) through windows and doors protected by nests; neither can rifle grenades be fired through them.

[28.0] Rocket Launchers

Rocket launchers in the form of the bazooka or panzerfaust appeared in the later years of World War II. These weapons—simple rockets with shaped-charge warheads—gave infantry the means to attack armored vehicles and fortifications which were otherwise unsalvageable.

CASES

[28.1] General Use

Rocket launchers are fired as direct or opportunity fire. Only a tank, APC, or truck can trigger opportunity fire from a rocket launcher.

A rocket launcher is fired just like a rifle grenade. Consult the Rocket line of the Scatter Table. Like a rifle grenade, a rocket can be fired into any hex in the firer’s line of sight, regardless of whether it contains a visible enemy.

If the rocket scatters beyond the target, trace a line of fire from the firer’s hex to the indicated scatter hex. The rocket detonates in the first obstructed hex or hexside crossed by the line of fire. If that hex is part of a target vehicle, the rocket has no effect; it is a complete miss or a dud. If the line of fire crosses no obstructions, the rocket detonates in the indicated scatter hex. A rocket can scatter beyond a pillbox or vehicle, but if it scatters beyond a building hex it strikes the building one elevation level above the target hex.

[28.2] Effect Against Personnel

A rocket that hits anything other than a vehicle, building, or pillbox has an effect identical to a rifle grenade. If the rocket hits a vehicle or building, the blast cannot affect anyone who is not inside the target. If a rocket hits a pillbox that has men on its roof, the men on the roof are attacked as if by a rifle grenade (this is in addition to any effect on the pillbox itself).

[28.3] Effect Against Buildings and Pillboxes

A rocket affects a building or pillbox only if it hits it. A rocket which hits a pillbox attacks each man inside the pillbox once on the 7 column of the Fire Attack Results table. Everyone inside is automatically stunned and the pillbox fills with smoke. A rocket which hits a building is treated the same as an offensive grenade scattering against the wall. Three hits from a rocket launcher against the same wall hexside create a breach (exception: a German one-shot rocket launcher—the panzerfaust—creates a breach with a single hit).

[28.4] Effect Against Vehicles

If a rocket hits a vehicle (tank, APC, or truck), determine whether it hits the front, side, or rear of the vehicle (see Vehicle Hit diagram). Consult the appropriate line of the Vehicle Damage table to determine the effect of the hit.

[28.5] Restrictions

A rocket launcher can be fired only once. Exception: see below. Afterward the firing soldier is unarmored. The soldier can rearm with a rifle, either before or after firing the rocket launcher. If he rearms before firing the rocket, the rocket launcher is slung and can still be used (the soldier must rearm again to prepare the rocket launcher).

American, British, and Soviet rocket launchers in World War II and Korean War scenarios can be reloaded. The launcher is unloaded after firing. The firer can reload if active and if the player rolls 1 or 2 on one die. If a second soldier is acting as a loader, reloading is automatic but still takes one round. A loader must be in the same hex facing the same direction as the rocket launcher man. The loader becomes active with the rocket launcher man, regardless of his activation rating. A loader can perform no other tasks that round and is considered unarmed after loading. Soldiers carrying reloadable rocket launchers do not carry rifles and cannot rearm.

A rocket launcher cannot be fired from inside a building unless there are at least three clear hexes directly behind the firer. All three hexes must form a line extending straight out behind the rocket launcher. Doors and windows are not considered clear hexes.

[29.0] Flamethrowers

A player with a rocket launcher in his force can substitute one rocket launcher-equipped man for a man with a flamethrower.
[30.0] Artillery and Mortars

In some scenarios one or both players have the use of off-map artillery. Artillery comes in four sizes:
- **Light** = 75mm artillery, 81mm-90mm mortars
- **Medium** = 84mm-122mm artillery, 105mm-120mm mortars
- **Heavy** = 140mm-175mm artillery, 150mm rockets
- **Super Heavy** = 203mm-240mm artillery, 210mm rockets

There is no difference between artillery, mortar, and rocket fire. The terms are used interchangeably.

**CASES**

[30.1] Artillery Employment

Artillery fire can be either planned or called.

**Planned Artillery**: Target hexes and turn of impact must be written down before the scenario begins. Any hex on the map can be targeted. Any number of rounds can be plotted for a turn. Once the game begins, the artillery targets and schedule cannot be changed. Note the information for each turn on a separate slip and show the appropriate slip to your opponent when the artillery impacts.

**Called Artillery**: A target hex must be plotted beforehand for each round of called artillery, but it can be requested during any Artillery Impact and Satchel Charge Explosion phase. The artillery arrives on the following turn. A player who is given called artillery by a scenario can substitute planned artillery for it, round for round.

[30.2] Artillery Scatter

Artillery scatter is determined to the same as grenade scatter. The scatter coefficient is determined by the weight of the artillery.

[30.3] Artillery Effects

Artillery acts like a huge fragmentation grenade explosion. Consult the Burst and Combat Results tables to determine its effects on soldiers inside the blast radius. Artillery also creates a crater in the impact hex.

A light artillery round striking a pillbox attacks the occupants directly with a blast of 15. A medium, heavy, or superheavy round striking a pillbox automatically obliterates it and its occupants (regardless of whether the occupants were sighting or were exposed), as well as killing any men on top of the pillbox; such fire also creates a crater in the hex. An artillery round which does not strike the pillbox directly has no effect on the pillbox (exception: superheavy artillery destroys everything, including pillboxes, within three hexes).

An artillery round striking a building or a hex adjacent to a building acts like a satchel charge, creating a breach in the roof and adjacent walls. It then attacks soldiers on the other side of the roof or walls as if they were in the open.

A light artillery round hitting a tank has no effect on the tank but the crew members must make panic checks. A direct hit from a medium artillery round is treated like a hit from a light tank gun on the vehicle's top armor. A heavy artillery round is equivalent to a medium tank gun. A superheavy round destroys the tank and kills its crew. Soldiers riding on the tank are affected by any hit as though they were standing in open terrain. The commander may be injured if the vehicle is unbuttoned (he still receives a defense multiple of 2).

An APC or truck hit by any artillery round is destroyed and its crew and passengers are attacked as if they were standing in open ground.

In moderate or dense terrain, light and medium artillery landing in rough #2 hexes detonates at tree-top level. Tree-top bursts do not create craters and reverse the defense multiples for standing and prone targets; i.e., standing targets are considered prone and prone targets are considered standing when determining their defense.

[30.4] Smoke

Smoke rounds can be substituted for any other type of artillery when the round is plotted or requested. These have the same effect as smoke grenades.

[30.5] Limitations

Artillery rounds that scatter off the map are complete misses and have no effect.

Artillery does not discriminate between friends and enemies. Every eligible target within the burst radius is attacked, whether friendly or enemy.

[31.0] Mines

The defending player receives mines in some scenarios. Two types of mines are available: anti-personnel and anti-vehicle.

**CASES**

[31.1] Placing Mines

Mines are not represented on the map by counters. Their locations are recorded secretly by the owning player and revealed only when a soldier enters a mined hex. Any number of anti-personnel mines can be placed in an outside hex. One anti-personnel mine can be placed in an interior hex. Only one anti-vehicle mine can be placed in a hex.

[31.2] Anti-Personnel Mine Effects

An anti-personnel mine may be triggered whenever any man, whether friendly or enemy, enters the hex containing it. The defending player rolls one die for each mine in the hex; the mine explodes on a roll of one, two, or three. An anti-personnel mine has the same effect as an offensive hand grenade. If more than one mine detonates, resolve each attack separately.

Anti-personnel mines have no effect on vehicles but may be detonated by vehicles moving through the hex.
[31.3] Anti-Vehicle Mine Effects
An anti-vehicle mine detonates on a die roll of 1-4 when a vehicle first enters the mined hex. Only one die roll is made for the vehicle, no matter how many hexes of the vehicle cross the mined hex. If the vehicle leaves the mined hex and later returns, another die roll is made.

If a tank detonates an anti-vehicle mine, the tank is immobilized and all crew members must make panic checks. If the mine is detonated by an APC or truck it is immobilized and all the men inside are attacked as if a grenade had exploded inside the vehicle in the hex occupied by the mine.

[31.4] Clearing Mines
A mine is consumed when it explodes. A mine is destroyed if artillery lands in its hex or a satchel charge explodes in its hex. The artillery or satchel charge must be in the same hex as the mine to detonate it (Exception: a super-heavy artillery round destroys all mines in its impact hex and the six surrounding hexes).

[31.5] Claymore Mines
The claymore mine was developed by the US army to counter human wave attacks. It is a convex-shaped explosive charge with ball bearings lining the convex face. When detonated it blasts an expanding cone of ball bearings in a specific direction.

Claymore mines are deployed secretly, like other mines. Unlike other mines, they must be oriented toward a specific hexside.

A claymore mine can be detonated by a friendly soldier who has been designated as the detonator by the player. The detonator must have a clear line of sight to the mine hex. He cannot perform any other task during the impulse when he detonates the mine. If the detonator is killed or incapacitated, another friendly man can move into his hex and detonate the mine after exchanging weapons with the detonator. The detonator cannot move until the mine is detonated.

A claymore mine can also be detonated by a trip wire. The player chooses one hex in the claymore’s blast cone as the trip wire anchor hex. A straight line from the anchor hex to the mine hex forms the trip wire. Whenever a man enters a hex intersected by this line, roll one die. If the result is 1, 2, or 3, the mine detonates.

If the mine initiates contact, all moving men must be advanced to the positions they would occupy at the moment of detonation.

The blast cone of a claymore mine is shown in the Claymore Mine diagram. Each man in the cone is attacked by the blast strength printed in the hex he occupies. This blast is compared to the defense multiple of the terrain and a normal fire combat result is determined for each man. Movement has no effect on the blast. All men caught in the blast cone are stunned regardless of whether they were injured.

Claymore mines have no effect on vehicles. Exposed commanders and men in trucks are attacked. Commanders receive the protection of their vehicles, but men in trucks have no cover.

[31.6] Booby Traps
A mine placed inside a building is a booby trap. Any number of interior hexes can be mined, but only one mine can be placed per hex. (Note that different levels of the same hex are considered different hexes.)

A mine that detonates inside a building is the same as an offensive hand grenade. It cannot penetrate floors, ceilings, or walls.

[32.0] Sniper Fire
Sniper fire is a special danger for men entering a town held by the enemy. Those men may be shot at by enemy sharpshooters they cannot see.

CASES

[32.1] Restrictions
Sniper fire is a special type of opportunity fire. It is executed exactly like opportunity fire with the following exceptions:

- Sniper fire may only be used by a player whose forces begin the game deployed on the map.
- Snipers must be designated at the beginning of the game, before enemy men enter the map. Any number of men can be designated as snipers. The location and facing of a sniper is written down and not revealed to the enemy until the sniper is spotted.
- No soldier can execute sniper fire once he has moved, changed facing, or been spotted by the enemy. A player can discard a soldier’s sniper status at any time and treat him as a regular soldier.
- A sniper can be armed with any weapon except a flamethrower, a grenade, or a satchel charge. He can use rifle grenades.

[32.2] How to Execute Sniper Fire
A sniper is treated as if he has a permanent sighting marker: he is always eligible to perform opportunity fire, for as long as he retains his sniper status.

Sniper fire must be aimed at one particular target hex. The player must designate this hex secretly in writing before the enemy enters the map. Each sniper can aim at a different hex.

A sniper’s field of fire consists only of his target hex and the six adjacent hexes. He can fire any time he has a target in his field of fire; he doesn’t need to wait for a normal opportunity fire trigger. For example, a sniper could fire at an enemy soldier in his field of fire during an enemy round even if that soldier was not active. His presence is enough to trigger sniper fire.

A sniper’s firepower is not halved (as in normal opportunity fire) when he fires into his target hex. His firepower is halved if he shoots into any of the six hexes adjacent to his target hex (if he is using a rifle grenade or rocket launcher, the range is doubled to the six surrounding hexes).

A sniper can shift his aim to an adjacent hex every impulse that he is active. This is the only action he can take that impulse. This is the only way a sniper can shift his aim.

[32.3] Sighting the Sniper
A sniper’s position is not necessarily revealed when he shoots.

If the sniper fired a BR, SR (or AW as an SR), SG, or rifle grenade, the player only needs to tell his opponent which hexside the shot crossed on entering the enemy hex. If the sniper fired an AW, MP, AR, MG, or RL, he is spotted (his counter is placed on the map and he is no longer a sniper).

A sniper is spotted as soon as he performs any task other than reload, prepare rifle grenade, or opportunity fire. Shifting his aim does not cause him to be spotted. He does not need to sight; he is always eligible to perform opportunity fire.

A sniper is spotted if an enemy soldier moves within 10 hexes with a clear line of sight to the sniper’s position.

[33.0] Body Armor
Ballistic cloth body armor protects a soldier’s torso and abdomen from shrapnel and small-arms fire. It has been in limited use since the 1950s.

CASES

[33.1] Availability
Body armor can be worn by any US or NATO soldiers in Korean War, Vietnam, or NATO scenarios. The player must specify before play begins whether his soldiers are wearing body armor. A force must be uniform; either everyone wears body armor or no one wears it. Once the game begins, the decision whether to wear body armor cannot be changed.

[33.2] Effects of Body Armor
A soldier wearing body armor has an innate defense multiple of two rather than one. This applies in all terrain and postures.

When a soldier wearing body armor is wounded, incapacitated, or killed, the player must draw one extra preservation chit: two chits for soldiers, three for leaders.

[34.0] Trucks and Armored Personnel Carriers
Trucks and armored personnel carriers (APCs) can be used to transport soldiers. APCs also carry a swivel machine gun, giving them substantial firepower of their own. APCs and trucks together are referred to as vehicles. Vehicles are represented on the map by playing pieces which fill six hexes: two hexes wide by three hexes long.

APCs used in World War II and the Korean War are open-topped halftracks. Post-Korean War APCs are completely enclosed.
CASES

[34.1] Vehicle Movement

A vehicle always moves straight ahead. Each move counts as one hex of the vehicle’s movement allowance. When the vehicle moves, its right front hex always enters the hex directly ahead. When the vehicle moves in reverse, its left rear hex enters the map hex directly behind.

A vehicle can change its facing 60 degrees (one hexside) each time it enters a new hex. Turning does not reduce a vehicle’s speed or cause it to move fewer hexes. When the vehicle turns, it can pivot in any of the three hexes along the side it is turning toward: i.e., when a vehicle turns left, it can pivot around its left front, left middle, or left rear hex. The player controlling the vehicle determines how it turns. The vehicle can turn only after moving forward (or in reverse), however; it cannot turn at the start of a round before it moves.

All of the vehicle’s hexes must conform to the hexgrid as the vehicle moves.

No part of a vehicle may ever overlap a hex inside a building. The vehicle is moving illegally if, at any time, there is a wall hexside between two hexes occupied by the vehicle. A vehicle is not hitting a building just because it is adjacent to and seems to be touching the side or corner of a building.

A vehicle moves whenever the commander is active (the machine gunner commands an APC, the driver commands a truck). A leader can activate a truck driver but not an APC commander.

Place a Moving counter on a vehicle when it moves. This counter remains in place until the next impulse when the driver is active. It is not removed automatically at the beginning of the next friendly impulse or the end of the turn.

There are four classes of vehicles, divided according to how the vehicle moves: wheeled road vehicles (or road vehicles), wheeled off-road vehicles (or off-road vehicles), halftracked vehicles, and tracked vehicles. Trucks are road vehicles. Jeeps, scout cars, and armored cars are off-road vehicles. Halftracks are self explanatory. Tanks and some modern APCs are tracked vehicles.

All vehicles have eight movement points per round. A vehicle always pays one movement point per hex entered. It can accelerate or decelerate as much as the phasing player wants in one round, provided the driver is active. In order to switch direction (forward/reverse), the vehicle must spend at least one round stationary (without a moving marker).

Certain classes of vehicles are prohibited from entering certain types of terrain:

- Road vehicles cannot enter rough #2 or cross slopes.
- Off-road vehicles cannot enter rough #2.
- Tracked and halftracked vehicles can enter any sort of terrain unless prohibited by special rules.

If two or more friendly vehicles are moving in a column, all of the vehicles can move when the lead vehicle moves, even if the drivers of the trailing vehicles are not active that round. Vehicles are moving in a column if:

- The distance between vehicles is no more than two vehicle lengths;
- The vehicles are following exactly the same path of hexes.

Activated soldiers can move simultaneously with a vehicle to take advantage of the cover it provides. To do so, the soldiers must be within two hexes of the vehicle. Rather than moving the vehicle its entire allowance, the vehicle moves one hex. Then the soldiers are moved. Then the vehicle is moved one more hex, and the soldiers move again. Continue this process until the vehicle and everyone following it are done moving. Soldiers need not move one hex at a time; a soldier can move one, two, or three hexes, or not at all. Players must keep careful track of how far each soldier moves during this procedure. The move can be interrupted by opportunity fire any time after all soldiers have caught up with the vehicle, but not between the vehicle’s move and the soldiers’ moves.

[34.2] Vehicle Crews

An APC has a two-man crew: the machine gunner/commander and the driver. A truck has one driver. These crew members are included with the vehicle and are not drawn from the player’s other squad members. Crew members are armed with pistols (P).

The driver of a vehicle rides in the front left hex. The commander in a halftrack rides in the middle left hex. The commander in an enclosed APC rides in the front right hex.

No soldier can exchange positions with an original crew member unless that crew member is incapacitated or killed. If an APC commander is incapacitated or killed, the driver becomes the commander.

[34.3] Transporting

The two front hexes of a vehicle form the cab and the four back hexes form the passenger section. Normal stacking restrictions apply in the passenger section. No stacking is allowed in the cab. A truck or APC, therefore, can transport up to 14 soldiers (two in the cab plus 12 in the passenger section).

When soldiers are riding in a vehicle, place their counters in the appropriate hexes on the vehicle piece. These counters move along with the vehicle as it moves.

[34.4] Mounting and Dismounting

Vehicles have doors on each side of the cab; these open to the side and rear (see Vehicle Hits diagram—cab doors open into the indicated hexes). Vehicles also have doors on the two rear hexes of the passenger section, opening into the two hexes directly behind the vehicle. Exiting a vehicle via the cab or rear doors costs two additional movement points.

Men in the passenger section of a truck or halftrack can leave the vehicle by climbing across the sides. This costs four additional movement points.

The cab and passenger section of an APC are not separated; the cab and passenger section of a truck are completely separate.

A soldier can leave a vehicle safely if its speed is zero. A soldier can also jump from a moving vehicle (speed one or more). This is identical to jumping down one elevation level and has the same restrictions and risks (see 10.3).

A soldier can mount a vehicle only if its speed is zero. This takes an entire round and expends the soldier’s entire movement allowance. The soldier must be adjacent to a door at the beginning of the round to mount the vehicle.

The inside of a vehicle is considered clear terrain for movement.

A soldier in a vehicle can be either standing or sitting. Standing up from a sitting position costs four movement points. Sitting is done the same as dropping prone, with the same restrictions. A soldier who is required to drop prone inside a vehicle sits instead; mark him as prone. All men in a vehicle must be seated until contact is made with the enemy (Exception: APC commanders may be standing).

[34.5] Opened Up and Buttoned Down

An APC operates most efficiently when the commander opens his hatch and has a clear view all around. This is called open configuration and is the APC’s usual condition. When danger threatens, the vehicle can be sealed against small arms and shrapnel at the cost of restricted visibility. This is called buttoned down and is represented by placing a Buttoned Down marker over the commander.

The activation ratings of APC crew members are increased by two when the APC is buttoned down. The commander cannot fire the swivel machine gun when the APC is buttoned down.

[34.6] Vehicles in Combat

The commander can fire the swivel machine gun only when the APC is opened up. This machine gun never becomes unloaded and never requires a loader. It can be fired in any direction the commander is facing.

Soldiers inside a truck or halftrack must be standing to perform any combat tasks. Soldiers inside an enclosed APC cannot perform combat tasks.

The commander of an APC can sight and perform opportunity fire only if the vehicle is stationary. If the vehicle moves (or has a moving marker), the commander loses his sighting marker.

Standing soldiers can fire and throw from a moving vehicle (assuming that the vehicle is not completely enclosed). The target receives a defense multiple of 10 against direct fire in addition to regular multiples. Subtract 4 from the scatter dice roll when a grenade is thrown from a moving vehicle. Soldiers in a moving vehicle cannot sight or perform opportunity fire.

Men inside a truck are always visible. Men in the passenger section of a halftrack can be seen from
[35.0] Tanks

Tanks are heavily armored vehicles that carry a large-caliber cannon. This main gun is mounted in a turret which can rotate to face any direction. The turret normally is pointed straight ahead. If it rotates, then the turret is represented by a counter which is placed on the tank in the middle right hex. All tanks also carry a swivel machine gun similar to an APC's and a coaxial turret machine gun. Tanks of World War II and Korean War vintage also carried a hull-mounted machine gun.

**CASES**

**[35.1] Tank Movement**

A tank can spend up to eight movement points during any impulse when the commander is active. All terrain except walls costs one movement point. Walls are impassable.

A tank moves exactly like a truck or APC.

**[35.2] Tank Crews**

Tanks in World War II and the Korean War had five-man crews. Post-Korean War tanks have four-man crews. Crew members come with the tank and are not drawn from other squad members. Tank commanders usually carry machine pistols (MP) as sidearms; other crew members usually carry pistols (P) as sidearms.

Crew positions, responsibilities, and locations are:

- **Commander**: activates the entire crew for movement and fire; also operates the swivel machine gun. Stationed in the turret.
- **Driver**: drives the tank. Stationed in the left front hex.
- **Gunner**: aims and fires the main gun and coaxial machine gun. Stationed in the turret.
- **Loader**: loads the main gun. Stationed in the turret.
- **Hull Machine Gunner**: fires the hull machine gun. Stationed in the right front hex. (Post-Korean War tanks do not carry hull machine gunners or hull machine guns.)

Each man is necessary to perform his job. A man cannot perform his job if he is wounded, incapacitated, or killed (exception: the commander can continue functioning while wounded). Two crew members can exchange positions to fill a vital role, even if one of the men is incapacitated or killed. The commander cannot be replaced. If the commander replaces someone else, the tank is considered buttoned down.

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**[34.8] Collisions**

Any time two vehicles try to overlap in the same hex or a vehicle hex overlaps an interior building hex, a collision occurs.

If a vehicle tries to enter a hex already occupied by another vehicle, the moving vehicle stops dead. The vehicle hexes do not overlap. The same thing happens if a vehicle tries to cross a wall hexside.

If a vehicle enters a hex occupied by a soldier, the soldier is attacked by the equivalent of firepower 21. If the result is a panic check and the soldier does not panic, the controlling player can move him one hex in any direction. If the soldier panics but doesn't bolt, he is wounded. If the soldier remains in the hex and survives, he is knocked prone. If the vehicle stops on top of him, he must crawl from under the vehicle before standing up.

When any vehicle collides with a heavier vehicle, the lighter vehicle is immobilized and everyone inside it is stunned. The heavier vehicle is unaffected. Tanks are heavier than APCs and APCs are heavier than trucks.

When two similar vehicles collide, everyone in both vehicles is stunned but neither vehicle is damaged.

When any vehicle collides with a building, the vehicle is immobilized and everyone inside is stunned.

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**[34.7] Effects of Panic**

Soldiers being transported in a truck or halftrack are subject to all normal panic rules and effects. Soldiers in the passenger section of an enclosed APC never bolt.

Vehicle crew members are subject to panic. If a commander bolts and abandons the vehicle, the driver does also. If a commander panics, he
The commander's activation rating applies to the entire crew. In effect, he acts as a leader for his crew, none of whom will do anything without orders from him. The tank can perform tasks only during impulses when the commander is active.

If the tank commander is incapacitated or killed, the tank is buttoned down. Each member of the crew becomes activated individually, and everyone's activation rating is increased by two (because the tank is buttoned down).

The gunner and loader are a team. As long as both are fit, the main gun or coaxial machine gun can fire every impulse (when the commander is active). If one is wounded these weapons may only be fired if the current activation is 1 or odd number. If both are casualties, neither gun can be fired until at least one of these men has been replaced. If the commander has been incapacitated or killed, the tank cannot fire its main gun unless both of these crew members are active.

Tank crew counters are not placed on the tank piece on the map. Keep them off the map on the separate tank display. Place these counters on the map only if the crew abandons the tank.

**[35.3] Tank Combat**

On any impulse that the tank commander is active the tank can fire its main gun or coaxial machine gun, its hull machine gun, and its swivel gun (if the tank is opened up).

The swivel machine gun can fire in whatever direction the commander is facing, regardless of the turret facing. The hull machine gun, coaxial machine gun, and main gun have restricted fields of fire. The Fields of Fire diagram shows which hexes are visible to the crew. The hull machine gun's field of fire is determined by the hull facing. The main gun's and coaxial machine gun's fields of fire are determined by the turret facing.

A tank must spend one round aiming its main gun every time it fires a new target hex or fires after moving. Once aimed, the gun can continue firing until it switches target hexes or the tank moves.

The turret can rotate to face any direction on one impulse. The tank cannot perform any other tasks while rotating the turret, but can aim at the same time.

The main gun cannot be aimed through smoke, but it can continue firing at a target that was aimed at before the smoke interposed.

Three hits from the main gun create a breach in a wall hexside. If the gun continues firing through the breach, it can create a second breach in the next wall beyond. The same thing can be done by firing through a door or window. This can only be done to one wall beyond the first.

The hull machine gun can never fire at any target above ground level. The main gun and coaxial machine gun can fire at upper floors but the tank must be a certain minimum distance from the target. To sight upper levels, minimum

range from the turret hex to the target hex is as follows:

<table>
<thead>
<tr>
<th>Level</th>
<th>Hexes</th>
</tr>
</thead>
<tbody>
<tr>
<td>2d</td>
<td>3</td>
</tr>
<tr>
<td>3d</td>
<td>6</td>
</tr>
<tr>
<td>4th</td>
<td>7</td>
</tr>
</tbody>
</table>

A tank's machine guns never become unloaded. The main gun fires using the Tank Main Gun line of the Scatter table. It cannot fire more than once per round.

A tank cannot move and fire any weapons during the same round.

If a sighting marker is placed on a tank commander, every weapon on the tank is eligible for opportunity fire (as always, the main gun and coaxial machine gun cannot be fired simultaneously). The sighting marker is not removed from the commander when another crew member performs opportunity fire. The sighting marker is removed only when the commander performs opportunity fire himself or when he activates anyone in the tank for any task other than opportunity fire.

The tank's main gun can be used for opportunity fire against any target, including infantry. However, it can only fire into the hex it is targeted on. The fire will have no effect unless there is a vulnerable target within the shot's burst radius.

If a tank moves onto a pillbox the pillbox is destroyed, everyone inside is killed, and its weapons are destroyed. Replace the pillbox marker with a crater.

If a round from a tank's main gun hits a pillbox, everyone inside the pillbox is attacked once on the 15 line of the Combat Results table.

**[35.4] Buttoning Down**

A tank normally operates with the turret hatch open so the commander can see where it is going and where the enemy is. Standing thus, the commander is exposed to some risk. The tank provides a defense multiple of two against small arms fire and explosions.

When the commander completely encloses himself in the turret the tank is buttoned down. Flip the turret counter over to its buttoned down side.

Buttoning down raises the commander's activation rating by two and deprives him of the use of the swivel machine gun. It provides complete protection against small arms fire and explosions (direct hits by rockets and artillery, antitank mines, satchel charges, and tank guns can still affect the tank).

A buttoned-down tank can rotate its turret only one hexside per impulse.

If a commander panics, he immediately buttons down the tank. The tank can perform no tasks until the commander recovers. If the commander bolts, he bails out and the entire crew bails out with him.

**[35.5] Protection**

Small arms fire and explosions have no effect on tank crew members other than the commander. They affect the commander only if the vehicle is opened up, and then the tank provides a defense multiple of two. Rockets, artillery, anti-tank mines, satchel charges, and flamethrowers have special effects on tanks.

Tanks affect the LOS the same as other vehicles; see 34.6.

**[35.6] Bailing Out**

Exiting or entering a tank must be done through a hatch. There is a hatch in the turret and one in each of the two front hexes. One man can enter or exit via each hatch per impulse. Place an exiting man on the tank in the hatch hex.

Once out of the tank, crew members operate as normal infantry. They can be activated by themselves or by any friendly leader. A tank commander can only activate soldiers who were part of his crew.

**[35.7] Riders**

A tank can carry up to 10 soldiers riding on the hull: two per hex, none in the turret hex. Dismounting from a tank expends four movement points, regardless of terrain. Mounting a tank is a specific task and consumes an entire round. Wounded men must be carried onto the tank.

A man riding a tank has a defense multiple of one against all attacks. If the tank is moving he receives the defensive multiple for movement against direct and opportunity fire.

Men riding a tank move with the tank. They maintain their position and facing vis-a-vis the tank, not the ground.

A man cannot mount a moving tank. He can jump off of a moving tank, but suffers the same risk as a man jumping down one level; see 10.3.

**[36.0] Advanced Scenarios**

You can now play any of the scenarios in the scenario book.
PART 4: OPTIONAL RULES

Optional rules are for those players who have explored all the possibilities of the Basic, Intermediate, and Advanced rules and are looking for further challenges. Some of these rules can change the game considerably; players are encouraged to experiment.

[37.0] Playing With a Referee

One of the most unnerving aspects of infantry fighting is that individual soldiers rarely know where their enemy is. This facet of combat is very difficult to recreate in a boardgame without cumbersome rules. The best way to do it is still the simplest; play with a referee.

The referee chooses the scenario. Divide into teams by drawing chips from a cup. Then send both teams with their maps to areas where they cannot see or hear each other.

[37.1] Limited Intelligence

Each team sets up and plays the game on its own copy of the map. The referee places an enemy counter on the map only when a friendly soldier is in a position to observe it, and it stays there only as long as a friendly soldier keeps the enemy soldier in sight.

An enemy soldier can be attacked by direct fire if he is known to be in a particular location, even if his counter is not currently on the map. (This situation arises most often when a soldier is killed or incapacitated, and no other friendly soldiers are looking in the same direction.)

Soldiers can be heard as well as seen. Whenever enemy soldiers are within four hexes of each other on the same level, the referee informs both players that they hear enemy voices and tells them which hexside the voices are coming across (Exception: snipers are not revealed this way; they must be spotted).

The same stipulation applies when a soldier is above an enemy. If the upper soldier could be shot at through the ceiling, inform both players of the other’s presence, but do not give exact locations.

[37.2] Restrictions

Players are never told what an enemy’s ratings are or when enemy soldiers are unloaded, preparing grenades, preparing quick fire, or performing any other unseen task. They are told what sort of weapon a spotted enemy is carrying.

[38.0] Grenade Limits

A soldier can carry up to six grenades. Before the game begins, both players must record on their rosters how many grenades of each type are carried by each soldier. Whenever a soldier throws a grenade, one grenade of that type is marked off the roster. A soldier cannot throw a grenade that he doesn’t have. Soldiers can pass any number of grenades back and forth by exchanging weapons, but no soldier can ever have more than six grenades at once. (Remember that a soldier armed with a flamethrower cannot carry or use grenades. This six-grenade limit applies to hand grenades, rifle grenades, and ammunition for reloadable rocket launchers. It does not apply to grenade launcher ammunition.

[39.0] Target Recognition

Soldiers are trained to stay under cover as much as possible, particularly when they are looking for enemy targets. To reflect this, this soldier who is marked with a sighting marker cannot be seen or shot at if: he is in cover which provides complete concealment, and, the attacker is more than 10 hexes away. An attacker within 10 hexes can see the sighting soldier.

[40.0] Capturing Weapons

A soldier can exchange weapons with an incapacitated or killed enemy soldier. Only automatic weapons can be picked up this way: MP5, AK-47, MG36 (Exception: a soldier armed only with a pistol or rocket launcher can pick up any weapon). Once the weapon becomes unloaded, however, it cannot be reloaded. A friendly soldier cannot act as a loader on a captured machine gun. Remember that a soldier can carry only one weapon at a time.

[41.0] Sergeant Rockanroll

Sergeant Rockanroll is the unstoppable, unshaven fighting machine of comic books and films. While this rule is patently unrealistic, it’s also a lot of fun to play around with. Sgt. Rockanroll has the following attributes:

- He uses activation track A and has an activation rating of 1.
- His panic rating is 0.
- He has 10 movement points.
- He receives +2 dice modifier for firing, throwing, and hand-to-hand fighting.
- He carries an MP (WWII, Korea) or an MG (Vietnam, modern) which never becomes unloaded. He also carries a satchel charge.
- He can throw a grenade and fire his weapon in the same round, but cannot use either bonus that round.
- He never has to rearm after throwing a grenade or satchel charge.
- He is never isolated.
- His defense multiple is always doubled.
- Combat results against him are altered as follows: P results are normal, W becomes P2, I and K become W. He is never stunned.

Sgt. Rockanroll usually operates alone, but if he is facing a small army he can have up to three normal soldiers, armed with MP5s, with him.

[42.0] Activation Variants

While the combination of activation chit draws and panic create a very random distribution of activations, players can rely on certain soldiers to perform at almost all times. The following rules remove what little predictability there is in the activation procedure.

[42.1] Activation by Die Roll

A player draws an activation chit at the beginning of his round. The chit determines only whether the player will get another round after this one; it does not determine which soldiers are active.

Instead, the player indicates a soldier he wants to activate and rolls one die. If the result equals or exceeds the soldier’s activation rating, the soldier is active. If not, the soldier is inactive (but he may be activated by a leader). When a soldier is activated, the player performs a task with that soldier. When that soldier’s task is finished, the player chooses another soldier to try to activate. The player continues in this manner until all soldiers have been activated, have failed to activate, or the player passes.

If a player wishes to have more than one of his soldiers fire at a single enemy soldier, he must declare his intention before resolving any dice rolls.

If a 1 is rolled when trying to activate a soldier with an activation rating of 1, roll the die again. On a roll of 1, 2, or 3, the soldier is not activated.

[42.2] Randomly Alternating Rounds

Place all activation chits in a single cup. At the beginning of the Operations phase, the player who placed the most sighting markers draws a chit and places it on the appropriate activation track. The player whose chit was drawn gets to activate soldiers this round. At the end of the round, another chit is drawn, determining who gets the next round. Using this option, a player may get to perform more than one round in a row.

[43.0] Random Movement Allowances

Instead of giving each man a fixed number of movement points, roll one die before a soldier moves. Add the number rolled to the number on the current activation chit. The sum is the number of movement points that soldier has for the current round. If, after determining the soldier’s movement point allowance, the player decides not to move the soldier, the soldier cannot perform any other task that round.

[44.0] Night Fighting

While fighting at night offers many advantages, particularly to the attacker, many soldiers dislike night fighting. If players agree to set a scenario during night, the following rules are in effect.

[44.1] Isolation

A soldier is isolated unless he is within two hexes of a friendly soldier.

[44.2] Visibility

Regardless of terrain, nothing can be seen beyond 30 hexes at night.

A man who fires his weapon is automatically spotted for the remainder of the turn by all enemy soldiers who could trace a normal line of
sight if the conditions were daytime (that is, if an enemy soldier could not trace an LOS, the firing soldier is not spotted). Once he moves, he must be spotted again.

In all other cases, players must roll dice to determine whether a particular soldier can see any targets. The chance depends on the distance to the target, the target's cover, and whether the target is moving, evading, or prone. When a soldier becomes active, roll one die for each possible target and consult the Night Spotting table. If the modified die roll equals or exceeds the required number, the target is spotted; if not, the target is not spotted.

Spotting is unique to each soldier. The fact that soldier A can see soldier B does not imply that B can see A; B still must roll a die to spot A.

[44.3] Combat

An enemy man must be spotted to be attacked. Even an enemy soldier in the same hex as a friendly soldier cannot be attacked unless spotted (he must be recognized as an enemy).

A grenade can be thrown at an unspotted enemy soldier if the thrower's spotting die roll was only 1 or 2 below the number required to spot successfully. A grenade cannot be thrown if this minimum spotting requirement is not met. Subtract 2 from all scatter dice rolls at night.

[44.4] Night Spotting Table

On the Night Spotting table, a soldier is in cover if he is in terrain that gives him a defense multiple of two or more. He is moving if he has a movement marker. If he is evading or not moving, he is considered stationary. Moving vehicles are spotted automatically. Stationary vehicles are treated like moving soldiers.

**Night Spotting**

<table>
<thead>
<tr>
<th>Range</th>
<th>Cover Sta*</th>
<th>Moving Sta*</th>
<th>Moving</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-5</td>
<td>2</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>6-10</td>
<td>5</td>
<td>2</td>
<td>4</td>
</tr>
<tr>
<td>11-20</td>
<td>6</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>21-30</td>
<td>-</td>
<td>6</td>
<td>6</td>
</tr>
</tbody>
</table>

*stationary or evading.

Die Roll Modifiers:
- 1 if target is prone
- 1 if spotter is prone

[44.5] Flares

Flares can be substituted for high explosive artillery rounds. A flare cancels all night effects within a radius of 20 hexes from the impact hex. The illumination lasts until the next Artillery Impact and Satchel Charge Explosion phase.

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**THREE-DIMENSIONAL SIGHTING GRID**

<table>
<thead>
<tr>
<th>Fourth Level</th>
<th>Standing</th>
<th>Prone</th>
</tr>
</thead>
<tbody>
<tr>
<td>Third Level</td>
<td>Standing</td>
<td>Prone</td>
</tr>
<tr>
<td>Second Level</td>
<td>Standing</td>
<td>Prone</td>
</tr>
<tr>
<td>Ground Level</td>
<td>Standing</td>
<td>Prone</td>
</tr>
</tbody>
</table>