

First final pre-production version



ASSAULT

SICILY 43 - Gela Beachhead RULEBOOK V2.0

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TACTICAL WARGAME SYSTEM

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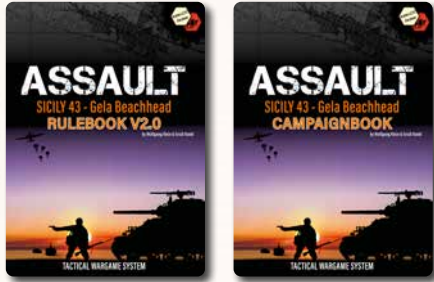
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1.0 GAME COMPONENTS



Rule Book, Campaign Book



12 Double Sided Map Tiles



90 Formation Cards



64 Unit Cards



3 Player Aids



9 Punchboards With Unit Counters (365)



36 Obstacle And Fortification Markers



57 Command Cards



24 Minefield Markers



81 Experience Markers



16 Battle Dice



2 D6 dice



Troop Status Board & Turn Record



20 Troop Management Markers



Smoke And Damage Markers



45 Objectives, Waypoint and Special Markers



176 Status Markers



60 Command Points

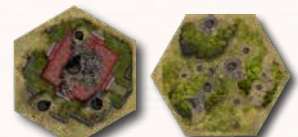
Content For Playing With Tactical Air & Off-board Artillery Support



72 TA/OAS Cards



1 TA/OAS Players Aid



22 Terrain Damage Markers


2.0 QUICK START

2.1. TRAINING SCENARIOS




We recommend you to begin with the infantry and vehicle training scenarios when learning the *Assault Game System*. Once you have completed them it will be easier to play the larger scenarios. They will give you the chance to learn the basic rules and work through the sequence of play.

Select the scenario *Infantry Training* from the campaign book and turn to chapter 5.0 *Game Preparation* of the core rules. You are now ready to begin learning how to play *Assault Tactical*.

Note that the following rules will be used in this scenario:

- ▶ All basic rules
- ▶  All infantry specific rules

You can disregard the following rules for this scenario:

- ▶  All artillery specific rules
- ▶  All vehicle specific rules
- ▶  All optional rules

After each of you have decided which faction to play, set up the game as described in the scenario book and shown in the illustration below.

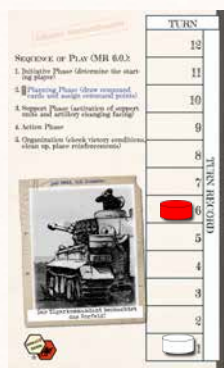
Once this is done, get the player aid chart and turn to chapter 6.0 *Sequence of Play*. You'll begin with the initiative phase. The *Infantry Training* scenario can now start.

When you are comfortable with handling infantry under the basic rules, try the *Vehicle Training* scenario next. You will find everything you need to play listed in the campaign book. Instead of the infantry specific rules, the vehicle specific rules will apply here.

After you have mastered both training scenarios, you will be ready for the larger scenarios!

2.2. SET UP FOR INFANTRY TRAINING SCENARIO

Turn record track



Status markers



Battle dice

D6 dice

Pillbox

Heavy MG42 unit counter

Rifles 43 unit counter

Rifles 43 unit counter

German Wehrmacht unit cards

Sandbag Position

Trench

Players Aid

Damage markers

Rifles 43 unit counter

Cal. 50 HMG unit counter

US Army unit cards

3.0 INTRODUCTION AND OVERVIEW

The *Assault System* places you in command of small tactical elements of opposing armies. Using a mixture of armor, infantry and artillery, the aim is to create a playable game of tactical combat on the various fronts, without bogging players down in more minutia than any battlefield commander ever encountered. This playability, coupled with just the right amount of realism, will bring to life the difficult choices confronting both the Axis and Allied forces during World War II.

The *Assault Games Series* will be a series of tactical conflict-simulation games and expansions that recreate battles from World War II.

In *Assault Sicily 43*, there are three factions, the German *Wehrmacht* their allied Italian Army and the US Army.

These factions are differentiated by the use of the following identification markers.



3.1. GAME OBJECTIVE AND VICTORY CONDITIONS

The objective of the game is to meet the victory conditions listed in the scenario descriptions through tactical use of your available units. The player who has reached all of their victory conditions by the end of the game is the winner.

3.2. RULES OF PLAY

The *Assault* rule book includes basic rules, unit specific rules, and optional rules.

3.2.1. BASIC RULES


Basic rules are all the rules without any form of special notation (e.g. italics, colored letters, unit symbol) and are always in force. Essentially any rules in black text.

3.2.2. UNIT SPECIFIC RULES

All rules with special identification (colored letters) and a unit symbol apply only to the unit type specified.


 *Infantry specific rules*

 *Artillery specific rules*

 *Vehicle specific rules*

3.2.3. OPTIONAL RULES

All optional rules are in blue text and indicated by having an officer's epaulette/shoulder board next to them.

 *Optional rules*

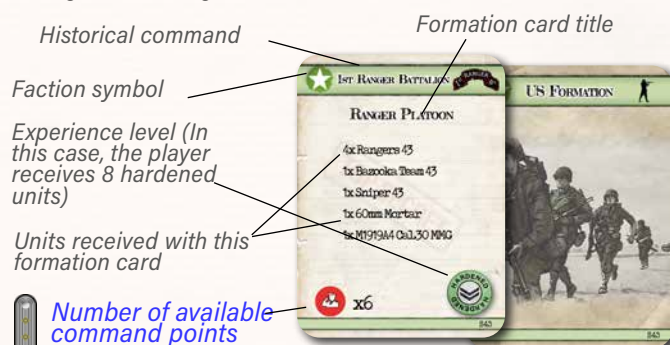
In order to make your introduction to the *Assault* rule set easier, you can omit the optional rules for the first few games. Once you have played a few introductory scenarios and become comfortable with the basic rules, you can add the optional rules to lend more depth to the game. The optional rules are discussed in more depth in 4.9.

4.0 GAME COMPONENTS IN DETAIL

This chapter introduces the players who aren't familiar with the *Assault Game System* to the components that are used with the game. Once players have become familiar with the system, they can skip this chapter.

4.1. FORMATION CARDS

Each player will draw formation cards from a deck at the start of a scenario. The number and type of formation cards to be drawn will be shown in the scenario book. Each card will state what type of formation it is, (in this example a Ranger Platoon), and list the different units that the player will have, if they draw it. It will also show which historical command the formation belonged to during the war.



4.2. UNIT CARDS

Each type of unit listed on the formation card will have an equivalent unit card. Players will only need one unit card for each type of unit. Its purpose is to provide all the necessary information that the players need to know about their unit counters on the map tiles in order to play the game. This includes how they move and attack, how well protected they are when under fire, their special abilities and any attributes they have, good or bad.

4.2.1. POINTS VALUE

Each unit card will state the points value assigned to that unit. This value is used to help select suitable individual units if players decide to do an alternative history scenario/campaign. It will also be useful if players wish to generate their own scenario.

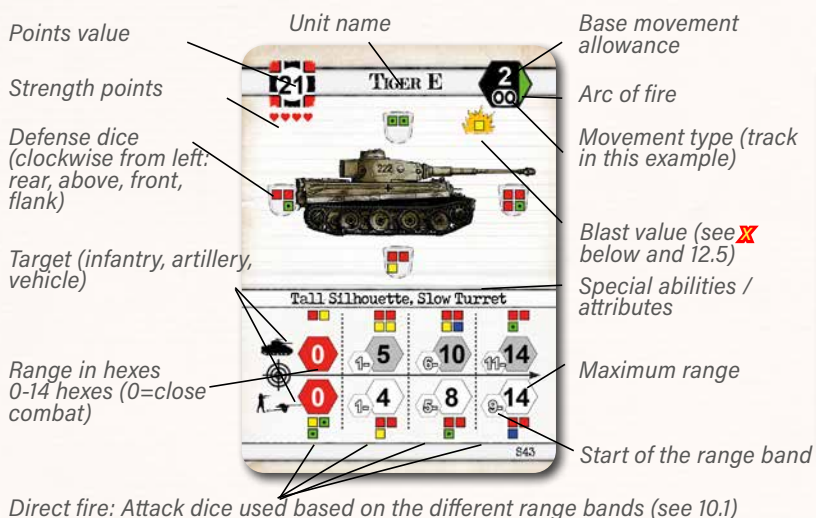
4.2.2. ARMORED AND UNARMORED VEHICLES

There are two types of vehicles included in the game:

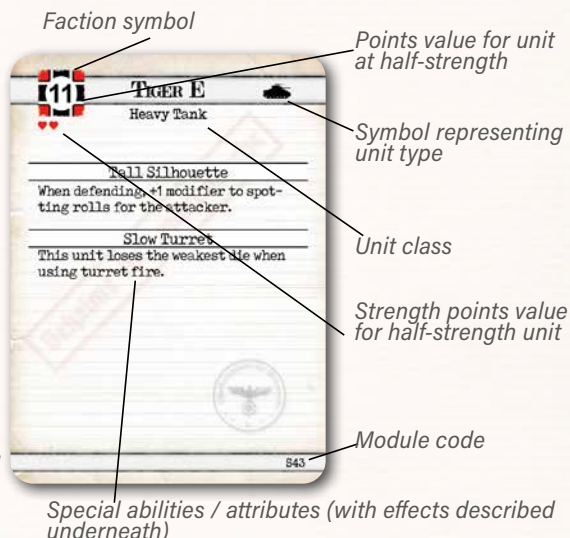
- ▶ *Armored Vehicles which have at least one green defense die on their unit card. Armored vehicles with track movement are especially useful as they can do overruns on artillery (9.10.3) and can transport infantry (9.11.1).*
- ▶ *Unarmored Vehicles whose strongest defensive dice on their card is blue. Unarmored vehicles are very vulnerable to ranged fire and close combat. Unlike armor vehicles, when they are attacked by an enemy unit, the attacker uses the infantry/artillery target row on their card rather than the armored vehicle target row.*


Unit Cards


Front Side:




Back Side:



X Blast values  bring the possibility of destroying buildings into play. See chapter 12.5 for how these values are used. Some units have special blast values.

 Command points need to be put on unit cards in order to activate any units of that type during the turn (6.2.2).





 If a hex is shown with a number (e.g. Bazooka unit), then a blast value is only triggered up to that range.

If a hex is shown with an S symbol (e.g. Mortar unit), then the blast value can only be triggered by firing with a support weapon (e.g. mortar).



4.2.3. EXPERIENCE LEVELS

Units can be of varying experience levels, from recruits to elite. Regular experience level units do not need to be marked in anyway. If they are not regular their experience level is shown by putting the appropriate colored marker next to the unit. The effects of the different experience levels are as follows. This is on top of any other dice modifications.

Level	Marker	Effect (cumulated)
Recruit		Attacker gains automatically one "X" symbol when attacking this unit
Regular	No marker	No effects
Hardened		+1 blue defense die
Veteran		+1 blue attack die
Elite		This unit ignores suppressed symbols

4.3. UNIT COUNTERS

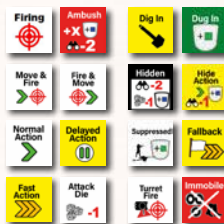
Every Infantry, artillery and vehicles unit is represented in Assault by a counter. These counters have a front and reverse side. Units at full strength are placed on their front side and


are flipped to their reverse side when they have suffered damage points equal to half their original strength. Their full and half-strengths are noted by the use of heart symbols on their unit cards.



4.4. STATUS MARKERS

In the Assault basic rules, a player can activate all their units. Once a unit has been activated to do an action it will gain the relevant action status marker. This action should be announced to the other player, and the unit is now committed to that action. The status marker can be placed after the action has taken place rather than force the player to physically move the unit and the action status marker during the activation. Action status markers are discussed in the relevant chapters and summarised in chapter 13.0.



 Under the optional rules, units are activated by free actions or command points (6.2.2).

4.5. BATTLE DICE

The six-sided battle dice are used to determine battle results and other game effects.

There are 4 different colors of battle dice in Assault. They are, from strongest to weakest: Red, Yellow, Green, Blue. There are frequent references to players using/losing their strongest or weakest die available in combat, so this order should be memorised by players to speed play up.

The type and number of battle dice that the player may use are listed on the unit card. How battle dice are used in the game are described in 10.7 *Resolving Combat*.

4.6. PLAYERS AIDS

The player's aids have a summary of the all the important rules and modifiers, e.g. ranged fire and terrain. In addition, the reference sheets contains an overview of all the terrain types included on the map tiles.

4.7. CAMPAIGN BOOK

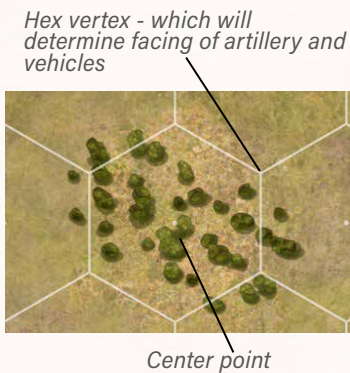
This book contains all the scenarios, with any necessary information for setting up the battlefield.

4.8. SCENARIO MAP TILES

The map tiles portray the battlefield and show the terrain in which it takes place. Maps are evenly divided into six-sided spaces. (which will henceforth be referred to in the rules as hexes). Units can only move between the hexes on the scenario map.

If a unit moves off of the map edge, it is considered eliminated. Normally, only one unit can be in a hex at a time. However, a unit being transported or units in close combat are exceptions to this rule. Every hex has a center point.

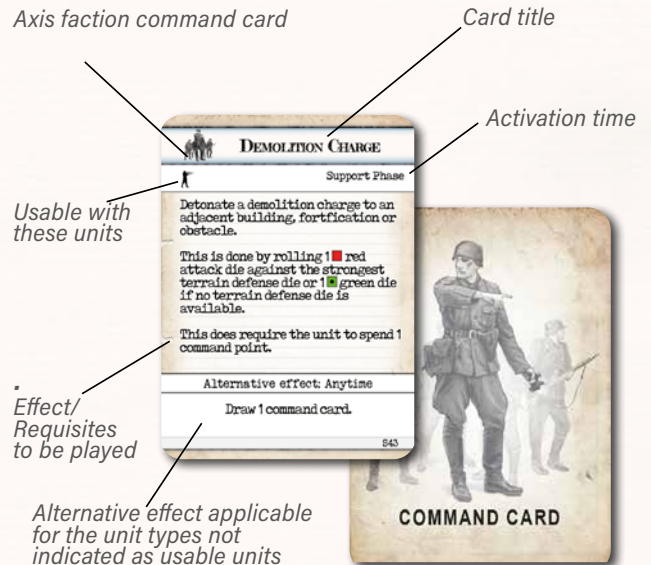
This center point is used when tracing line of sight (LOS). Every hex represents a certain terrain type (see the terrain chart on the players' aid).



4.9.1. COMMAND CARDS

Command Cards allow the player to enhance their own units with special abilities, reduce the capabilities of their opponent's units and to interfere with their hand of command cards. Most command cards are specific to a faction: a few are neutral and can be used by either side.

- ▶ **Anytime:** The command card can be used during any phase in the course of the game.
- ▶ **Before the activation:** Use of the command card must be declared before activating the chosen unit.
- ▶ **Special:** The command card states when this card can be used.



4.9.2. COMMAND POINTS

The number of available command points is dependent upon which formation cards were chosen at set up and any reinforcements that are received during the scenario.

These are marked on the formation card. (see illustration of formation card in 4.1)

The command points from a player's formation cards are pooled together and can be used to activate any units under their command. They do not have to be used specifically for any formation/unit type.

Each turn, the player only has a certain number of command points available so it will be impossible to fully activate every unit that is available on the battlefield. Instead, players assign all but three command points to unit or TA/OAS cards to decide which units to activate. This happens in the planning phase.

- ▶ **Command focus:** The three remaining command points simulates a kind of command focus and remain for the player to activate additional units spontaneously during a turn, independently of the planned units.
- ▶ **Important:** TA/OAS cards cannot be activated spontaneously with these three command focus points. They must be planned during the planning phase. If players have only three or fewer command points at the start of the game, they must use one of these command focus points to plan a TA/OAS card.

Once a command point has been spent to activate a unit, it is

turned over to its reverse side so both players can see that it has been used up.

Eliminated units can reduce the number of command points available to a player, (10.7.3). A player always has a minimum of four command points. Any further losses of command points are ignored.

Important: The loss of a truck unit does not result in the loss of a command point.

4.9.3. TACTICAL AIR AND ARTILLERY SUPPORT

Tactical Air and Off-board Artillery Support (TA/OAS) is an expansion and can optionally be integrated into the game in the form of command cards or played alone without a deck of command cards. The procedure for integration into the game is explained in chapter 12.

Note: When the game is played without command cards, players may only use the TA/OAS cards in their hand. When these cards may be used is indicated in the respective scenario. Once the scenario specified TA/OAS cards have been used, they are removed from the scenario.

4.10. TROOP STATUS BOARD

The Troop Status Board is used to record the effects during combat, such as casualties and pressure. It is important for both players to monitor the current pressure marker.

The scenario description indicates whether troop status is required. The rules for using the board and the associated markers are described in the campaign book.

TROOP STATUS BOARD			
LOSSES	PRESSURE	LOSSES	TURN
12		12	12
11		11	11
10		10	10
9		9	9
8		8	8
7		7	7
6		6	6
5		5	5
4		4	4
3		3	3
2		2	2
1		1	1
0	ALLIED WIN	0	0

4.11. MINEFIELD MARKERS

Minefields can only be used if it specifically says so in the scenario. How they are used, and their effects are described in 9.6.4.

4.12. TERRAIN MARKERS

The secondary terrain markers represent obstacles and fortifications and are placed on the field depending on the scenario. The function of these markers is described in chapter 9.6.3.2.

4.13. TERRAIN DAMAGE MARKERS

The terrain damage markers come into play with the *TA/OAS rules*. Rules describing their use are in Chapter 12.

4.14. TA/OAS CARDS

The *Tactical Air Support and Off-board Artillery Support* command cards are part of the TA/OAS rules and are described in more detail in chapter 12.



5.0 GAME PREPARATION

The *Game Preparation* phase is done at the start of the scenario. Players will need to agree on a scenario they would like to play from the campaign book, which faction they will fight with, and finally if they are going to play the scenario historically or do an alternate history version (5.3).

Golden rule: If additional expansions are played, there may be deviations from the rules in this book. In this case, the rules in the expansions take precedence.

5.1. SCENARIO SELECTION

There are many scenarios included with this *Assault System*. The scenarios are all based on historical actions that took place during World War 2.

There are a variety of different types of combat covered including the classic attack vs. defence, meeting engagement, delaying action, raiding patrol and ambush.

It is recommended that new players try the first two training scenarios, just to get used to the game. The first scenario is very simple and designed to teach how to use infantry in the *Assault Game System* and the second is focused on using vehicles. Once these have been completed, new players should have a good grasp of the basic game mechanics.

After selecting their scenario, players will choose their faction and decide whether they want to play the historical version or an alternate history version of the scenario.

5.2. CHOOSING FACTIONS

Players can choose to play either the Axis (German and Italian) forces, or the Allied (e.g. US) forces. If they are playing the historical version of the scenarios, blue faction will always refer to the Axis forces and the red faction to the Allied forces.

5.3. ALTERNATE HISTORY SCENARIOS

If the players wish they can play an alternate history with the Allies as the blue faction and the Axis as the red faction.

All they need to do is swap around the set-up areas and formation cards so that the Axis forces are using the red set up areas and red starting formations as listed on each scenario. The Allied forces meanwhile use the blue set up areas and blue starting formations as listed on each scenario.


Lastly, any reinforcements, (whether individual unit or formation cards), mentioned in the scenario, (see 5.7), are again reversed. Axis forces will receive those listed as belonging to the red faction; Allied forces receiving those listed as belonging to the blue faction. If there is not a direct equivalent for individual units available, the players should use their common sense to get the closest equivalent using their points value as a guide.

5.4. NUMBER OF PLAYERS

Assault can be played with more than two players. To do so, simply divide a faction into two teams and have each player for that faction play for one of the teams. The players will decide who can command each formation.


If there aren't enough formation cards to go around, or they can't be divided up equally, then players the players will have to decide how to divide up the formation cards

In polite society, the oldest player should get first choice of the formation cards. The players can then alternate choosing formation cards. If this isn't polite society, the two players can roll a D6. The player with the highest roll, gets first pick. The players then alternate.

 *Players will get the command points assigned to their formation cards as per 4.9.2.*

5.4.1. SHARED FORMATION CARDS

If players are left having to share a formation card, (for example there is only one in the scenario), they will need to split the units for each to command during the game. They should use the same method for dividing the formation cards in 5.4.

 *The players sharing a formation card will need to agree how to divide its command points each turn. If they cannot agree use the same method in 5.4.*

5.5. SETTING UP THE GAME BOARD

Select the correct map tiles and game components as specified in the scenario description. The game board can now be set up. Layout all map tiles as shown in the scenario book. Place the objective hex markers on the corresponding objective hexes. Should an objective hex be located in a faction's set up area, that faction (automatically) takes control of the objective hex.

All other game components (e.g. status markers, smoke and damage markers, dice, and players aid etc.) are placed to one side for the players to access when they need them.

Place the turn marker on the "1" space on the turn record track.

If needed, the *Troop Status Board* is set up as indicated in the *Campaign Book*.

5.6. SELECT FORMATION CARDS

To start, both players prepare their formation cards by sorting them into three piles, one for each unit type, (infantry, artillery and vehicle). Then, shuffle each pile separately to form three decks. This will give each unit type its own draw deck.

Both players then draw their formations cards from their respective decks, according to the type and number listed in the scenario. The players can decide how the formation selection should be conducted. They can choose from the following three (3) options:

1. Both players choose their cards from all the available formations up to the scenario limit. There is no need to shuffle them in this instance.

2. Make sure the decks are face down so players cannot see what units are listed on them. Then both players randomly draw double the amount of formation cards listed on the scenario card. They choose which formation cards to keep, (up to the scenario limit), and then discard the rest. **Note:** These discarded formation cards are used to form the pool of cards used to choose reinforcements (5.7).

3. Make sure the decks are face down so players cannot see what units are listed on them. Then both players randomly draw the amount of formation cards listed in the scenario.

After the units listed on the formation cards have been received, (see 4.1 and 5.8), the formation cards selected using this method should be put back in the game box.

5.7. SCENARIO REINFORCEMENTS AND ADDITIONAL STARTING FORCES

Scenarios will often state the players will receive reinforcements. This may refer to individual units or those listed on a randomly drawn formation card.

Individual units:

These will have what unit type they are, (infantry, artillery, vehicle), and their unit class stated in the scenario special rules. When choosing these individual units, this class, e.g. standard, support, light etc., needs to match the class stated on the back of their unit cards (4.2). If there is more than one option in that class, the owning player can choose.

When the scenario calls for additional starting forces, (always individual units not formations), to be present at the start of the scenario, players should use the same method described above to select them.

Formation Cards:

When choosing formations as reinforcements, shuffle the formation cards of the relevant type face down and pick the top card. Observant players will note that they have less control over their selection of reinforcing formations than they do over their initial formations selected in 5.6, (unless they chose option 3). This is quite deliberate, reflecting the fact that the most likely reinforcements are the closest units, not the necessarily the ones the battlefield commander would have chosen if he had full control.

If there are multiple formations to be randomly selected, these will then be placed face down next to the scenario map in their order of arrival.

For example, the first reinforcement arrives on turn 3, while the second reinforcement arrives on turn 5. Place the formation card for the turn 5 reinforcement underneath the card for the turn 3 reinforcement.

All formation cards not selected for play are set aside and will not be used in the scenario.

5.8. UNIT PLACEMENT

After selecting their formation cards, both players take the listed units, experience markers and their corresponding unit cards from the supply and put them next to where they are sitting. All excess units and unit cards are returned to the game box.

 *Command points, as shown on the formation cards, are also taken now, ready for play.*


The players then place their units as listed on the scenario description.

When the scenario description does not state which faction is to set up their units first, each player rolls a D6. The player with the highest roll decides which faction sets up the first unit. The players then alternate placing units until all have been added to the map.

There is a stacking limit of one unit per hex. The only exception to this rule is when units are being transported in vehicles or during close combat. If there are not enough hexes in the set up area, then the remainder of the units are kept off map. They enter in as the set up hexes are vacated by moving units.


When setting up a scenario, players may choose to set up infantry/artillery units being transported if they wish.

 *During placement, all artillery units must be facing a hex vertex (4.8).*

 *During placement, all vehicle units must be facing a hex vertex (4.8).*

Units can only be placed on terrain that they are normally allowed to traverse. The players aid shows which types of terrain may be entered according to each unit's movement type. Once all units are placed, the first turn of the game can begin.

5.9. SETTING UP COMMAND CARD DECK FOR THE SCENARIO

 *There are three decks of command cards. One for each of the factions and a neutral deck. The neutral deck should be shuffled and split between the two players. Each player will then shuffle the neutral cards they have received into their own faction deck, creating a deck of command cards that each faction will use through the game.*

Note: If players are playing with the Tactical Air Support and Off-board Artillery Support, these cards are integrated into the command card deck as described in chapter 12.

Unless the scenario description states otherwise, each player draws three command cards during the planning phase of each game turn. These three command cards form the player's hand for the entire turn. They do not refill their hand during the turn.

The normal hand size of 3 can only be changed by special rules in the scenario description. The rest of the faction deck stays next to the player and serves as the draw deck for command cards during the planning phase.


Players may discard command cards and draw up to their hand size limit in each turn's planning phase.

6.0 SEQUENCE OF PLAY

Chapter 6.0 *Sequence Of Play* will set out in phase order, how the game is played and include all the rules required to play them.

There are two exceptions to this. They are the *Support Phase* and *Action Phase*. This chapter will just provide the players with an overview of these two phases because of the number of rules associated with them.


A scenario is played over several turns. The player who is taking an action during a phase is called the active player. Every turn is played in the following sequence.

- ▶ Initiative phase (Determine the starting player)
- ▶  *Planning phase (Draw command cards and then assign command points. The first 3 command points are allocated to the command focus pool and the remainder are assigned to unit cards for activation)*
- ▶ Support phase (Activation of support units and artillery changing facing)
- ▶ Action phase (Activation of available units in turn)
- ▶ Organization phase (clean up)

6.1. INITIATIVE PHASE

Each turn begins with the initiative phase. If the scenario does not designate a starting player, this will be determined by a die roll. Each player rolls 1d6. Whichever player has the highest roll is the starting player and can take the first action in each phase. Should the die roll end in a tie, the players should re roll.

6.2. PLANNING PHASE

 *During the planning phase, each faction has a number of command points and command cards at their disposal. Be aware that, generally, there will not be enough command points to activate every unit. The player will need to plan ahead and to think tactically to compensate for the shortage of command points.*


A unit can only be activated once per game turn. There are three exceptions to this:

- ▶ *Indirect fire spotting (7.1.1)*
- ▶ *OAS fire spotting (12.4.3)*
- ▶ *Special effects and command cards*


Both players must take the following actions during the planning phase:

- ▶ *Draw command cards*
- ▶ *Assign 3 command points to the command focus pool and the remainder to the unit cards. Important: TA/OAS cards cannot be activated spontaneously with these three command focus points. They must be planned during the planning phase. If players have only three or fewer command points at the start of the game, they must use at least one of these command focus points to plan a TA/OAS card.*

6.2.1. DRAWING COMMAND CARDS

 *Both players draw up to the card limit stated in the scenario (3 if not specifically called out). If the draw deck is depleted, players should shuffle their individual discard pile to create a new draw deck. Players may discard any cards they did not use in the previous turn before drawing back up to their hand limit.*

6.2.2. ASSIGNING COMMAND POINTS

 *Both players must assign their remaining command points (less the three for the command focus pool) to unit cards or TO/OAS cards, in order to be able to activate them during the turn. This assignment of command points is done secretly, without showing the other player.*

For example, if the German player wishes to activate two infantry units during a turn, they place two command points on the unit card.

For the player to take an action with a unit, they must spend a command point. Flip the command points to their reverse side as they are spent. The spent command points can be kept on the unit card. They are redistributed in the planning phase of the next turn


Not all actions require the player to use a command point. Those that don't are called free actions. If an action is a free action that should be noted in the rules.


Summary of 'Free Actions':


- ▶ Change facing of artillery units (6.3)
- ▶ Passing (8.1)
- ▶ Play command cards (8.3)
- ▶ Overrunning artillery units (9.10.3 paragraph 9)
- ▶ Joint fire (10.8.4 paragraph 3)
- ▶ Spotting for second attack (12.4.3.1 paragraph 4)

6.3. SUPPORT PHASE (OVERVIEW)

In the support phase, both players alternate conducting preliminary actions with some of their units. The starting player goes first.


 *Artillery may change its facing (7.3) without being activated (a free action). They do not need to have the yellow 'S' symbol for support on their unit card in order to do this.*

 Those units marked with the 'S' symbol for support on their unit card can use their abilities for example indirect fire or smoke. They are activated to do so in this phase. Indirect fire and smoke cannot be used in the action phase, so it's important that players remember to activate them now.

 *Players may also play a command card as an action. They can do this action more than once during the support phase.*

In summary, during the support phase a player may

- ▶ Change the facing of an artillery unit without activating it.
- ▶ May activate a unit to do indirect fire.

- ▶ May activate a unit to fire smoke
- ▶ Activation of units with special abilities which can be applied during the support phase.
- ▶  *Play a command card (including a TA/OAS card).*

If a player passes on their turn, they may no longer play an action during the support phase. The support phase ends when both players pass.


This is just an overview. The rules for indirect fire and smoke are discussed in detail in chapter 7.0.

6.4. ACTION PHASE (OVERVIEW)

The action phase is the most important part of the turn. In this phase, both factions will attempt to reach their respective victory conditions. For that the players must activate their units in order to conduct an action.

Note: When playing without the *optional command point rules*, the players can activate all of their units.

The starting player takes the first action. The player taking the action will be referred to as the active player. The other player is the non-active player. Units that were activated in the support phase cannot be activated in the action phase. The following actions are possible:


1. Pass
2. Non-Active player reaction
3. Normal or fast movement action (9.1 & 9.2)
4. Detachment (9.8.2)
5. Hide action (9.12)
6. Dig in (9.8.1)
7. Firing (10.0)
8. Turret firing (10.0)
9. Move and fire/fire and move (9.3)
10. Close Combat (11.0) as a result of a normal or fast action.
11.  *Play command card*

After the starting player takes an action, the second player goes next. Once all players have activated their units or there have been three consecutive passes, the action phase ends.

Important: Units only activate once per turn (exceptions: Indirect fire spotting 7.1.1 and OAS fire spotting 12.4.3).

 *Command cards may allow units to activate more than once.*

Where a unit has received a morale status marker, (suppressed or fallback), it's activation is over for that turn if it has not already been activated. If it has already been activated this turn, the morale status marker replaces its action status marker.

 *A command card may allow a unit that has been suppressed or in fallback to do an action that turn.*

6.5. ORGANIZATION PHASE

During the organization phase, the game board is updated for the next turn. Both players can do this simultaneously.

Perform the following steps in sequence starting with the white markers:

- ▶ Remove all status markers with a **white** background from the map.
- ▶ Turn all status markers with a **yellow** background to their reverse side.
- ▶ All **green** status markers remain on their respective hexes.
- ▶ Exchange all **black** hidden status markers with the **red** ambush status markers.
- ▶ All **red** status markers remain on their respective units.
- ▶ Reduce the number of **smoke** markers on each hex by one.
- ▶ The **turn** marker is advanced one space.
- ▶ Objective markers for all objective hexes are flipped to the side of the faction occupying them. If there are no units occupying an objective hex, the objective hex marker will stay on its current side.


6.6. VICTORY CHECK PHASE

If the scenario states that victory can be achieved before the last turn, then players should check for this during the victory check phase. If one faction has achieved the victory conditions, the game ends and a winner is declared. Otherwise, this check will only take place after the last turn has been completed.

6.7. PLACING REINFORCEMENTS

If the game has not ended in victory for one of the factions, then reinforcements scheduled to enter on the current turn are revealed.

Each player receiving the reinforcements takes any individual unit counters and those listed on the reinforcing formation card/s and places them on the game board as directed to by the scenario book.

 *The player receiving the reinforcements takes all command points listed on the Formation Card ready to distribute in the planning phase of the next turn.*

7.0 SUPPORT PHASE

The *Support Phase* gives players the opportunity to activate units with support capabilities like mortars for indirect fire and smoke or *command cards* for Tactical Air and Artillery Support (see chapter 12.0). They can also change the facing of artillery units without activating them.

Unlike the *Action Phase*, **no movement** takes place in the support phase, (other than the artillery changing facing and fallbacks). All units firing indirect fire and smoke are marked with a firing status marker (13.2) to note they have fired but not moved.

Another difference with the *Support Phase* is that **any fallback results do not attract reaction fire**. It is assumed that the dust clouds etc. caused by the explosions from indirect fire will cover any retreats.

7.1. INDIRECT FIRE

Units, whose unit card is marked with the 'S' for support, can be activated during the support phase to perform actions. For example, this mortar unit can perform an indirect fire action.

Indirect fire has to be performed during this phase. Indirect fire can be used to fire over terrain that would normally block line of sight.

Unlike direct fire, the defending unit doesn't gain any defense dice for a hindered line of sight (LOS).

In order for a unit to use indirect fire, it or an adjacent infantry or artillery unit from the same faction must have an LOS (10.2) to the target unit. Indirect fire is not possible out of a terrain hex with heavy forest or a buildings.

The effect of indirect fire is resolved in the same way as direct fire (10.7). Except for hindrances and indirect fire versus vehicles, (7.1.2), the same modifications to attack and defense dice rolls are applied.

However, unlike direct fire, there aren't different range bands for indirect fire. Instead players will just be given a single range band the support weapon can be used for on the back of the unit card, (e.g. US 81mm Mortar' single range band is 2-12 hexes). The same attack dice, (also on the back of the unit card), are always used within this single range band.

If the support unit did not fire in the *Support Phase*, it can fire in the *Action Phase*, using its inherent firepower, (small arms fire). The information for this, as with all direct fire, will be on the front of their unit card.

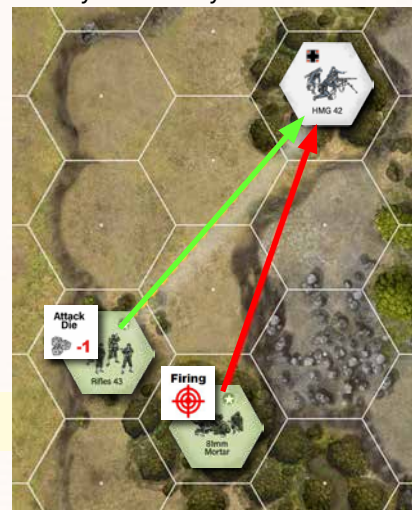


This unit has a 'S' for support on the card



7.1.1. SPOTTING FOR INDIRECT FIRE

Units using indirect fire can spot for themselves. However, **infantry and artillery units** or units with the **scout** ability adjacent to them can also spot for a target that is in their LOS, but not the firer's. The infantry or artillery unit that did the spotting is activated during the support phase and gets marked with a **attack dice -1 marker**. If it has already such attack dice -1 marker this unit gets a **normal action** marker instead.



The mortar has no LOS to the target hex, due to the hill. A friendly infantry unit with LOS directs the attack on the target hex.

Note: Spotting is a free action.

7.1.2. INDIRECT FIRE ON VEHICLES

Indirect fire against vehicles is less effective than against infantry and artillery. To model this there is a preliminary roll by the attacker using any dice they would normally receive for indirect fire.

Any of those attack dice that roll a blank or suppressed result are put to one side. The actual attack roll now takes place with any remaining dice. If there are none, the whole attack is regarded as ineffective.

A vehicle will normally use its **flank** defense dice (10.9.3) when calculating which dice it receives from indirect fire. If at least one of the remaining attack dice shows a **critical hit** result, it is assumed to be a direct hit on that vehicle and the vehicle will instead use its **above** defense dice.

In any case the vehicle receives one additional **green** die for its defense roll.

Any other relevant dice modifiers that are given for indirect fire are also applied.

If the defending vehicle is transporting units, the transporting units are treated as per 10.10.

7.1.3. RESULTS OF INDIRECT FIRE

Players should now consult 10.7 to see how to apply the results of their indirect fire.

7.2. FIRING SMOKE

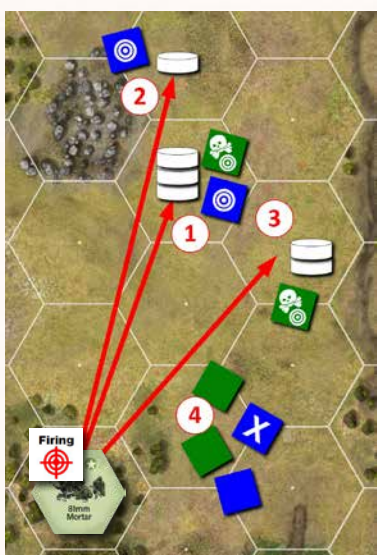
Units with the smoke ability, (which is stated on the unit card), can fire smoke ordnance into a target hex and up to two nominated adjacent hexes. All three hexes must be in LOS. As with indirect fire, (and using the same procedure), adjacent infantry/artillery units can spot for smoke.

Firing smoke does not cause any damage or suppression to a unit inside a target hex. The targeted unit is not allowed any defense die roll against smoke.

The active player then makes an indirect fire attack roll using the attack dice listed on their unit card. No defense dice are rolled. Every damage symbol rolled (critical or normal) yields a smoke marker (up to a maximum of four per hex) in the target hex. Any damage symbols rolled above four are ignored. Any dice that didn't roll a damage symbol are put to one side.

Providing the player has some dice put to one side because they didn't roll a damage symbol, the player now nominates an adjacent hex that they wish to put smoke into. The dice put to one side are now rolled and smoke is applied using exactly the same method as used with the target hex.

If any dice on this second roll also produced no damage symbols, a third hex can be nominated, and the procedure gone through again. This will end the action of firing smoke and a firing status marker is placed on the unit.




In this example the player rolled the dice for smoke in hex (1). He gained a total of three smoke markers from two dice in hex (1). Two other dice didn't get any damage symbols on them so were put to the side.

These two dice put to one side were then re-rolled for hex (2). One die rolled a single damage symbol for one smoke marker for hex (2).

The other die didn't roll any damage symbols so the player used this last die for hex (3). This had two damage symbols so two smoke markers were added to hex (3).

All dice that have not caused smoke are put aside (4).

7.3. ARTILLERY FACE CHANGE

 Artillery may change its facing, (see 4.8 for hex vertex and 10.6 for arc of fire), without being activated. They do not need to have the yellow 'S' symbol for support on their unit card in order to do this.


7.4. SPECIAL ABILITIES

Some units have special abilities that are indicated on the unit card. If the description of this ability allows activation during the Support Phase, these units can be activated during this phase.

8.0 SPECIAL ACTIONS

8.1. PASSING

If the active player cannot activate any more units, or simply wishes not to, they may pass. If there are three consecutive passes between the two players, the current turn is ended and a new turn starts.


 This is a free action as per 6.2.2.

8.2. REACTION FIRE


Both players have the option to do reaction fire in response to their opponent doing various types of movement during the Action Phase. There is no reaction fire in the Support Phase. The following are the reaction fire triggers.

- ▶ Normal move action (non-active player only)
- ▶ Fast move action (non-active player only)
- ▶ Move & fire / fire & move
- ▶ Emergency disembark (both)
- ▶ Fallback (both)
- ▶ Detachment (non-active player only)

Reaction fire is only allowed by a single unit that has not been activated this turn (**exception:** indirect fire spotting 7.1.1 and OAS fire spotting 12.4.3). Each hex the moving unit enters can create reaction fire. The exception is movement into a close combat hex. The unit firing must be able to target the unit moving. Reaction fire is conducted using all the applicable rules in chapter 10.0 Ranged Fire. A firing status marker is placed on the unit doing the reaction fire.

 As with any other sort of activation, the unit must have a command point allocated to their unit card in order to do reaction fire. Command cards may allow a unit to do more than one fire reaction in a turn.

8.3. PLAY COMMAND CARD

 Both the active and non-active player may play a maximum of one command card in response to a unit's activation, as long as the command card allows it. When playing a command card, please note the kind of activation and the unit type restrictions. All played command cards are placed in each player's individual discard pile, unless the command card states otherwise. Command cards and their effects always take precedence over the rule set.

This is a free action as per 6.2.2.

8.4. AFTER REACTION BY INACTIVE PLAYER

Once the non-active player has done their reaction fire or played a command card, the active player may continue with their move/retreat if they are able to.

9.0 MOVEMENT ACTIONS

Unit movement: The active player announces that they will take a movement action. Each unit will have a movement allowance from which they will spend movement points. So, a unit with a movement allowance of 2 will have 2 movement points to spend.

STACKING LIMIT:

Stacking limit is normally one unit per hex. The only exceptions to the stacking limit of one unit per hex are:

- ▶ Infantry and artillery units being moved onto the same hex as a vehicle with the transport ability, in order to be loaded up
- ▶ Infantry and artillery units being transported on vehicles.
- ▶ Units initiating a close combat, (one from each faction may stack in a hex)
- ▶ Any special scenario rules.

A player's unit(s) can ignore the stacking limit while passing through a hex containing friendly unit(s) as it is only enforced at the end of a movement. Units can only enter a hex containing an enemy unit in order to do close combat (see chapter 11.0 Close Combat).

9.1. NORMAL MOVEMENT

In normal movement, the activated unit can move a number of hexes up to the base movement allowance listed on the unit card. Note that terrain costs will affect the number of hexes a unit can move. After movement is completed, a normal action status marker is placed on the unit.



This is not a free action and requires the expenditure of a command point.

Representation of terrain type

Movement type (foot, artillery, mechanized, track)

Terrain Type	Terrain Defense Bonus D6 Roll Modifiers	Movement cost for each movement type	Vehicle Damage from Terrain	LOS mod	Elevation (LOS relief)
Narrow Road (9.6.3.2)	1	1	1*	1*	Hex
Urban Alley (9.6.3.2)	1	1	1*	1*	Hex

*+1 Movement cost for changing direction (any number of vertices) to follow the narrow road path.

Units using foot movement require 1 movement point to enter this type of terrain

Mechanized units pay 1 movement point to enter this terrain

9.2. FAST MOVEMENT

In fast movement, the unit may move their normal movement allowance plus one additional movement point. After movement is completed, a fast action status marker is placed on the unit.



Infantry units lose their weakest defense die when using fast movement. However, they will always retain a minimum of one defense die. They may not take another fast action in the following turn.

Artillery units lose their weakest defense die when using fast movement. However, they will always retain a minimum of one defense die. They may not take another fast action in the following turn.

They may not take another fast action in the following turn.

In theory, movement for artillery can be either fast or normal. However, most artillery units have the slow attribute on their unit card which prevents them from doing a fast action. Players should check their unit cards before using fast movement with one of their artillery units.

Unlike infantry and artillery, vehicles will gain a defense die if fired at when using a fast action status marker. This is to simulate the difficulty of hitting a fast-moving vehicle, as opposed to a slow moving or stationary vehicle. Vehicles are not restricted in the number of consecutive turns they may perform a fast move action.

9.3. MOVING AND FIRING

By using a move and fire action, a unit can move up to half its movement allowance, (rounded up), and then execute a firing action.



This can also be done in reverse order, with a unit firing first and then moving up to half the movement allowance, (rounded up). A unit firing and moving is not automatically spotted, (10.5).



Moving and firing, (either way round), cannot be done by artillery units.

The defender receives a defense bonus when the attacker performs either of these actions. See ranged fire modification table (10.9.5).

9.4. TERRAIN MOVEMENT COSTS

The distance a unit can move during an activation is dependent upon the terrain costs and the movement type of the unit. The terrain chart in the players' aid lists all of the necessary terrain movement costs.

For example, an infantry unit with a movement allowance of two can move 2 hexes when marching in a clear hex. If it used fast movement, its movement allowance would be increased to 3 clear hexes.

Some terrain types are prohibited or can only be entered with certain movement types.

9.5. HARSH TERRAIN

If a hex contains a terrain movement cost that exceeds the base movement allowance of a unit as stated on its unit card, that unit must always treat it as harsh terrain. A unit cannot use the extra movement point allowed by a fast action to avoid treating a hex as harsh terrain.



A unit cannot use the extra movement points allowed by a command card to avoid treating a hex as harsh terrain.

To enter a harsh terrain hex, the unit must begin adjacent to the harsh terrain hex and may move a maximum of one hex. The unit's movement allowance is expended and a delayed action status marker is placed on the unit. This marker will then be flipped to the normal action side in the organization phase, as the unit is considered to be completing its move-

ment during the next turn.

An example of movement into harsh terrain is given in 9.6.1.

9.6. SPECIAL TERRAIN TYPES

Some terrain types require some more explanation because of their impact on the game.

9.6.1. HILLS

Hills are areas of terrain with a higher level of elevation. A unit requires additional movement allowance to enter a hill hex. To determine the necessary movement cost to enter a hill hex, simply combine the movement cost of the terrain type with the movement cost of the hill.

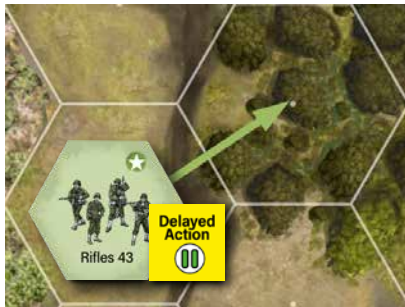
The additional movement cost for entering a hill hex does not apply if the unit is entering it from another hill hex that is the same elevation and part of the same hill. All hill hexes in this module are elevation 1 and 2 and any hill hexes that are adjacent to each other, are treated as part of the same hill.

Terrain Type	Terrain Defense Bonus D6 Roll Modifiers	Movement cost for each movement type	Vehicle Damage from Terrain	LOS mod	Elevation (LOS relief)
Level 0					
Hill: Level 2 (5.6.1)	+3	+1*2			2
Hill: Level 1 (5.6.1)	+2	+2*2			1
Imp (9.6.5.2)		+2*3			
		+2*2			
		+2*2			
				Blocked	1-2

* Plus (+) the defense terrain bonus of the hex.
** For each level of elevation climbed to enter the hex.

+1 additional movement point per hill level climbed for infantry units

For example, an infantry unit, (movement allowance of 2), is moving into a hill hex with heavy forest. The unit would require a movement allowance of 3, (2 for heavy forest and 1 for the hill). Since this is greater than the base movement of the infantry unit, it would count this heavy forest hill as harsh terrain and a delayed action marker would be placed on it.



9.6.2. BUILDINGS

All buildings included in the game module are either single-storey (elevation level 1), multi-storey (elevation level 2) or large multiple storey buildings (large buildings - elevation Level 2).

9.6.2.1. SINGLE STOREY BUILDINGS (LEVEL 1)

Units occupying single storey buildings are considered to be at the same elevation as the terrain hex type they occupy. For example, a unit occupying a single storey building on an elevation 1 hill, are treated as being at elevation 1 when they are attempting to trace a LOS, or have a LOS traced to them.

However, (as with other elevation 1 terrain hexes), single storey buildings are treated as one additional elevation, when determining if they hinder LOS. For example, a building on an elevation 1 hill would count as being an elevation 2 obstacle

to LOS.

9.6.2.2. MULTI STOREY + LARGE BUILDINGS (LEVEL 2)

Infantry units occupying multi storey or large buildings add +1 elevation level to the terrain hex type they occupy.

Artillery and vehicle units are always considered to be at the same elevation as the terrain hex type they occupy.

For example, a infantry unit occupying a multi storey or large building on an elevation 1 hill, are treated as being at elevation 2 when they are attempting to trace a LOS, or have a LOS traced to them.

However, (as with other elevation 1 or 2 terrain hexes), multi storey or large buildings are treated as two additional elevations, when determining if they hinder LOS. For example, a building on an elevation 1 hill would count as being an elevation 3 hindrance to LOS.

9.6.3. ROADS AND TRAILS

Some hexes include main roads, narrow roads and covered trails. They are clearly marked on the map.

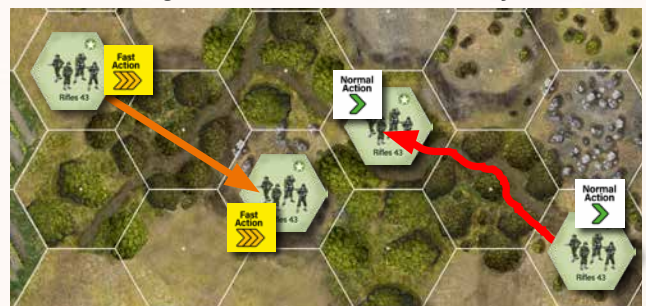
When entering the hex, a unit can use them to reduce the movement cost of the terrain in the hex.

All terrain costs for entering a hex are listed on the terrain chart.

Important:

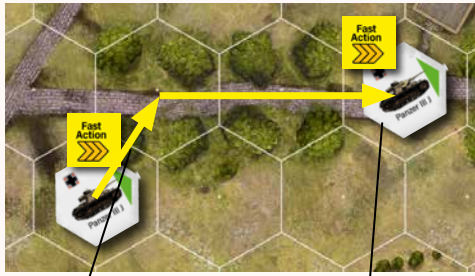
- ▶ A unit that enters through a hex side following a road or trail can use their movement point cost, instead of the terrain in the hex.
- ▶ A unit that enters a hex through a hex side that does not follow a road or trail must pay the full terrain cost of that hex.
- ▶ If stationary infantry or artillery are attacked by direct fire while they are in a hex with a road, they always receive the defense bonus of the terrain in the hex they are in.
- ▶ If stationary vehicles are attacked by direct fire while they are in a hex with a road, they only receive the terrain bonus of that hex if the LOS is traced through its terrain. If the LOS follows the road in the hex and does not go through the terrain in the hex, the vehicle does not receive any defense bonus. It is treated as being on the road.
- ▶ If units are attacked by direct fire while they are moving in a hex with a road, they only receive the terrain bonus of that hex if the LOS is traced through the terrain. If the LOS follows the road in the hex and does not go through the terrain in the hex, the unit only receives any defense bonus it would get from being on the road.

Orange: 3 Movement points for entering the rocky hex via crossing the covered trail inside the heavy forest



Red: 2 Movement points for entering the light forest via the covered trail

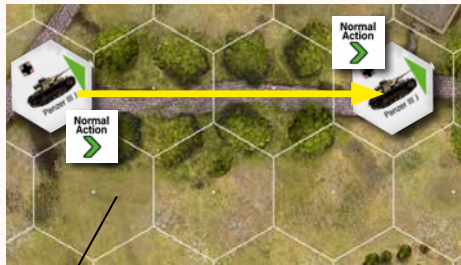
The Panzer III J is crossing the tree alley



Two movement points to enter the main road

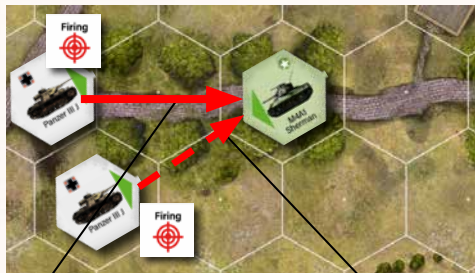
Two movement points to follow the main road

The Panzer III J is following the tree alley



Three movement points when following the tree alley

The Panzer III J's are firing on the M4A1



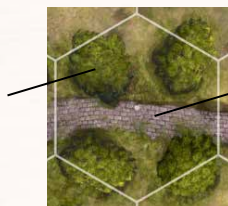
Clear LOS - no defense bonus for the M4A1

LOS passes through the terrain in the hex - M4A1 gets defense bonus for the light forest

9.6.3.1. TREE ALLEYS

Tree alleys hexes are main roads in combination with a light forest or other hex. A unit entering the hex through a hex side that isn't following a road or trail will mean it must pay the cost for entering a light forest hex.

Light forest




Main road

9.6.3.2. URBAN ALLEYS

Urban alley hexes are narrow roads in combination with a building hex.

Urban alleys have the following special movement rules for vehicle and artillery units:

- ▶  Vehicle units may only move forward and backward along the path of the alley.

Single storey building



Narrow road

They are not allowed to change facing except to follow the path roadway. Turning maneuvers are not possible

- ▶ A second vehicle or artillery unit cannot move through the same terrain a friendly unit is occupying. It must move, if possible, through the terrain, in the case of an urban alley it is a building.


Single storey building



Narrow road

9.6.3.3. COVERED TRAILS

Covered trails can occur in different types of terrain. A hex which contains covered trails give special advantages to infantry units.

- ▶  An infantry unit following a covered trail is more difficult for the enemy to detect. When firing on this unit, the attacking player adds +1 to the spotting roll.

Heavy forest

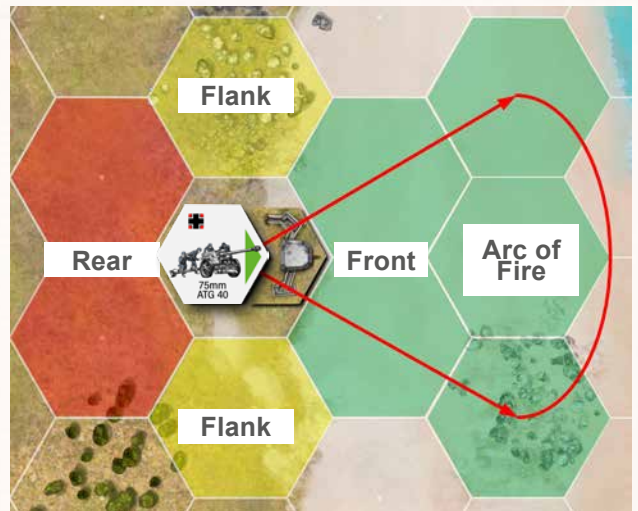


covered trail

9.6.4. FORTIFICATIONS

Fortifications can supersede the defensive bonus of the terrain they are in. This is dependent on the type of fortification and the type of unit.

Fortifications are represented by custom shaped markers which are placed inside a hex and orientated to a specific vertex, chosen by the owning player. Because of the shape these markers do have different areas of impact and arc of fire.



Bunker with areas of impact and arc of fire

Fortifications can affect a unit's movement when they are crossing it. They also give a defense bonus when a unit occupies it or a LOS is traced across it.

Important for reaction fire: A moving unit in a hex containing fortifications is subject to reaction fire. For this reaction fire the unit gains the defence bonus of the terrain not the fortification.

Players should check the terrain chart for the impact of terrain on gameplay.



Barbed wire in a clear hex

This bunker in clear terrain is occupied by the Cal. 50 HMG

Fortifications are: sandbag positions, trenches, gun positions, bunkers, and pillboxes.

9.6.4.1. SANDBAG POSITIONS

Sandbag positions are quickly set up and provide good protection for infantry and artillery units.

Movement impact:

Infantry and artillery units end their movement in the sandbag position.



Vehicles end their movement in the terrain.

Defence impact: see player aid fortification chart.

9.6.4.2. TRENCHES

Trenches are well-constructed and fortified positions for infantry units.

Movement impact:

Infantry units end their movement in the trenches.



Vehicles and Artillery units end their movement in the terrain. They do not receive any benefit from the trenches.

Defence impact: see player aid fortification chart.

9.6.4.3. GUN POSITION

Gun positions are concreted and well covered emplacements to protect artillery units while allowing a good field of fire.

Movement impact:

Infantry units end their movement in the gun position.



Vehicles units end their movement in the terrain. They do not receive any benefit from the gun position.

Artillery units end their movement in the gun position.

Defence impact: see player aid fortification chart.

9.6.4.4. BUNKER

Bunkers are very well fortified and defensible positions.

Movement impact:

Infantry units end their movement in the bunker. Infantry units have 360° arc of fire.



Vehicles and artillery units end their movement in the terrain. They do not receive any benefit from the bunker.

Artillery units can be placed inside the bunker during game setup, only. Artillery arc of fire is limited as shown in 9.6.3.2.

Defence impact: see player aid fortification chart.

9.6.4.5. PILLBOX

Concreted machine gun nests are excellent for giving infantry cover and making them effective.

Movement impact:

Infantry units end their movement in the pillbox.



Vehicles and artillery units end their movement in the terrain. They do not receive any benefit from the pillbox.

Defence impact: see player aid fortification chart.

9.6.5. OBSTACLES

Obstacles are represented by custom shaped markers which are placed inside a hex and orientated to a specific vertex chosen by the owning player. Because of the shape these markers do have different areas of impact and arcs of fire (see example 9.6.4).

Obstacles can affect units' when moving across, add defence bonus and they can affect the defence when LOS is drawn across them.

Important for reaction fire: A moving unit in a hex containing fortifications is subject to reaction fire. For this reaction fire the unit gains the defence bonus of the terrain not the obstacle.

Players should check the terrain chart for the impact of obstacles on gameplay.

Obstacles are: stone walls, steep slopes, barbed wire or tank barricades.

9.6.5.1. STONE WALLS

Stone walls are low level obstacles and give cover for adjacent units. Stone walls have no impact on LOS.

Movement impact:

Artillery units cannot move across a stone wall.

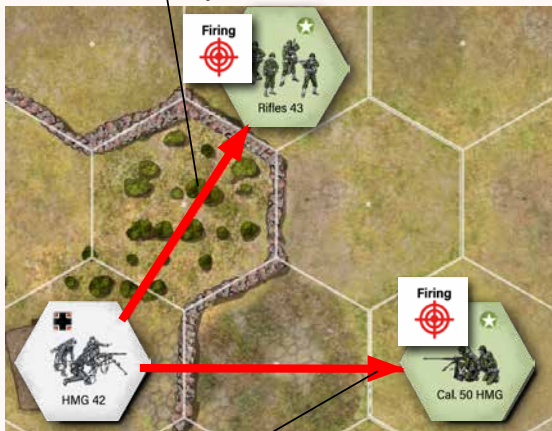
Wheeled vehicle units cannot move across a stone wall. Tracked vehicles must perform a check for damage to vehicle from terrain (see 9.10.1)

Defence impact:

Infantry and Artillery units **adjacent to a stone wall** gain +1 yellow defence die when an enemy unit is firing across a stone wall.

Vehicle units **adjacent to a stone wall** gain +1 green defence die when an enemy unit is firing across a stone wall.

No defense bonus for the German HMG42 because it is not adjacent to the Stone wall



+1 yellow die defense bonus for the German HMG42 because it is not adjacent to the Stone wall

9.6.5.2. STEEP SLOPES

Steep slopes are impassable for vehicles and artillery units. Steep slopes have an impact on LOS.

These edges are slopes



These edges are steep slopes

Movement impact:

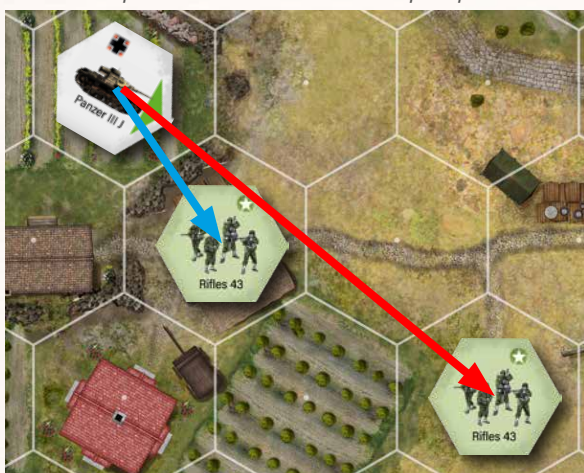
Artillery and vehicle units cannot cross steep slopes.

Infantry gets a delayed action if crossing a steep slope.

LOS impact:

Vehicles and artillery units adjacent to a steep slope can see but not attack units adjacent to the same steep slope. Due to the steep slopes, the gun barrels cannot be depressed or elevated sufficiently to fire at adjacent targets.

Blue arrow: LOS is clear but no attack possible because of the Steep slope



Red arrow: LOS is clear attack possible. Panzer III J is on level 1 Hill.

9.6.5.3. BARBED WIRE

Barbed wire is to prevent and delay movement of units. Barbed wire has no impact on LOS.

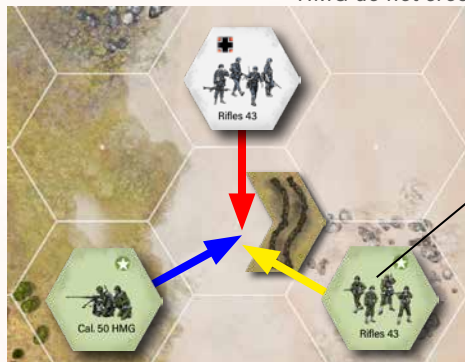
Movement impact:

Infantry units must spend +1 movement point to cross a barbed wire.

Artillery units cannot cross barbed wire.

Vehicles (including vehicles transporting artillery) must perform a check for damage to vehicle from terrain (see 9.10.1).

The German Rifles 43 and the US Cal.50 HMG do not cross the barbed wire



The US Rifles 43 cross the barbed wire

9.6.5.4. TANK BARRICADES

Tank barricades are to prevent and delay movement of vehicles. Tank barricades have no impact on LOS.

Movement impact:

Vehicle and artillery units cannot cross a tank barricade.

Defence impact:

Infantry and artillery units adjacent to a tank barricade gain +1 blue defence die when an enemy unit is firing across a tank barricade.

9.6.6. MINEFIELDS

If specified in the scenario setup, players have the ability to lay minefields.

Minefields are used to delay and redirect enemy units. When crossing minefields, also to reduce or destroy enemy units.

Hidden side: Minefield marker



Unhidden side: from left to right APM, ATM and Dummy

There are two types of mines in the Assault game system. Anti-Personnel Mines (APM) and Anti-Tank Mines (ATM). APM are effective versus infantry and artillery units. ATM are effective versus vehicles. Minefields are represented by double-sided minefield markers.

Any hex containing a minefield marker is treated as if it is a minefield for the purposes of XXX (processing minefields).. All rules regarding setup and processing minefields are described in the following chapter.

9.6.6.1. PLACING THE MINEFIELDS

Unless otherwise stated in the scenario description, the minefields are laid out during game preparation and before placing the units.

To place the minefields, the player takes the number and type of minefield markers indicated in the scenario description. In addition, the player gets the same number of dummy markers.

For example, if the scenario description states 4 APM and 1 ATM, then the player also takes 5 dummy markers. In total, the player can then place 10 minefield markers.

After the selection, the player places all minefield markers with the hidden side up following any requirements/restrictions set out in the scenario description.

Make sure that the opponent cannot see which marker is a dummy or a real minefield. As previously stated, any hex containing a minefield marker is treated as if it is a minefield for the purposes of XXX (processing minefields).

Important:

- ▶ Only one minefield marker can be placed per hex.
- ▶ Antitank mines cannot be placed in buildings.
- ▶ The effect of mines always applies to the entire hex (including primary and secondary terrain).
- ▶ Mines cannot be placed inside hex with fortifications or obstacles.
- ▶ Minefields cannot be crossed with fast action.
- ▶ Stacking limit of minefields is one. The passing through of friendly units is not allowed (9.0).
- ▶ Transport vehicles, loaded or unloaded, cannot cross a hidden minefield.
- ▶ Minefield markers stay on the hex till game end or other effects remove them.
- ▶ APM mines have no effect on artillery and vehicles units
- ▶ ATM mines have no effect on infantry units
- ▶ Friendly mine fields have no effect on friendly units.

Designers note: *Reconnaissance was usually carried out in preparation for missions. Assessments (more or less accurate) were made from the results of reconnaissance. This also included the belief that a minefield that there may be there or the detection of actual minefields. This is exactly what our minefield markers simulate. The players' troops can estimate where mines would be advantageous for the defenders. Nevertheless, players must first find out if a minefield marker means an actual minefield is present in the hex.*

9.6.6.2. PROCESSING MINEFIELDS

A unit which wants to move into a hex containing a minefield marker, or leave a hex containing an actual minefield will automatically attempt to scout a way through and out of it.

Move into the Minefield (detection roll):

First of all, the active player declares that a unit wants to move into the marked hex. This unit has to be activated with normal

action and is placed into the minefield hex. The active player flips the minefield marker to the unhidden side.






If this marker is a dummy, the active unit can continue its action. The dummy marker gets removed from the game board.

If this marker is a minefield marker (APM or ATM), it stays with the unhidden side up on the hex. If the mines affects that unit type (infantry & artillery or vehicles), the active player rolls a D6 to determine if this unit is able to detect and identify the mines before hitting them or not. Use the table below to determine this attempt.



Scouting Unit	D6 Base Result for Success	D6 Roll Modifying abilities	D6 Roll Modifiers
Infantry	5+	Scout	+1
Artillery / Vehicle	6+	Mine Detection	+2
		Unhidden Minefield	+1
		Command Card Effect	+Effect
		Fallback Action	-1

If this roll was successful, the unit scouted the mines and managed to get inside the hex without loss. The minefield is now considered as identified.

If this roll was unsuccessful, the unit got hit by the mines. The minefield is now considered as identified. The inactive player takes the Minefield attack dice and rolls the damage caused by the Mines. The active player has only the defence die indicated in the table.

Unit Inside the Minefield	Minefield Attack Dice	Units Defense
Infantry / Artillery	 	
Vehicle		

Depending on the result, the damage is determined with the help of the following table:

Result of Attack	Effect on Infantry / Artillery	Effect on Vehicles
	+1 Damage*	+1 Damage and Immobilized*
	+1 Damage	+1 Damage and Immobilized
X	Suppressed	Suppressed

**Chapter 10.7.5 and 10.7.6 should be taken into account. For double success results only the strongest symbol counts.*

Leaving the Minefield:

If a unit is attempting to leave the hex with the identified minefield, it uses the same process as it did to enter the hex, with a scouting roll etc... If unsuccessful, it does move out of the hex but sustains another attack from the minefield.


Important:

A fallback result against the unit while it is in the hex forces it to move out. If it fails the scouting roll, it does retreat out of the hex but sustains another attack from the minefield.

9.7. CAPTURING OBJECTIVE HEXES



Objective hexes are only considered captured when a unit occupies them at the end of a turn. The unit may not have a fallback or close combat status marker.

9.8. INFANTRY SPECIFIC MOVEMENT

 Infantry units can advance into almost any terrain. They can also be moved by units with the transport ability or armored vehicles with track movement (9.11.1).

Infantry units are not subject to any facing requirements for movement and may turn in any direction without using any of their movement allowance. Movement can be either fast or normal.


9.8.1. DIGGING IN

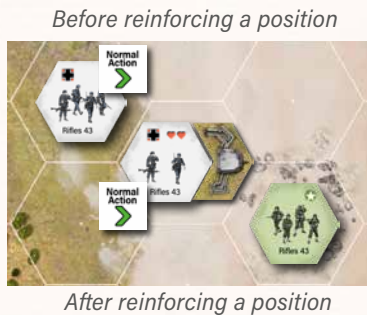
 Infantry units can fortify their position by using a dig-in action. On the next game turn, the corresponding unit will be considered dug-in and is granted an additional green defense die. While digging in, the unit will lose its weakest defense die. However, they will always retain a minimum of one defense die. 

Infantry units can dig in in all terrain that they may enter, excluding fortifications (sandbags, trenches, gun positions, bunkers and pill boxes).


The dug-in marker remains in the hex until the unit moves out or is eliminated. An exception to this is the detachment action (9.8.2.). After a detachment action, the dug-in marker remains.

9.8.2. REINFORCING A POSITION

 Reinforcing a position is a special movement rule for infantry units. With the help of reinforcing a position, a player can swap two adjacent infantry units simultaneously during one action round. The prerequisite for this is that both infantry units are adjacent and have not been activated.



To perform this exchange, the player must activate and mark both units with a normal action marker on them.


 If playing with command points, two command points are needed.

Then the player can move both unit markers to the corresponding hex. Units must have sufficient movement points to perform this step with a normal action. These units are subject to reaction fire.

Reinforcing a position can be helpful if you want to reinforce an important position such as a bunker with fresh forces and there

is a danger that an enemy unit wants to take possession of it.

9.9. ARTILLERY SPECIFIC MOVEMENT


 Artillery units can advance into almost any terrain and can be also be moved by units with the transport ability.

When they complete their movement, however, they must end it facing a hex vertex (4.8). Movement can be either normal or fast (unless marked with the slow attribute on their unit card).


Change facing: Artillery units can change their facing as part of a normal action. The unit can change one hex vertex without requiring a movement allowance.

Changing the facing additional one hex vertex must be done at the cost of one movement allowance point per hex vertex.

After change facing the artillery unit is marked with a normal action marker.

 If playing with command points, one command point is needed.

9.10. VEHICLE SPECIFIC MOVEMENT

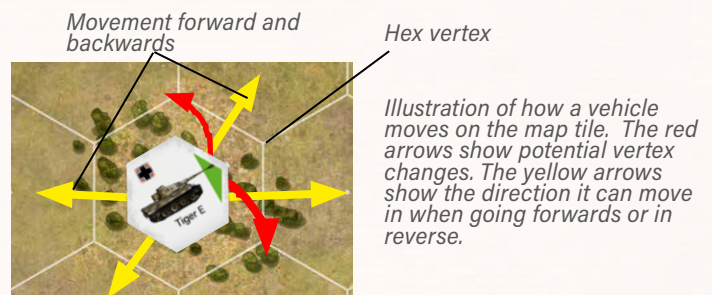
 Vehicle units have wheeled or track as their movement type. When moving, vehicle units must always be facing a hex vertex, never a hex side.

A vehicle unit can only move into its front two hexes, (frontal hexes), or rear two hexes if reversing, (see illustration).


Vehicle units can also change their facing. Changing facing up to one hex vertex during a move, is free. Any more than one hex vertex costs one movement point per vertex changed. The one exception is movement on a road. During movement on a road the vehicle may freely change its facing, including the final road hex it enters.

When moving in reverse, the unit's movement allowance is halved, (rounded up).

Movement can be either normal or fast (unless marked with the slow attribute on their unit card).



9.10.1. DAMAGE TO VEHICLE UNITS FROM TERRAIN


 Vehicle units can be damaged or become immobilised when entering certain terrain types. The terrain types capable of damaging vehicles are listed on the terrain chart in the players aid under the 'Vehicle damage from terrain' column.

If a hex containing one of these terrain types is entered, the opposing player makes an attack roll on the vehicle unit with the dice listed in the 'Vehicle damage from terrain' column.


The active player can then attempt a defense roll with their strongest defense die, listed on their unit card. It doesn't matter

if they are doing a normal or fast action. If there any critical hits or damage points from the attack roll that haven't been cancelled by the defense roll, then that vehicle unit suffers damage.

9.10.2. RESOLVING DAMAGE FROM TERRAIN

 A critical hit result causes the vehicle to become immobilised. Ignore any further critical hit results. All damage points are applied. Any suppressed results cause it to become suppressed. Ignore any after the first suppressed result rolled.

9.10.3. OVERRUNNING ARTILLERY UNITS

 All armored vehicles, (4.2.2), with track movement, who are not transporting infantry, can overrun artillery. This is treated differently to a close combat.


To do this, the armored vehicle must simply move into one of its two frontal hexes that contains an enemy artillery unit. As this is an overrun, (unlike normal close combat), a fast action status marker is placed upon the armored unit. This will be treated as a fast action in every respect, except it does not add one movement point to the unit's movement allowance.

Overruns cannot take place in a hex, if the attacking unit would consider it harsh terrain.


When an armored unit attempts this action, the artillery unit in the hex may conduct a **last shot**. This last shot does not count as an activation for the artillery unit.

The opposing player controlling the artillery rolls the attack dice listed on their unit card versus vehicles at a range of 0, (close combat).

When making a last shot, the firing artillery is not allowed any of the any modifiers to the attack roll. It just uses the attack dice listed on its unit card. Apart from the defense dice listed for its front armor (10.9.3) the armored unit receives no modifiers to its defence dice. This is a straight comparison die roll (10.7.2). Damage to the armored unit is assigned as per 10.7.3 and 10.7.6 if an uncancelled critical hit result is rolled.

 A command card can modify the attack roll or defence roll.

The last shot can be conducted even if the artillery unit has already been activated that turn. This can lead to an artillery unit firing more than once per turn. It may change its facing by a maximum of one (1) vertex to place the armored unit in its firing arc. If this change of facing is not sufficient to get the vehicle into the firing arc, then no final shot can be fired. The artillery unit is considered overrun and is removed from the game.

 This is a free action for the artillery (6.2.2) and does not require a command point to activate the unit.

The last shot cannot be taken if the artillery unit has a status marker of suppressed, fallback, fast action or delayed action.


If, after a last shot, the armored unit is not, suppressed, immobilised or destroyed, the artillery unit is considered overrun and is removed from the game.

If the armored unit is suppressed or immobilised by a successful last shot, it stays in the hex adjacent to the artillery unit and the corresponding marker is placed upon it. If it is destroyed it is removed from the game.

9.11. TRANSPORTING UNITS

Some vehicles have the transport ability and are able to move infantry and artillery across the board. Their transport capacity is listed on the unit cards.

Units being transported do not count towards the stacking limit in a hex.

 The specified number of transport points (8) means the unit has a capacity of 8 strength points. Unless the special abilities state otherwise, 8 strength points worth of infantry and artillery can be loaded and transported.


As they are riding the Tiger E, they are placed on top of the tank unit. Since the Tiger E has not yet been activated (taken any actions) in this turn, it can still be activated.



The Truck has loaded an infantry squad. The squad is sitting inside the Truck. The counter is placed under the Truck unit.

For the purposes of calculating transport capacity only, any damage on a unit is ignored. Full strength units are counted as being at full strength. Half-strength units are counted as half-strength. For example, a four strength unit with one damage point would count as 4 towards the transporting vehicle's capacity.

9.11.1. TRANSPORT CAPACITY

 The transport capacity of a vehicle is normally shown on the unit card. The exception is armored vehicles (4.2.2) with track movement. These automatically have a transport capacity of 4 strength points, (which must be infantry), unless stated specifically otherwise on the unit card. Infantry being transported in this way will be referred to in the rules as tank riders.

9.11.2. LOADING UNITS

If a player wishes to load an infantry or artillery unit, they simply move that unit onto the same hex as a transporting vehicle. The unit is now considered loaded. Loading always happens during the activation of the infantry or artillery unit, not during a vehicle's activation.

However, infantry and artillery units cannot be loaded onto a vehicle that has any of the following status markers: delayed action, suppressed, fallback, immobilised, close combat or fast action. Since they cannot be loaded onto a vehicle with those status markers, they are also not allowed to enter the hex itself (as stacking limits would apply).

If a unit is loaded into a vehicle with transport ability, the unit counters being transported are placed under the transporting vehicle counter and their activation is ended. Any move status markers on the units being transported are removed.

When an armored unit with track movement is transporting units, the units are considered to be riding on top of the vehicle and, in turn, are placed on top of the armored unit counter. Their activation is also ended.

If the transport vehicle has not been activated this turn, it can still be moved.

9.11.3. DISMOUNTING OF UNITS

Loaded units are dismounted by being activated. This can happen even if the transporting vehicle has already been activated in the turn.

Any units dismounting from a transporting vehicle are moved to a hex adjacent to it. Infantry get marked with fast action. Artillery units with the slow attribute get marked with a delayed action.



During this dismount, players should make sure they apply stacking limit of one unit per hex if more than one unit is being transported.

If any unit dismounts into a hex that counts as harsh terrain for them, (see 9.5), they receive a delayed action status marker. They cannot dismount into a hex containing an enemy unit. As soon as a unit dismounts their activation ends.



Dismounting can trigger reaction fire.

9.11.4. LOADING IMMOBILE ARTILLERY

Normally a unit being transported loads up/dismounts in its own activation, not its transport's activation (9.11.2 and 9.11.3). However, transporting immobile artillery is an exception to this.

In order to load immobile artillery, the transporting unit moves into its hex. The immobile artillery unit must not have any of the following status markers: delayed action, suppressed, fall back, or close combat. Since they cannot be loaded onto the transport with those status markers, the transport is not allowed to enter the hex itself, (as stacking limits would apply).

Once the transport enters the hex the immobile artillery is considered loaded. This ends the activation for the transport, which is marked with a delayed action.

9.11.5. UNLOADING IMMOBILE ARTILLERY

Unloading immobile artillery is done during its transport's activation. It must be unloaded into a hex adjacent to its transport. The immobile artillery unit is marked with a delayed action.


During the unloading, the players should make sure they apply the stacking limit of one friendly unit per hex.


They cannot unload into a hex containing an enemy unit. Immobile artillery also cannot unload if their transport has moved into harsh terrain that turn.

Unloading can trigger reaction fire.

9.12. HIDE ACTION & AMBUSH


Hidden actions bring two new tactical possibilities to the game. Firstly, infantry units can now approach the enemy hidden and secondly, units can prepare for an ambush.


 *This is not a free action.*

 *Infantry units can be activated with a hide action to perform a hidden movement (9.12.1) and prepare an ambush.*




Hide action for infantry units cannot be performed on roads. To perform a hide action, the player activates a unit and marks it with the hide action marker.

 *Artillery units can be activated with a hide action to prepare an ambush. Hide action for artillery units cannot be performed in clear terrain or on roads. To perform a hide action, the player activates a unit and marks it with the hide action marker. Artillery units cannot move with hide action.*

 *Vehicle units can be activated with a hide action to prepare an ambush. Hide action for vehicle units cannot be performed in clear terrain or on roads. To perform a hide action, the player activates a unit and marks it with the hide action marker. Vehicle units cannot move during the hide action.*

9.12.1. HIDDEN MOVEMENT FOR INFANTRY

 *Hidden movement is a special type of movement for infantry and simulates the movement of soldiers with the low crawl. A unit moving with this type of movement is difficult for the enemy to detect. After completing the movement, the unit hides in the terrain.*

To perform a hide action, the player activates an infantry unit and marks it with the hide action marker. The hide action is performed like a normal movement action, but the movement range is limited to a maximum of one hex per activation.



Hidden movement is not possible if the movement allowance on the unit card (normally 2 for infantry units) would trigger a delayed action (see harsh terrain 9.5).

Hidden movement is not possible on road hexes.

Note: *Units with the slow ability can be activated to perform a hide action and hide in the current hex. The hidden movement of one hex distance is not possible if the unit has the slow attribute.*

A unit with hide action status marker gains one additional blue defense die.

Enemy units intending to fire on a unit with a hide action marker must make a spotting roll (10.5). The result of the spotting roll is reduced by -1.

A unit with a hide action marker is not considered to have an action marker if close combat is initiated against it (11.1.2.2).

9.12.2. HIDDEN UNITS

At the end of the turn, during the organization phase, the hide action marker is flipped and the unit is considered hidden.



A unit with hidden status marker gains one additional blue defense die.

The hidden marker remains on a unit until it is activated and takes another action or receives a different status marker (e.g. movement, firing, fallback,...) or is engaged in close combat.

For example the player decides to activate a unit with a hidden status marker to perform a normal action, the hidden status marker gets exchanged with a normal action marker.

Enemy units that intend to fire on a unit with a hidden marker

must make a spotting roll (10.5). The result of that roll is reduced by -2.

If a unit marked with a hidden marker performs an attack, it is treated as if it has the attack dice -1 marker (13.1). This unit loses its weakest die when firing.

9.12.3. ARTILLERY AND VEHICLE HIDE ACTION

Artillery and vehicle units can be activated with a hide action to prepare an ambush.

Hide action for artillery and vehicle units cannot be performed in clear terrain or on roads.

To perform a hide action, the player activates a unit and marks it with the hide action marker.

Artillery and vehicle units cannot move with the hide action.

9.12.4. AMBUSH

If a unit with a hidden status marker is not activated in the game turn before, its hidden status marker is exchanged for a red ambush status marker during the organisation phase. The unit has set up for an ambush and awaits the enemy.



A unit with an ambush status marker gains one additional blue defense die.

Attacker with an ambush status marker gains automatically one "X" symbol (suppression) when firing.

The ambush status marker remains on a unit until it is activated and takes another action or receives a different status marker (e.g. movement, firing, fallback,...) or is engaged in close combat. For e.g. the player activates this unit to perform a normal action, the hidden action marker gets exchanged with a normal action marker.

Enemy units that intend to fire on a unit with a hidden marker must make a spotting roll (see 10.5.). The result of the roll is reduced by -2.

10.0 RANGED FIRE

There are three types of ranged fire in this game.

- ▶ **Direct fire** (only during the *Action Phase*): A unit can only fire upon a target in their line of sight (LOS) and within range. This type of ranged fire can also be done in conjunction with fire support units (see joint fire in 10.8.4)
- ▶ **Indirect fire** (only during the *Support Phase*): A unit with the indirect fire ability can fire at a target in range but without having a direct LOS to it (7.1).
- ▶ **Smoke** (only during the *Support Phase*): A unit with the smoke ability can drop smoke on up to three target hexes in range, without having a direct LOS to it (7.2).

Players will alternate using indirect fire/smoke in the *Support Phase*. This is the only time indirect fire/smoke can be used. Direct fire is only utilised during the *Action Phase*. Units marked with a red or yellow close combat status marker cannot conduct ranged fire.

Units that conduct ranged fire use one of the following methods and will be marked with the appropriate fire status marker.

Firing: The unit fired without moving



Turret firing: A vehicle didn't move but fired out of its arc of fire, using its turret



Move and fire: The unit moved up to half its movement (rounded up) and fired



Fire and move: The unit fired and then moved



Note: If a vehicle does a move and fire or fire and move action, it can still utilise its turret, (i.e., fire at a target outside its current arc of fire at the start or end of its move). However, it is still marked with a move and fire/fire and move status marker and uses them to determine any modifiers to attack dice/defense dice, (not turret firing).

See ranged fire modification table (10.9.5) for defense dice modifications.

Artillery units cannot perform a move and fire or fire and move action.

The process for a unit to do any type of ranged fire is discussed in this chapter.

Command points are required on the unit card for a unit of that type to do ranged fire. Command cards can also enhance or reduce the effects of ranged fire.

10.1. RANGE FACTOR

Every unit in *Assault* has a range factor for direct fire listed on the front of their unit card. The ranges are split into four range bands. Range 0 is in red to indicate that the opposing units are in the same hex and doing close combat. The next three bands are close, medium and long range.

The top row is for the range against vehicles and the ranges are shown in a hex symbol with a grey background. **An important exception is unarmored units (4.2.2).** The bot-



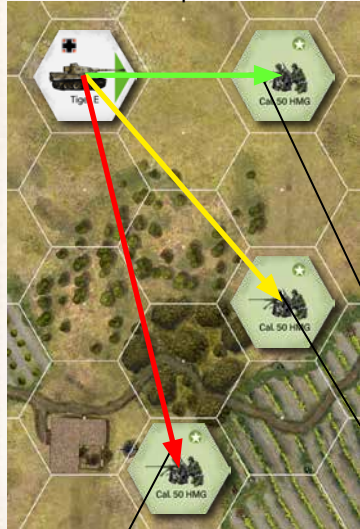
tom row is for the range against infantry and artillery targets and the ranges are shown in a hex symbol with a white background. Players need to make sure they use the correct row for the target they are firing at.

The range is the number of hexes a unit may fire. To determine the range, count the number of hexes from the firing unit to the target unit (do not count the hex containing the firing unit).

10.2. LINE OF SIGHT (LOS)

As a general rule, the line of sight (LOS) range is unlimited, unless otherwise stated in the scenario rules. A LOS can either be clear, hindered, or blocked.

A clear LOS is optimal for a direct fire on enemy units.



A hindered LOS for direct fire lowers the chances of a successful hit. Direct fire is prohibited if LOS is blocked.

LOS is only important for indirect fire when working out if a target can be spotted (10.5).

LOS is clear

LOS is hindered by the brush

LOS is blocked by the heavy forest

A LOS can be hindered or blocked by certain terrain types and smoke. Players should consult the players aid to check which is which.

Terrain types that hinder LOS are indicated by a shield symbol (defense die) in the 'Line of Sight Modification' column.

Terrain types that block LOS have 'blocked' in that column.

Units and LOS: Units, whether enemy or friendly, never block LOS or act as a hindrance.

10.3. CHECKING LOS

It is best to have a ruler, a laser level, or a piece of long string handy for checking LOS. To find whether the LOS is open, hindered or blocked, trace the path from the center of the firing units hex to the center of the target hex. This is the LOS.

Note: When deciding if a LOS is hindered or blocked the terrain type of a hex is defined by the map tile illustration that takes up the majority of the hex, even if doesn't fill the whole hex. Peripheral amounts of trees, brush etc...that appear on the edge of hexes do not define the terrain type. Players should apply their common sense here.

If there are no smoke markers or terrain types that hinder or block LOS along this path, the LOS is clear.

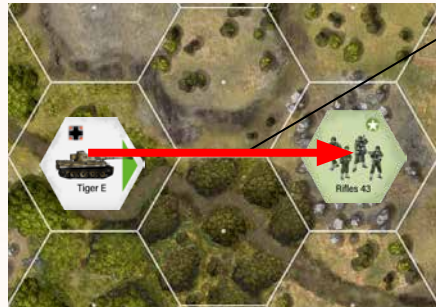
If the LOS traces its path through one or two smoke markers or terrain type that hinders LOS, then LOS is treated as

hindered. If there is any combination of three or more terrain hexes that hinder LOS/smoke markers in that path, then the LOS is blocked.

If the LOS is traced through a terrain hex that blocks LOS, e.g. heavy forest, then the LOS is blocked.

If the LOS is traced along hex side where:

- ▶ Blocking terrain is present on both sides of the same hex side, the LOS is considered blocked.



This blocked LOS is traced along the hex side where both sides are blockes

- ▶ If LOS is traced along hex side where blocking terrain and hindering terrain/smoke are present along both sides of the same hex side, the LOS is considered hindered.
- ▶ If LOS is traced along hex side where blocking terrain and clear terrain are present along both sides of the same hex side, the LOS is considered clear.
- ▶ If LOS is traced along hex side where hindering terrain and clear terrain are present along both sides of the same hex side, the LOS is considered clear.

See column LOS mod on the terrain chart for defense dice modifications.

10.4. ELEVATION AND LOS

Terrain types have varying levels of elevation. These levels can be found on the terrain chart on the players' aid under the elevation column. In this module they range from 0-2. In later modules there will be elevations 3 or even more.

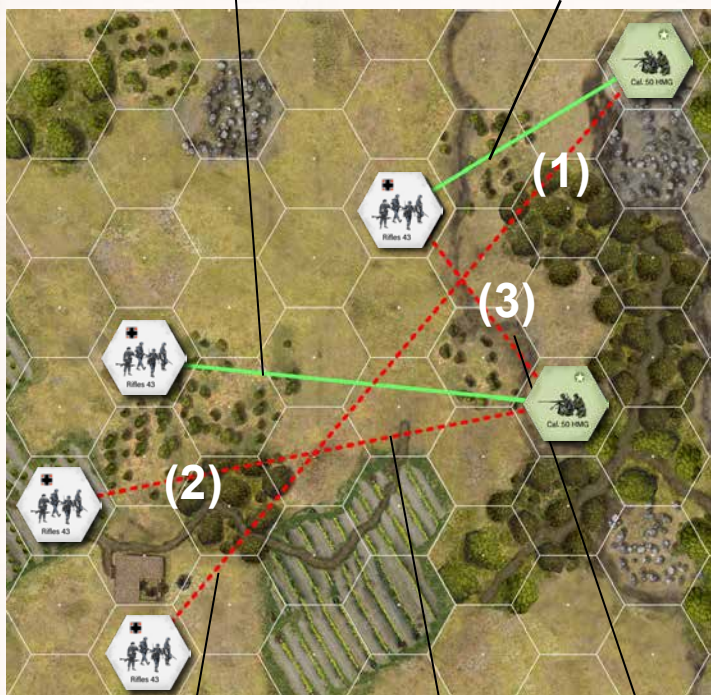
When considering if a LOS is blocked, the elevation levels (see Players Aid) are cumulative. For example, a forest on an elevation 1 hill would count as being an elevation 2 obstacle to LOS.

When there is a difference in elevation of +1 or greater, a LOS can be traced over terrain that would normally block or hinder LOS. For example, a unit on a hill terrain hex, (elevation 1), can trace a LOS over brush (elevation 0).

If the terrain types in the LOS have the same elevation, then LOS cannot trace over the obstructions. The same unit on an elevation 1 hill, cannot trace a LOS over another elevation 1 hill.

LOS is clear. Cal. 50 HMG is on elevation 1 hill and the Rifles 43 are on elevation 0. The brush is elevation 0.

LOS is clear. Cal. 50 HMG is on elevation 2 hill and the Rifles 43 are on elevation 0



LOS is blocked. Cal. 50 HMG is on elevation 2 hill and the Rifles 43 are on elevation 0. The heavy forest (1) is elevation 2 [1 for hill plus 1 for the forest] blocks the LOS.

LOS is blocked. Cal. 50 HMG is on elevation 1 hill and the Rifles 43 are on elevation 0. The hill (2) is elevation 1 and blocks the LOS.


LOS is blocked. Cal. 50 HMG is on elevation 1 hill and the Rifles 43 are on elevation 0. The hill (3) is elevation 1 and blocks the LOS.

10.5. DIRECT FIRE SPOTTING

Spotting is always conducted for ranged fire if the target is in a hex that provides it with a terrain defence bonus. Unless it is automatically spotted (10.5.1).

Note: Some terrain types will provide infantry and artillery with a terrain defence bonus, but not a vehicle. Players should consult the 'terrain defence bonus' column on their players' aid to check if the bonus applies.

- ▶ Spotting is required if the target unit has a **hide action** marker (13.2), a **hidden** unit or **ambush** status marker (13.1).
- ▶ Spotting is also required if ranged combat took place when the target was outside the firing unit's arc of fire (10.6).

 In order to spot, the active player must roll a 1d6 and consult the spotting table on the players' aid. Rolling the number on the table or better, (e.g. 2+), means the target has been successfully spotted. Subtract -1 from the result if there are one or more hindering terrain types in the LOS. See 10.9.5 for the impact of failing a spotting roll.

Failing to spot an enemy unit has two effects in the game:

- ▶ If a player fails to spot an enemy infantry or artillery unit when they fire on it, this is considered firing blind and the defending unit will receive a bonus die in its defence (see the third column of the 'ranged fire modification' on the players' aid 10.9.5).
- ▶ If a player fails to spot an enemy vehicle when they fire on it, this is considered that the firing unit must take

more time as expected for spotting the enemy vehicle because it is a point target. (see the final column of the 'ranged fire modification' on the players' aid).


This difference is because fire sprayed in the direction of an artillery or infantry unit might still have some effect. A vehicle must be targeted by aimed fire.


10.5.1. AUTOMATIC DIRECT FIRE SPOTTING


The following targets will automatically be spotted:

- ▶ All targets in a terrain type hex that does not provide them with a terrain defence bonus (see player aid)
- ▶ All targets on a clear or road terrain hex, regardless of any terrain defence bonus unless the target is in a hex which also contains terrain (e.g. road on a forest terrain hex) or it has the **hide action**, **hidden** or **ambush** marker on it, in which case a LOS to the target needs to be established.
- ▶ All targets who have done a fire action, (except a fire and move), a fast action or a delayed action this turn
- ▶ A target in the adjacent hex to the firing unit.

10.6. ARC OF FIRE

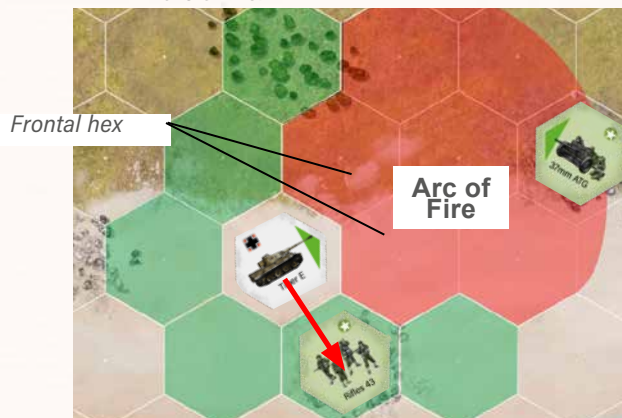
 *Infantry units have a 360 degree arc of fire. They can fire in every direction without any penalty.*

 *Artillery units have an approximately 120 degree arc of fire from their two frontal hexes. (see illustration). They need to change facing in order to fire at a target that starts their activation outside that arc of fire.*

 *Vehicle units have an approximately 120 degree arc of fire from their two frontal hexes. (see illustration). If they do not have a turret, they need to change facing in order to fire at a target that starts their activation outside that arc of fire. Vehicle units with a turret do not need to change their facing. However, if they fire at a unit that started the activation outside their arc of fire, they still need to make a spotting roll first (10.5).*

Green area shows what is outside the Tiger E's arc of fire.

Red area shows what is the Tiger E's arc of fire.



If any unit wishes to fire upon a target outside its arc of fire, (except a vehicle with a turret), it must do a move and fire action and change its facing, so the target is inside its arc of fire. It should have a move and fire status marker placed on it to show it has done this. Units with a turret, (or certain special

abilities), can fire outside their arc of fire. If they do this without moving, they are considered to be turret firing and should be marked with the turret firing status marker.

A unit may also utilise its turret to fire outside its arc of fire at the end of a move and fire action, or at the start of a fire and move action. However, it will use move and fire or fire and move status to determine any modifiers to attack dice/defense dice, not turret firing. It will also be marked with move and fire/fire and move status marker for the activation.

10.7. RESOLVING COMBAT

The six-sided battle dice are used to determine battle results and other game effects. There are 4 different colors of battle dice in **descending order of strength: Red, Yellow, Green, Blue.**

Die Color	1	2	3	4	5	6
Red						
Yellow						
Green						
Blue						

Success Symbols:



10.7.1. ATTACK AND DEFENSE DICE

Defense dice depending on direction of attack (10.9.3)

Attack dice rolled against armored vehicles

Attack dice rolled against infantry, artillery and unarmored vehicles.



The colored squares on the unit cards represent the different dice used in attack and defense rolls. Each colored square represents a die of the matching color, e.g. a red square represents a red die.

Players should match each of the colored squares to a dice of the same color.

Inherent defense dice allocated to a unit are shown on the unit card with a shield in the background. They are used when the unit is defending itself against an attack. Other defense dice from terrain etc. may be available to the unit.

The number and types of attack dice are shown on the unit card and are divided rows into those rolled against vehicles (the top row) and those rolled against infantry and artillery (the bottom row), (**exception unarmored vehicles 4.2.2**).

Two symbols on the same die roll, is called a **double success**. This is an important term when resolving combat. Sometimes die rolls will be modified so that only one of the symbols counts.

10.7.2. COMPARING DICE ROLLS

All types of combat, (direct fire, indirect fire and close combat), work on the very simple rule that each result rolled by the defender cancels out the same result (or weaker) rolled by the attacker.

- A critical hit can cancel out a critical hit, damage point, or a suppression.
- A damage point can cancel out a damage point or a suppression.
- A suppression cancels out another suppression.

Both the attacking and defending players' dice rolls are compared to each other. The defending player cancels out as many of the attacking players' symbols as the defending dice allows. Any symbols not cancelled by the defender's dice rolls are assigned as damage (10.7.3).

	Attacker			
Defender				

This damage may be a physical loss for the unit or a loss of morale.

10.7.3. ASSIGNING DAMAGE

Critical Hits: Critical hits cause one damage point. On top of this they can also have a special effect. The effects of any critical hits are applied to a unit only after all damage points and suppression results have been resolved (10.7.4-10.7.6).

Damage Points: For each damage point, place a damage marker against the unit. Damage markers should only be added to show any damage that can't be shown by the counter. For example, if a full strength unit with four strength points takes three damage points, it would be flipped to its half-strength side (showing it had taken two points of damage) and then one damage marker would be added.

If a unit takes an amount of damage equal to its strength points, the unit is eliminated and is removed from the game.

Suppression: If at least one suppression result remains after the defense rolls, the target unit is considered suppressed and is marked accordingly. Any action status markers previously placed on the unit are removed.

Fallback: If a unit was already marked as suppressed it now does a fallback (13.3).

Artillery are eliminated if they ever have to do a fallback.

Immobilized vehicles are eliminated if they ever have to do a fallback.

*The player controlling the eliminated unit also loses a command point (either assigned or expended). A player always has a minimum of four command points. Any further losses of command points are ignored. **Important:** The loss of a truck unit does not result in the loss of a command point.*

10.7.4. CRITICAL HITS

Ranged fire, (indirect and direct), may result in critical hits rolled by the attacking unit. Any critical hits rolled by the attacker that are not cancelled out by the defender have a


special effect, depending on the type of defending unit. This section will describe those effects.


10.7.5. CRITICAL HITS VERSUS INFANTRY AND ARTILLERY


For each critical hit result that remains after the defense roll by the infantry/artillery unit, the attacking player is given a green die and the defending player is given a blue die. This is used to perform a comparison roll (10.7.2).

For example, the attacking player is left with two critical hits that haven't been cancelled out by the defending dice roll after their indirect fire attack. The attacker is then given two green dice and the defender is given two blue dice. They both roll their two dice with the defending player's symbols cancelling out the attacker's symbols.

Attacker uses their **strongest symbol** rolled to resolve the critical hit (listed below in strength order). Ignore any other uncanceled results.

 **Critical Hit:** No damage points are applied. The infantry/artillery unit immediately performs a fallback (13.3). This will eliminate an artillery unit. If the infantry unit was already marked fallback before resolving the critical hit in 10.7.5, it is also eliminated.

 **Damage Point:** No damage points are applied. The infantry/artillery unit is suppressed. Mark it suppressed. If it was suppressed before resolving the critical hit in 10.7.5, it immediately performs a fallback. This will eliminate an artillery unit.


 **Suppression:** Use exactly the same procedure as if the attacker's strongest symbol was a damage point. (see above)


10.7.6. CRITICAL HITS VERSUS VEHICLES


For each critical hit result that remains after the defense roll by the vehicle, the attacking player is given a **green** die and the defending player is given a **blue** die.

This is used to perform a comparison roll (10.7.2).

Attacker uses their **strongest symbol** rolled to resolve the critical hit (listed below in strength order). Ignore any other uncanceled results.

 **Critical Hit:** No damage points are applied. The vehicle is immobilized. If the vehicle is already immobilized the unit is eliminated.

 **Damage Point:** No damage points are applied. The vehicle immediately performs a fallback. If it is an immobilised vehicle it is eliminated. If it was already marked fallback before resolving the critical hit in 10.7.6, it is eliminated.


 **Suppression:** The vehicle is suppressed. If it was suppressed before resolving the critical hit in 10.7.6, it immediately performs a fallback. If it is an immobilised vehicle it is eliminated.

10.7.7. CRITICAL HITS VERSUS BUILDINGS

When playing with the *TA/OAS expansion*, a building can collapse after ranged fire. See chapter 12.5.


10.8. ATTACK DICE IN RANGED FIRE

The number of attack dice to be rolled and their strength can be modified by a number of different factors. These include the attacking unit's status, special abilities/attributes listed on their unit card and experience levels. The effects are always cumulative.

 *Modifications can also occur as a result of playing command cards. See individual command cards for details.*

The following modifications can occur.

10.8.1. ATTACKING UNITS STATUS

 The attacker loses their weakest attack dice when they have this marker.



Units at half-strength treat any double success rolls as single success rolls. On a double success, the strongest result is used (critical, normal, suppressed).

10.8.2. SOCIAL ABILITIES AND ATTRIBUTES ON UNIT CARD

Take a look at the unit card for applying modifications for attributes and special abilities to the attack dice.


10.8.3. EXPERIENCE LEVELS

All veteran and elite units gain a blue attack die (see 4.2.3).

10.8.4. JOINT FIRE

For this purpose, a unit is designated to lead the fire. Up to 1 adjacent, non-activated friendly unit may open fire on the same target at the same time. The adjacent, non-activated unit is referred to as the fire support unit (FSU).

All participating units (lead unit and FSU) must be activated and marked with firing.

 *This is a free action as per 6.2.2. No command point expenditure is required for the fire support unit.*


The player may use all attack dice of the leading unit and additionally the strongest attack die for the adjacent fire support unit.

- ▶ If a FSU is already reduced to half-strength, only half success symbols apply.
- ▶ If a FSU is marked with a -1 attack dice, the next weakest die color (10.7) is used instead of the strongest die (10.7). If this weakest die is already blue, it is used.
- ▶ If a FSU has hindered LOS to the target, the next weakest die color is used instead of the strongest die (10.7). If the weakest die is already blue, it is used.

10.9. DEFENSE DICE IN RANGED FIRE

Defense dice can be modified by a large number of different factors.

These include terrain defense bonus, hindered LOS, area of impact, attacker's fire status, defender's status, special abilities/attributes and experience levels.

 Modifications can also occur as a result of playing command cards. See individual command cards for details.

10.9.1. TERRAIN DEFENSE DICE

The defender should check the terrain chart on the players aid. The terrain defense bonus is stated in the 'terrain defense bonus' column. Add this dice to your defense roll.

For example, infantry in a heavy forest would gain one green die and two yellow dice.

10.9.2. HINDERED LOS TO TARGET UNIT

The defender should check the terrain chart on the players aid. Any bonus dice for the defender because of a hindered LOS is stated in the 'line of sight modification' column.

Keep in mind defense bonus dice for LOS hindrances are cumulative.

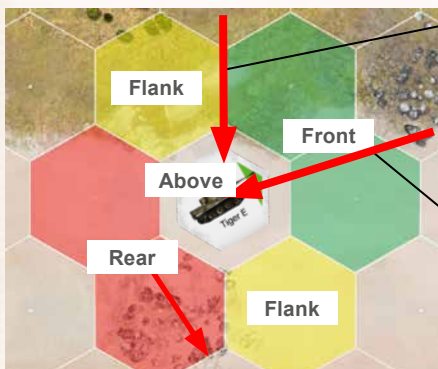
10.9.3. DEFENDER'S AREAS OF IMPACT

If players look at their vehicle unit cards, they will see that vehicles have different defence dice depending on where they are hit. These are referred to in the rules as areas of impact. There are four different areas: front, flank, rear, and above.

To determine the area of impact, trace a LOS from the attacking unit to the hex containing target unit. The area of impact is where the LOS enters the target hex (see illustration). This determines which defence dice the defender will use against the attack.

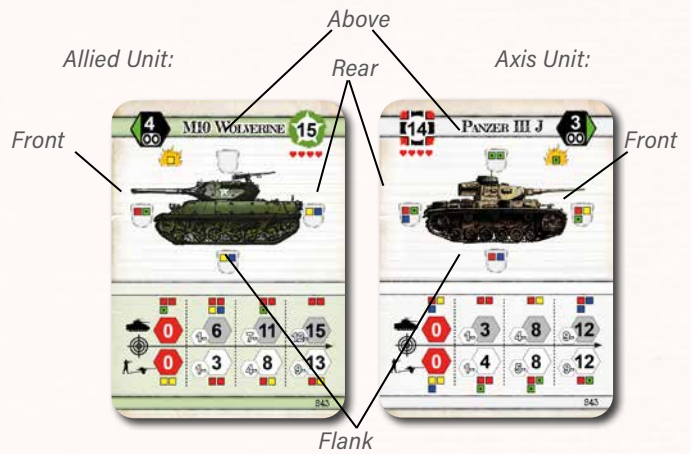
If this LOS is traced directly along a hex side that divides two areas of impact, they use the area with the weakest armor to determine which defence dice to use.

The above area of impact only applies to indirect fire and infantry attacking vehicles in close combat.



The LOS runs between two zones of impact: Front and flank. Therefore the defense dice for the flank (weaker side) are used.


The LOS runs through the front zones of impact; the defender is granted defense dice for the front armor.



10.9.4. ATTACKER'S FIRE STATUS

When conducting ranged fire, the attacking unit will use one of four types of fire actions. These are explained in 10.0 Ranged Fire. The type chosen by that attacking unit may gain the defending unit an extra defense die. This is applied whether the attacking unit has been activated to fire or is doing reaction fire.



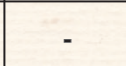






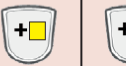






If the action is firing, the defending unit gains no extra die. If the action is turret firing, the defending unit will gain a blue die. If it is move and fire or fire and move, the defending unit gains a green die. This is all noted in the **first column** of the ranged fire modification (10.9.5.) table.

 Vehicle with a fast action status marker: The one exception to the above rule, is if the defending unit is a vehicle with a fast action status marker. The extra die gained by a vehicle with a fast action status marker is noted in the second column of the Ranged Fire Modification table.

10.9.5. RANGED FIRE MODIFICATION TABLE

The ranged fire modification table shows different defense bonus dice a defending unit can gain depending on the attacker's ranged fire action and the consequence of a failed spotting roll.


For e.g. if the attacking unit failed its spotting roll (10.5) the defending unit will gain an extra defense die. As with 10.9.4 the type of die is dependent on the fire status of the attacking unit. This is noted in the **third and fourth column** of the Ranged Fire Modification table.


		Defender Status			
		Attacker spotting roll failed 			
Attacker Status	Firing 				
	Turret Fire 				
	Move & Fire / Fire & Move 				

10.9.6. DEFENDER'S STATUS


The defender's status can modify the defense die they receive.

Lose Die:


Dig In  **Digging in** unit loses their weakest defense dice. However, they will always retain a minimum of one defense die.

Fast Action  **Fast Action:** Infantry and artillery lose their weakest defense die. However, they will always retain a minimum of one defense die.


Gain Die:

Dug In  This infantry unit is **dug-in**. This unit gets one additional green defense die.

Hide Action  **Hidden**  **Ambush**  This unit gains a blue die.

Suppressed  **Suppressed:** Infantry and artillery gain an additional green defense die. (Vehicles receive no additional defense dice).

Clarification:

Half-strength  units do not lose any dice in defense simply because of their half-strength status.

10.9.7. SPECIAL ABILITIES AND ATTRIBUTES

Take a look at the unit card for applying modifications for attributes and special abilities to the defense dice.

10.9.8. EXPERIENCE LEVELS

All hardened, veteran and elite units gain a blue defense die.

10.10. RANGED FIRE ON VEHICLES TRANSPORTING UNITS

When firing on vehicles transporting units, those units will either be loaded inside or riding on top. Those riding on top are referred to as tank riders (9.11.1).

Ranged fire on a vehicle will normally only affect the vehicle itself. There are two possible exceptions to this. Firstly, when armored vehicles are carrying tank riders and secondly when the vehicle itself is eliminated/takes a critical hit.

10.10.1. VEHICLES WITH TANK RIDERS

Tank riders move more quickly than infantry on foot but are very vulnerable if shot at. If a player wishes to fire at an armored vehicle with tank riders, they have a choice. They may either target the tank riders OR the vehicle.

- ▶ If they target the tank riders, the attack is conducted using the infantry/artillery row on the attacker's unit card. However, the only defense dice the tank riders receive are the ones stated on their unit card. They don't receive any additional defense dice (for terrain etc.). Any reduc-

tions in the attacker's dice are still applied. The armored vehicle is not affected by this attack. If the tank riders receive any uncancelled critical hits, damage points or suppressions, they must do an emergency disembark (10.10.3).

If they target the armored vehicle, follow the normal combat procedure for ranged fire. However, if the armored vehicle is eliminated or receives a critical hit during that ranged fire refer to 10.10.2.

10.10.2. ELIMINATED/CRITICAL HITS ON VEHICLES TRANSPORTING UNITS

This effect applies to all units being transported by vehicles, whether they are tank riders/infantry or artillery.

If the transporting vehicle receives a critical hit during the original ranged fire, not during 10.7.6, or is destroyed, then apply this special effect to its passengers.

Any transported infantry and/or artillery is flipped to its half-strength side or eliminated if already half-strength. Any surviving units must then perform an emergency disembark 10.10.3.

10.10.3. EMERGENCY DISEMBARK

Passengers must do an emergency disembark if:

- ▶ The tank riders are attacked (10.10.1) and receive any uncancelled critical hits, damage points or suppressions
- ▶ A transporting vehicle is immobilised, takes a critical hit, damage point or is suppressed.

They must immediately be placed on an empty adjacent hex. One per hex, observing the stacking limit, if more than one unit is being transported. If, for any reason, they cannot do an emergency disembark, they are eliminated.

When doing an emergency disembark, the unit normally receives a fast action status marker. There are two exceptions to this. Firstly, if it is artillery with the slow attribute and/or a unit exiting into what it would treat as harsh terrain. Then it receives a delayed action status marker. Secondly if it is tank riders that are suppressed, then that unit continues to be marked as suppressed rather than with any move action status marker.

Emergency disembarks can attract reaction fire. See 8.2.


 *Emergency disembark counts as a free action as per 6.2.2.*



11.0 CLOSE COMBAT

Close combat simulates the units fighting at very short range, sometimes literally hand to hand. Unlike ranged fire, both faction's units will do a simultaneous attack on each other.

Close combat starts when an enemy unit enters a unit's hex. The close combat sequence described below is carried out until either one or both sides are eliminated or one side withdraws from the close combat. The active player's unit acts as **assaulting unit** and the inactive player's unit as **defending unit**.


 *Artillery cannot initiate a close combat. They can have a close combat initiated and supported against them. They are also subject to overruns from armored vehicles with track movement. This is not treated as close combat and has its own special rule (9.10.3).*

 *Vehicles transporting units cannot initiate a close combat (11.4).*

When a unit enters an enemy's hex, that hex will immediately become a **close combat hex**. This is important because the following special rules apply to a close combat hex:

- ▶ The stacking limit is increased to one unit from each faction. If a loaded transporter is attacked in close combat, the stacking limit is raised by the number of transported units until the end of the **initial** close combat round.

Important: If a unit enters the hex of an enemy unit in **fall-back**, that enemy unit is eliminated.

 *Only the active unit needs to pay a command point to conduct initiate a close combat. Command cards may allow units to initiate a close combat more than once a turn.*

11.1. RESOLVING CLOSE COMBAT

Once a close combat has been initiated both players now calculate the attack and defense dice they are entitled to. Close combat is then resolved by one or more rounds following sequence of steps listed below. During these steps players are doing dice comparison as set out in 10.7.2. Units at half-strength treat any double successes as single successes (10.8.1).

Close Combat Round Procedure:

1. Initiating a close combat (initial close combat round, only). **Note:** There are unique modifiers that apply only to the initial round of close combat (11.1.2.1, 11.1.2.2, 11.1.3.1 and 11.1.3.2)
2. Simultaneously roll dice for both players:
 - ▶ Attack roll of the **assaulting unit**
 - ▶ Defense roll of the **defending unit**
 - ▶ Attack roll of the **defending unit**
 - ▶ Defense roll of the **assaulting unit**
3. Simultaneous assignment of damage to **assaulting** and **defending unit**

4. Check if one side withdraws the close combat
5. Check if close combat ends (elimination or retreat)
6. If both units still remain in the hex, then close combat procedure is repeated beginning at step number 2.

The results from close combat, as described in 11.1.4, are applied to both factions simultaneously. This could lead to both units involved being eliminated or leaving the hex through fallback. Close combat can be risky and deadly.

11.1.1. INITIATING A CLOSE COMBAT

A unit (**assaulting unit**) entering a hex which contains an enemy unit (**defending unit**) must initiate close combat. The movement into the enemy unit's hex itself, does not create an opportunity for reaction fire.

Note: The stacking limit increases from one unit per hex to one unit per faction per hex in a close combat hex. If a loaded transporter is attacked in close combat, the stacking limit is raised by the number of transported units until the end of the **initial** close combat round.

The assaulting unit initiates the close combat and the defending unit in the hex retains their status markers until the first round of close combat has been conducted. This is because they can get modifications for their rolls for having already been activated in the turn.

11.1.1.1. SUPPORTING A CLOSE COMBAT

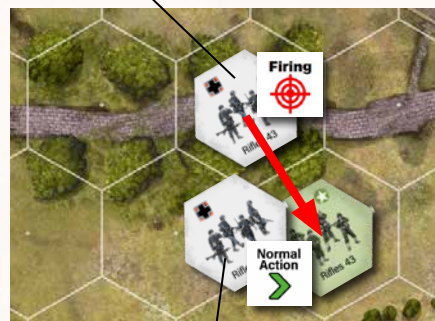
Before the initiation of a close combat, the active player (attacker) and the inactive player (defender) can choose to have one unactivated infantry, artillery, or vehicle units adjacent to the close combat hex to support the close combat. This unit is called a support unit and marked with a firing action marker.

Units without ranged fire ability e.g. trucks cannot act as a support unit.

A support unit gives the players one re-roll for one die for the attack and defense roll during the initial close combat round.

 *A command point is needed to activate a unit as a support unit.*

The German Rifles 43 (close combat support unit) are supporting the close combat.



Close combat unit

11.1.2. ATTACK DICE IN CLOSE COMBAT

Both players get the attack dice in close combat, as listed on the unit card.

There are some modifiers to these dice, depending on whether it is an assaulting or defending unit, the status of the unit, the terrain,... and whether it is still in the initial phase of close combat.

The following modifications are applied to the **assaulting** and **defending unit**:

- ▶ **Half-strength:** If the attacker has half-strength, only half success symbols count (10.8.1).
- ▶ **Special abilities:** Modifications can also occur because of unit abilities.
- ▶ **Experience:** All veteran, and elite units gain a blue attack die (4.2.3)
- ▶ **Support unit:** The attacker can re-roll one of his attack dice once if he is supported.
- ▶  **Immobilized vehicles:** *The assault unit gains one re-roll in every close combat round. Regardless of their facing, immobilized units are always treated as outflanked. This reflects the greater mobility of their opponents.* 
- ▶  *Modifications can also occur because of playing command cards.*
- ▶ **Vehicles** do not have a double success roll applied when attacking infantry during close combat. Only the strongest symbol is counted.

11.1.2.1. ASSAULTING UNITS DICE MODIFICATION

Important: Additional modifications for the **initial** close combat round:

- ▶ **Crossing barbed wire or stone walls:** If a close combat is initiated via crossing obstacles such as barbed wire or stone walls, the attacker loses the weakest attack die in the first round of close combat.
- ▶ **Outflanked:** If the close combat is initiated against the defender's unit from a hex outside its arc of fire (10.6), the attacker gains one re-roll of one of his attack dice.

11.1.2.2. DEFENDING UNITS DICE MODIFICATION

Important: Additional modifications for the **initial** close combat round:

- ▶ **Action Status Marker:** If the defending unit was already activated, only half success symbols count. If the defender was half-strength and already activated, he also loses the weakest attack die. **Note:** The action marker penalty does not apply to units with hide action markers (9.12.1).
- ▶ **Suppressed:** If the defending unit is marked with suppressed, then it cannot attack in this initial close combat round.



11.1.3. DEFENSE DICE IN CLOSE COMBAT

Both players get the defense dice in close combat, as listed on the unit card.

Note: The terrain bonus for the initial close combat round is different. Please see the first bullet in both 11.1.3.1 and 11.1.3.2 for the unique terrain bonus for the initial round of close combat.


There are some modifiers to these dice, depending on whether it is an assault or defense unit, the status of the unit, the terrain,... and whether it is still in the initial phase of close combat.

The following modifications are applied to the **assaulting** and **defending unit**:

- ▶ **Terrain bonus:** Both players get the strongest die for the terrain bonus of the target hex.
- ▶ **Fortifications:** If the defenders are in a fortification such as sandbag position, trench, gun position, bunker or pillbox, both units always receive the strongest terrain defense bonus.
- ▶  **Vehicles** get no terrain defense bonus in close combat.
- ▶ **Special abilities:** Modifications can also occur because of unit abilities.
- ▶ **Experience:** All hardened, veteran, and elite units gain a blue defense die.
- ▶ **Support unit:** The defender may re-roll one of his defense dice once if he is supported.
- ▶  *Modifications can also occur because of playing command cards.*

11.1.3.1. DEFENDING UNITS DICE MODIFICATION

Important: Additional modifications for the **initial** close combat round:

- ▶ **Terrain bonus:** The defending unit gets the dice for the terrain bonus of the target hex.
- ▶ **Fortifications:** If the defending unit is in a fortification such as sandbag position, trench, gun position, bunker or pillbox, the defense unit always receive the terrain defense bonus of the side from which the assault unit is attacking.
- ▶  **Area of attack:** *For vehicles, the area of attack must be considered (11.3).*

11.1.3.2. ASSAULTING UNITS DICE MODIFICATION

Important: Additional modifications for the **initial** close combat round:

- ▶ **Terrain bonus:** The assaulting unit gets no dice for the terrain bonus, but one blue die for defense.
- ▶ **Fortifications (secondary terrain):** If the defenders are in a fortification such as sandbag position, trench, gun position, bunker or pillbox, the assaulting unit always receives the strongest die of the terrain defense bonus of the primary terrain.
- ▶ **Action Status Marker:** If the assaulting unit moves into close combat with fast action, he loses the weakest defense die during the first round of close combat.

11.1.4. ASSIGNING DAMAGE TO ATTACKING UNIT



Critical Hits: Critical hits are resolved after all the damage point and suppression results have been applied. To reflect the deadly nature of close combat, any uncancelled critical hits are dealt with by flipping the enemy unit to half-strength or eliminating it if it is already half-strength. Two uncancelled critical hits will eliminate a full strength unit.



Damage Points: For each damage point, place a damage marker against the unit. Damage markers should only be added to show any damage that can't be shown by the counter. For example, if a full strength unit with four strength points takes three damage points, it would be flipped to its reverse side (showing it had taken two points of damage) and then one damage marker would be added. If a unit takes an amount of damage greater than its strength points, the unit is eliminated and is removed from the game.

X Suppression: If at least one suppression result remains after the defense rolls (including the effect of Adrenaline Rush 11.1.5), the target unit is considered suppressed. Since the unit is in a close combat hex and is suppressed, it must perform a fall back action (13.3). At the completion of the action, the unit is marked with a fall back action status marker.

11.1.5. ADRENALINE RUSH

During the first round of close combat, all units automatically ignore one suppression result rolled by their opponent. This reflects the adrenaline rush of hand to hand fighting.

11.1.6. ENDING CLOSE COMBAT

There are three conditions to end close combat. Either a unit withdraws or falls back from the close combat hex, or one or both sides are eliminated. If neither is the case, the close combat continues with step 2 (11.1) till one of the three conditions is met.

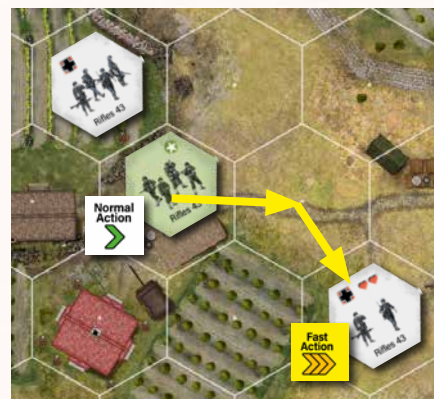
11.1.6.1. WITHDRAWING FROM CLOSE COMBAT

After step 6 (see sequence in 11.1) Both players can decide whether their unit must withdraw from the close combat. The attacking player decides first.

The close combat ends if one player decides to withdraw his unit.

If a unit leaves the close combat, it is moved out of the close combat hex with fast action. This unit can be subject to reaction fire.

The unit remaining in the close combat is marked with normal action.



The half-strength German Rifles are withdrawing from the close combat hex.

11.1.6.2. ELIMINATION

If one or both sides are eliminated during the close combat round, the close combat ends. If there is a remaining unit, it is marked with fast action.




11.2. DUG-IN DEFENDER

A dug-in marker in the defender's hex remains after the close combat if the defender wins. If the defender is eliminated or has to withdraw, the dug-in marker is removed.



Note: This is an exception to 9.8.1.

11.3. AREA OF ATTACK

 A vehicle always uses its "above" defense dice (10.9.3) when calculating which defense dice, it receives in a close combat against an infantry unit. This includes immobilised vehicles.

When a close combat is initiated between two vehicles, the defense dice a vehicle receives is dependent on which area the enemy unit entered the close combat hex from. The illustration in 10.9.3 shows the different areas surrounding a vehicle.

This effect applies only for the initial round of close combat.

For example, a German tank moves into a hex containing a US tank. It enters it from a hex to the rear of the US tank. The US tank would use its rear defense dice, as stated on its unit card, to defend itself.

Immobilised Vehicles: Regardless of their facing against other vehicles, immobilised units always use their rear armor to calculate the defense dice they receive from their unit card. This reflects the greater mobility of their opponent.



11.4. EMERGENCY DISEMBARK

If a vehicle transporting units has a close combat initiated against it, (transporting vehicles can never initiate a close combat), its passengers must do an emergency disembark.

- **Before** starting the emergency disembark, the assault unit may make a ranged fire attack with the strongest attack die for range 0 on the transported units. The transported units can only defend themselves with the defence die indicated on the unit card. This attack is

performed as in chapter 10.10. The result is determined separately for each transported unit.

- **After** firing on the transported units, the emergency disembark begins. This disembark must be performed before the close combat is resolved (11.1).

Situation 1: After firing on the transported units, the US Rifles go in to conduct their close combat.



Any units must immediately be placed on an empty adjacent hex. One unit per hex, observing the stacking limit. If, for any reason, they cannot do an emergency disembark, they are eliminated.

When doing an emergency disembark into an adjacent hex, the unit normally receives a fast action status marker.



There are two exceptions to this:

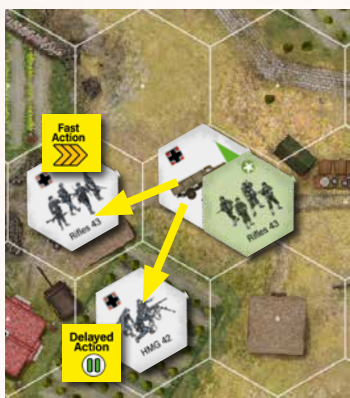
- When disembarking into harsh terrain (9.5), and
- When disembarking units have the 'slow' attribute

In both cases, the unit receives a delayed action status marker

Note: Special abilities of unit cards (e.g. Grenadiers 43 "Fast Disembark" have priority in emergency disembarkments.

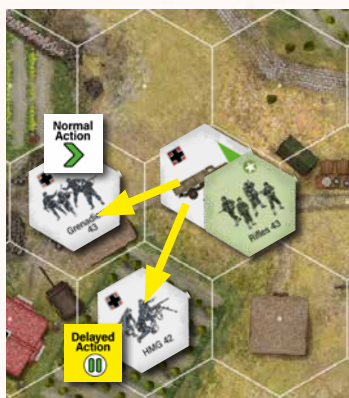
Emergency disembark into an adjacent hex can attract reaction fire (8.2).

Situation 2: The units loaded on the truck perform an emergency disembark.




The German HMG 42 is "slow" so it cannot perform a fast action and got delayed.

Situation 3: The units loaded on the truck perform an emergency disembark.



The German Grenadiers 43 are trained in fast disembark and got marked with a normal action.

11.5. INFANTRY SPECIAL ATTACK VERSUS VEHICLES

 *If a close combat round is being resolved between a vehicle and an infantry unit, the player controlling the infantry unit must decide whether to attack the vehicle itself or its wheels/tracks. This decision can be changed after each close combat round.*





Attacking the vehicle: The close combat is conducted according to the normal rules for close combat 11.1.

Attack the wheels/tracks: Instead of a normal close combat the player controlling the infantry unit rolls a single green die for an attack on the wheels/tracks. The player controlling the tank rolls a blue die in defense. This is a comparison dice roll as per 10.7.2.

If the infantry unit is initiating a close combat by a fast action, they must first roll a green die and get a result, i.e. double success, damage point, or suppressed. Only then will they do the comparison roll against the vehicle's blue die.

As with all close combat, this attack on the vehicle's wheels/tracks is conducted simultaneously with the vehicle's attack on the infantry unit.

The effects of this roll are as follows:

-  **Double Success** (Critical hit and damage point): The vehicle is immobilised and receives an additional damage point.
-  **Critical hit:** The vehicle is immobilised
-  **Damage point:** The vehicle is immobilised
-  **Suppressed:** The vehicle is suppressed and must withdraw from the close combat hex.



11.6. CLOSE COMBAT EXAMPLE

- **Step 1:** The US player announces they wish to activate a full strength Rifles 43 unit to do a normal action.

The US player actually wants to do a close combat with an un-activated, full strength German Heavy MG 42 unit in a bunker terrain, one hexes away, but doesn't have to announce this in advance.



If playing with optional rules: Activate the attacking unit with command points: The active player flips an unused command point on the Rifles 43 unit card. This command point is expended for this turn.

- **Step 2: Reaction fire:** (Always possible during an enemy unit's move)

As the US Rifles 43 gets closer the German Heavy MG 42 suspect they may be about to do a close combat with them. They hold their fire until the Rifles are in the hex next to them and then announce they are doing a reaction fire (8.2). This reaction fire is unsuccessful. The Heavy MG 42 is marked with a firing status marker (13.2). The Rifles unit moves into the same hex as the Heavy MG 42.

A command point is needed to activate a unit for reaction fire (8.2).



- **Step 3:** Close combat is initiated:

The US Rifles are now acting as assaulting unit. The Heavy MG 42 acts as defending unit. Close combat is conducted simul-

taneously. Do not yet remove the status markers of the Heavy MG 42 and Rifles 43 units.

- **Step 4:** Both players decide whether close combat is supported (11.1.1.1):

In addition to the assault unit (US Rifles 43), the US player activates a second, non-activated, Rifles 43 unit adjacent to the close combat hex as a support unit for that close combat. This Rifles 43 is marked with firing.

The German player decides to activate an adjacent Rifles 43 unit to support the defenders. This unit is marked firing, too.

A command point is needed to activate a unit as a support unit.



- **Step 5:** Both players select their defense dice

The US Rifles 43 (assault unit) gets one yellow die in defence, as shown on its unit card. The US Rifle unit gets no terrain bonus – only a blue die (11.1.3.2).

The good news for the Rifles unit is that, if it survives this round of close combat it gets the strongest die (red) for the terrain bonus of the target hex which is in this case the bunker.

The German Heavy MG 42 gets one yellow die in defense, as shown on its unit card. They will also get the terrain defense dice for the frontal arc of the bunker (9.6.3.2 and 11.1.3.1). This are two red and one yellow dice.

Because both players have support units, they can re-roll one defense dice once during the initial close combat phase.

Finally the US player defends with one yellow and blue die. The German player defends with two red and two yellow dice.

- **Step 6:** Both players select their attack dice

The US Rifles 43 get two red die and one green dice in close combat versus infantry and artillery as shown on their unit card. For the adjacent support unit (Rifles 43), the US player could receive an additional re-roll for the initial close combat round.

The Heavy MG 42 will get two yellow and one green dice as shown on their unit card. However, as they were already activated when the Rifles unit entered their hex (with a firing status) when they do their roll, if they get any double success results, they will only count the strongest results. If they were half-strength they would only count the weakest result! (11.1.2.2).

In addition to the dice of the Heavy MG 42, the German player also activated an adjacent Rifles 43 unit to support the defenders. For this German support unit the player gets re-roll of one of his dice additional.

Finally the US player attacks with one red, one yellow and one green dice and the German player attacks with two yellow and one green dice.

► **Step 7:** Roll dice and compare results:

Both players will do an attack using the dice they got in step 6. Both players will defend against their opponent's attack using the defense dice they got in step 5. The results are then compared (10.7.2).

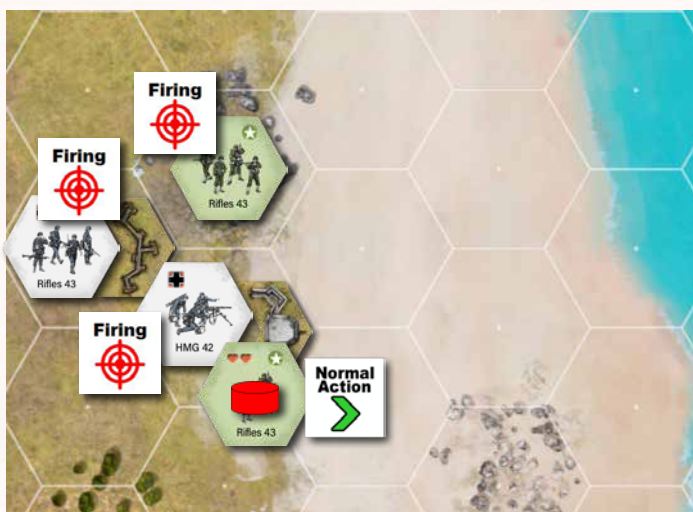
The US Rifles 43 attack results were all cancelled by the German Heavy MG 42 and Rifles 43 excellent defense rolls. The US Rifles were less successful defending against the German units.

One damage point and one critical hit were uncancelled.

► **Step 8:** Assign Damage:

The US Rifles 43 have taken one damage point and one critical hit. This damage point reduces their strength to three (they start with four) and one damage marker is applied to this unit.

The critical hit causes two further damage points because of the deadly nature of close combat (11.1.4). The US Rifles 43 marker is flipped to its half-strength side to show this.



► **Step 9:** Check if one team withdraws the close combat

Since neither side has been eliminated or suppressed and it was an initiated close combat, the inactive player's firing marker on the Heavy MG 42 and the normal action marker of the US player's Rifles 43 unit are now removed.

Because of the losses, the US player decides to withdraw his Rifles from close combat. To do this, he can move the Rifles 43 out of the close combat hex and mark them with fast action.

The remaining unit, the HMG 42, is marked normal action. The close combat is now over.

Both players could play command cards to help them win a close combat, if they have any suitable cards to play.




12.0 TACTICAL AIR AND OFF-BOARD ARTILLERY SUPPORT

When we first published the *Assault Game System*, it was important for us that it had a modular structure. This meant it would be fully accessible to new players but would also allow us to add expansions that gives it an even more of a historical feel. As a player, you can decide exactly how much complexity you want to play the game with. Whether you want a quick and easy game, or to go with all the extras, the choice is entirely yours.

The *Tactical Air and Offboard Artillery Support Expansion*, (combined into the acronym TA/OAS for convenience), is an optional expansion that can be used for the *Assault Game*. It introduces two new elements into the *Assault Game System*.

As well as infantry, artillery and vehicle units provided in the game, players are now able to add in air and artillery support to fight their battles. The air and artillery support refers to:

- ▶ Tactical Air Support (TAS)
- ▶ Offboard Artillery Support (OAS)

Players are also able to use the blast values  which were included on the unit cards of the game, (ready for this expansion to become available).

12.1. CONTENTS

This expansion contains:

- ▶ TA/OAS Player's Aid
- ▶ TA/OAS Cards
- ▶ Punchboard Markers Terrain Damage

Note: The TA/OAS expansion is included in the Sicily 43' base game.

12.2. INTEGRATING THE TA/OAS EXPANSION

Integrating the Tactical Air Support and Off-board Artillery Support into the *Assault Games* is relatively straightforward. This is done through the set of TA/OAS cards that are provided with the expansion and described below.

Clarification: Although the Tactical Air Support and Off-board Artillery Support cards are marked on the back as command cards, they will be described in the expansion rule in the following way.

- ▶ TAS cards if the text is referring to Tactical Air Support cards only.
- ▶ OAS cards if the text is referring to Off-board Artillery Support cards only.
- ▶ TA/OAS cards if the text is referring to both types of support cards.

This is to differentiate them clearly from the command cards that come with the base game.

Before setting up their command card deck for the scenario (See 5.9.) the players must check whether the scenario being played allows the use of TA/OAS cards.

1. If the scenario allows the use of TA/OAS cards, then **players may exchange up to five of their command cards for the same amount of TA/OAS cards. Any exceptions to this can be seen in the specification in the scenario description.**


For balance, we recommend players base the number of TA/OAS cards they have on the number of formation cards each receives at the start of a scenario. That is, if a player starts with two formation cards, they have the option of choosing up to a maximum of two TA/OAS cards.

Players can add more than their starting formations, but this should be agreed in advance. If players cannot agree, they should revert to basing the number of TA/OAS on the number of formation cards each receives at the start of the scenario. Regardless of the method chosen, no more than five TA/OAS cards can ever be added by each player.

The actual amount of TA/OAS cards chosen by a player, (up to their agreed maximum), does not need to be declared to their opponent.

Sequence for adding TA/OAS Cards

- ▶ Players first decide on the limit to the number of TA/OAS cards each player can add to their command card deck. This is either based on the number of starting formations each player has in a scenario or any agreed number up to a maximum of five. Regardless of which method is chosen, five is an absolute maximum, (even if they have more than five starting formations).
- ▶ Each player then removes cards from their command card deck (neutral and or faction cards), up to this agreed limit. This can be done **randomly** or by **players choosing** which command cards to remove. The actual amount each player removes (up to the agreed limit) is entirely up to them and does not have to be announced to their opponent.
- ▶ Each player then adds TA/OAS cards to their command card deck equal to the amount of command cards they removed.
- ▶ Both players newly formed command card deck is shuffled.

 *If playing with the optional command points (6.2.2), players should bear this in mind when deciding how many TA/OAS cards to add, as each one will require a command point to use.*

12.2.1. REMOVING COMMAND CARDS

The command cards removed by the players for the exchange can be for their faction or neutral command cards (4.9.1). Players can either randomly remove command cards or choose which command cards are being removed. Both methods are described in the bullet points below. This should be agreed beforehand. If players can't agree they should use the first method - draw them randomly.

- ▶ Both players should first randomly remove the command cards they wish to exchange for TA/OAS cards, (up to the maximum of five) from their Command Card Deck and discard them into the box. The discarded command cards are no longer available for that scenario.
- ▶ Or both players should first select up to five cards from their Command Card Deck and discard them. The discarded command cards are no longer available for that scenario.

12.2.2. ADDING TA/OAS CARDS

Once the command cards have been removed from their Command Card Deck, players should add the TA/OAS cards. The number of TA/OAS cards drawn should equal the number of command cards each player discarded. In other words, if the player discarded three of their command cards from their command card deck, they add three TA/OAS cards to their command card deck.

Players can either randomly select their TA/OAS cards to add to their command card deck or choose them. Both methods are described in the bullet points below. This should be agreed beforehand. If players can't agree they should use the first method – draw them randomly.

- ▶ Both players shuffle the TA/OAS cards and **randomly draw** up to the number of command cards they discarded.
- ▶ Or both players **choose** TA/OAS cards up to up to the number of command cards they discarded.

Each set of TA/OAS cards chosen by one of the methods above are now shuffled into each player's command card deck, ready for them to use in that scenario.

12.2.3. PLANNING PHASE

A Planning Phase (6.2) always occurs as part of the turn sequence when using the TA/OAS Cards, regardless of whether any other optional rules are also in play. This is important because that is the point where players decide if they wish to play any TA/OAS cards during that game turn.

Once the planning phase is over, players lose the option to use TA/OAS cards for that game turn.

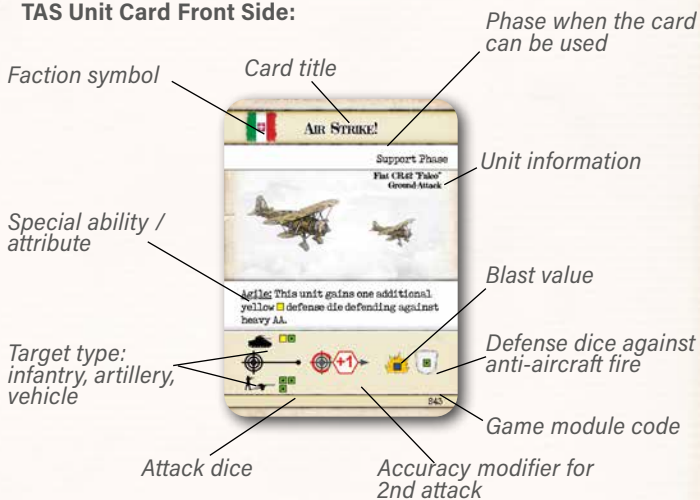
12.2.4. TA/OAS CARDS AFTER USE

TA/OAS cards are placed in the player's command card discard pile after they have been used. Any exceptions to this will be noted on the card or in the expansion rules.

12.3. TACTICAL AIR SUPPORT (TAS)

Tactical Air was a very important factor during Operation Husky. At the beginning of the operation hundreds of aircraft were buzzing over the beaches and island. Air strikes cut off supply lines, destroyed enemy positions and supported the beach landings in their advance or to hold their defensive positions. With this expansion, players can now introduce this element into their games!

TAS Unit Card Front Side:



Back Side:



12.3.1. REQUEST TAS DURING PLANNING PHASE

If a player wishes to use Tactical Air Support during a turn, they must request it during the Planning Phase (6.2). They need to meet certain requirements to do this. Firstly, they must have a TAS card in their hand of command cards.

Secondly, (if playing the optional command points – see 6.2.2), they must assign a command point to the TAS card. If they aren't playing with the optional command points, they can just play the TAS card.

Either way, the card should be placed face down in front the player ready for that turn. This card should be visible to their opponent so they know that TA/OAS will be used against them this turn, but without knowing exactly what type of TA/OAS it will be.

12.3.2. TIMING OF TAS

TAS has an activation time stated on it, like the command cards supplied with the base game (4.9.1).

If the optional command points are being used by the players, they are spent at the point when the TAS is being activated for use during the turn.

12.3.3. IDENTIFY TARGET

The active player, who requested TAS, must identify the unit they wish to target and announce this to their opponent. This gives their opponent an opportunity to defend against the TAS.

12.3.4. DEFENCE AGAINST TAS

The non-active player then has an opportunity to interrupt the TAS before it attacks if they have an unactivated unit with a unit class of AA, (Anti-Aircraft), in range of this target hex.

The active player should allow a reasonable time for them to do this. If the non-active player cannot identify any AA unit or does not wish to use one, they should say "pass" and the attack commences. Once they have said "pass," the non-active player can no longer interrupt.

The range of the AA is the number of hexes from the AA unit to the hex being targeted by the TAS. For the range bands, (calculating whether the AA unit is firing at close, medium, or long range), players should use the unit's range as stated on the unit card.

This is the range versus infantry and artillery, not versus vehicles, (if they are different). The non-active player may then activate an AA unit to attempt to repel the TAS.

The non-active player can continue to attempt this until the TAS is beaten off, or they have no AA units left to use, or they no longer wish to attempt an AA attack roll. Any AA unit activated to do AA fire is given a Firing status marker and considered activated for the turn.

The Activation of AA units costs a command point. It is not a free action.

AA Units Attack

Blast	Range Factor		
	Close	Medium	Long

Once players have determined whether the AA unit is firing at close, medium, or long range, they should cross reference range with the blast value of the AA unit, (stated on its unit card).

This results in the attack dice the AA unit will be roll-

ing against the TAS. **The facing of the AA unit is irrelevant for AA fire.**

If the AA unit is marked with **-1 attack die** - no double symbols count for this attack roll.

For example, a *Italian 20mm Breda AA unit is firing at a P-39 which is conducting a strafing run on a Tank three hexes away.* Checking the unit card of the Breda unit looking at the infantry, artillery range bands, (as they are different from the vehi-

AA-Unit Card: -1

AA / Flak (if German Unit)

Blast value

Range factors: Close, medium, long

cle range bands), three hexes away would count as medium range. Medium range is cross-referenced on the AA Attack Die Table with the blast value of the Breda unit, which is a blue die. This results in a green AA attack roll.

12.3.5. TAS DEFENCE AGAINST AA FIRE

All TAS cards will give the defence die to be used against any AA attack roll. Players should check for any attributes/special abilities which modify that defence roll.

The AA attack roll is made in the same way as any Ranged Fire action with a comparison between the attack and defence dice (10.7.2), **but without any of the attack/defence modifiers set out in sections 10.8 and 10.9.** That is, the AA Unit player simply rolls their AA Attack die and the TAS player rolls any Defence die as indicated on the TAS card.

Result	Effect
	TAS crashes and is destroyed. TAS does not attack. Remove the TAS card from the game.
	TAS is damaged. TAS does not attack. Place the TAS card in discard pile.
	TAS is slightly damaged, so TAS attack is inaccurate. Add a -1 to the accuracy roll. Place the TAS card in discard pile after use.
	TAS turns away. TAS does not attack. Return the TAS to the player's hand after use. Card can be played again from the next turn onwards.

12.3.6. TAS ATTACK RESOLUTION

If the TAS doesn't suffer any damage or is not subject to any AA fire, then the active player needs to resolve the effects of its attack. This should follow the procedure listed below.

- ▶ TAS Spotting
- ▶ TAS Accuracy
- ▶ TAS Attack Result
- ▶ TAS Versus Buildings

12.3.6.1. TAS SPOTTING

The active player must first perform a spotting roll for the TAS. For this the active player rolls a D6 on the TAS spotting table.

This roll can be modified by command cards or special abilities of the TAS undertaking the attack.

Result	Defending unit is in a hex with...	
	No terrain bonus	Terrain bonus
TAS rolls D6		
1	Accuracy -1	Accuracy -2
2		Accuracy -1
3	Success	Accuracy -1
4		Success
5		
6	Accuracy +1	

TAS spotting table

The spotting roll will either be a success, which means no modifier is applied to the TAS accuracy roll, or it will give a modifier to the accuracy roll. Players should make a note of any modifiers to be applied.

12.3.6.2. TAS ACCURACY

The active player must now roll a D6 for the accuracy of the TAS attack, applying any modifier received as a result of their spotting roll. The result of this roll is then cross-referenced with the status of the defending unit. This will tell the inactive player whether their unit will receive an additional defence die, and of which type, against the TAS attack.

TAS Unit Accuracy

TAS accuracy roll	Defender unit status					
	Fast Action	Fastback	Immobilized	Suppressed	Delayed Action	Other status
1	+Red	+Green	+Green	+Blue	+Yellow	+Green
2	+Yellow	+Blue	+Blue	+Blue	+Green	+Green
3	+Yellow	+Blue	+Blue	-	+Green	+Blue
4	+Green	-	-	-	+Blue	+Blue
5	+Green	-	-	-	+Blue	+Blue
6	+Blue	-	-	-	-	-

Example: The TAS accuracy roll is a 3 versus a vehicle performing a fast action. There are no modifiers from the spotting roll. The player checks the “3” row and cross references it with the status of the vehicle which is a fast action granting it an additional yellow die for its defense.

Friendly Fire:

If the TAS Accuracy roll is a **1 or less**, (after any relevant modifiers have been applied), and there is at least one friendly unit, (friendly to the TAS), in any of hexes adjacent to the hex of the target unit a friendly fire attack will take place.

After the TAS has rolled its attack dice against the targeted hex, any of the attack dice that do not score at least a suppression result are put to one side. These are then rolled in an attack against one, (only), of the friendly units that are adjacent to the targeted hex. This friendly unit is chosen by the non-active player. Friend Fire attack results are resolved according to 12.3.6.3.

12.3.6.3. TAS ATTACK RESULT

To determine the result of the TAS attack, the active player rolls their attack dice as set out on the TAS card.

The defending unit receives all the normal defence dice set out in 10.9-10.9.8. except the failed spotting roll 10.9.5 because this has already been dealt with in 12.3.6.1. The area of impact that should be used from the unit card is 'Above'.

The TAS Attack is resolved as per 10.7-10.7.6.

12.3.6.4. DESTROYING BUILDINGS, FORTIFICATIONS & OBSTACLES

In the case of an uncancelled critical hit a TAS attack on a building or fortification can result in the building or fortification collapsing or being destroyed (12.5).

In the case of an uncancelled critical hit, a TAS attack will result in an obstacle (barbed wire, tank barricade) being destroyed. The marker of the obstacle is removed.

12.3.6.5. TAS SECOND ATTACK RUN

Some TAS units have the ability to do a second attack run (see 12.3 front side of TAS card, symbol below).



This second attack must be on the same target and is carried out immediately after the first attack.

It does not require an additional command point for the TAS.

The inactive player may use any unactivated AA units to repel this second attack run. Units that attempt to repel this second attack are marked with a firing action status marker.

Any AA units participating in repelling the second attack are required to pay a command point to do so.

The second TAS attack run follows the same procedure as the first attack run set out in 12.3.6, including possible friendly fire. Once it has been completed the TAS card goes into the discard pile.

If the enemy unit was destroyed in the first attack, a new unit can be targeted. The second attack gets a -1 (cumulative) modifier on the accuracy roll per hex distance of the first attack.

12.3.6.6. ACCURACY MODIFIERS FOR SECOND ATTACK

Second attack runs suffer a modifier for accuracy. This is stated through the use of a symbol on the front of the TAS card. The example below shows a -1 accuracy modifier to the accuracy roll see 12.3.6.2.

Accuracy roll modifiers for 2nd attack could be:



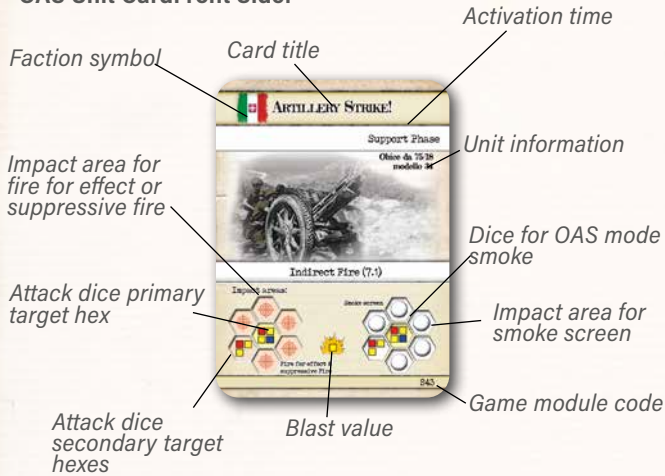
- ▶ **0**: no accuracy modifier for 2nd Attack
- ▶ **+/-X**: accuracy modifier for 2nd Attack



12.4. OFF-BOARD ARTILLERY SUPPORT (OAS)

At the beginning of Operation Husky, both sides had a large number of artillery. The tactical use of gun batteries was essential for offensive operations but also very effective in defence. Artillery could cover approach routes with smoke, delay or shatter enemy attack columns. The use of these heavy weapons was also important in reducing enemy positions in preparation for an attack.

OAS Unit Card Front Side:



OAS is treated as conducting **indirect fire** but the rules surrounding how their fire attacks are resolved is treated differently, in some respects, to those set out in chapter 7.0. Where there is any contradiction, the rules in the expansion take precedence. The main differences are as follows:

- ▶ The OAS strike takes place in two game phases:
 - » **Support Phase:** spotting the target hex and firing exploratory shells.
 - » **Action Phase:** artillery strike.
- ▶ OAS always require a spotter (12.4.3).
- ▶ OAS strikes (even when not firing smoke) automatically cause one smoke marker to be placed on the target hexes after the attack (simulating a mixture of smoke and dust)
- ▶ The limit for smoke markers in a hex (7.2.) is raised to 5 markers per hex.
- ▶ Defender losses the weakest defense die against an OAS attack.
- ▶ OAS strikes can hit multiple hexes (primary target hex and secondary target hexes stated on the OAS unit card).

The first phase by an OAS is during the support phase as stated on the OAS card.

The second phase can be conducted **whenever a player decides during the action phase.**

12.4.1. REQUEST OAS DURING PLANNING PHASE

If a player wishes to use Off-board Artillery Support during a turn, they must request it during the *Planning Phase* (6.2). They need to meet certain requirements to do this.

Firstly, they must have an OAS card that allows for Off-board Artillery Support (OAS) in their hand of command cards.

Secondly, (if playing the optional command points - see 6.2.2), they **must assign a command point to the OAS card. Use of the command focus pool (6.2) is not allowed. If they aren't playing with the optional command points, they can just play the OAS card.**

Either way, the card should be placed face down in front the player ready for that turn. This card should be visible to their opponent so they know that OAS will be used against them this turn, but without knowing exactly what type of OAS it will be.


12.4.2. ARRIVAL TIME OF OAS (SUPPORT PHASE)


The OAS is activated for the firing of the exploratory shells during the support phase.


The command point placed with the OAS card is spent just before the attack by the OAS is resolved.

12.4.2.1. SPOTTING THE TARGET HEX

There are some changes to the rules set out in chapter 7.0 when using OAS. The rules in the expansion take precedence for OAS, (only), if there is any conflict.

OAS always requires a unit to act as an unactivated unit to act as a spotter for their strikes. A spotting unit can be infantry, artillery or vehicles with the 'scout' ability. Other vehicles cannot spot for OAS. However, there is **no spotting** roll needed for OAS, as it is the hex that is being targeted, not the individual unit in it. 


 The spotting unit must have a LOS that isn't blocked, (10.3), to the hex the OAS wishes to target. The targeted hex is marked with a waypoint marker. This hex is now called the primary target hex.

 Once it has acted as a spotter for the first time it is marked with a **normal action** marker.

A unit spotting for OAS will for the attack will always cost a command point. It is not a free action.




12.4.2.2. FIRING EXPLORATORY SHELLS

Firing the exploratory shells serves to confirm the range and primary target hex before the main artillery strike begins.

For this action the player who owns the OAS rolls two dice. A  green combat die to determine the drift distance to the primary target hex and a D6 to determine the direction of the deviation.

Note: Units with the **Scout** ability add a blue die to determine the drift distance. However, only the damage point symbols on the blue die count to confirm the primary target hex. All other symbols on the blue die are ignored.

Apply the following results and move the waypoint marker to the new hex.

Result of  / 	Effect
	Primary target hex confirmed - add a blue attack die for the upcoming attack

	Primary target hex confirmed
X	Primary target hex NOT confirmed - shift waypoint marker by 1 hex
Blank	Primary target hex NOT confirmed - shift waypoint marker by 2 hexes

Result of D6	Direction
1	
2	
3	
4	
5	
6	

Note: The players should agree on the location of the first secondary hex with the number '1' before rolling the D6.

For example: If the result of the dice roll is as follows:

Green die = blank side, D6 = 1.

Then the waypoint marker would shift to the following hex:



Note: Exploratory shells do not cause any damage to units.

12.4.3. ARTILLERY STRIKE (ACTION PHASE)

Provided the spotting unit has not yet been eliminated and still has a LOS to the primary target hex, the player can decide when to start the artillery strike with the deployed OAS card. This can be instead of an activation or even as a reaction to an enemy movement action.

If the spotting unit has been eliminated before the artillery strike the OAS process is cancelled. The OAS card is returned to the hand and can be used again in another game round.

The artillery strike is executed as follows:

- ▶ Selecting the firing mode
- ▶ Determination of the impact area
- ▶ Attack result

12.4.3.1. OAS FIRE MODES

OAS is treated as indirect fire (7.1) and has three different modes available for its attack. The owning player can decide, within certain restrictions, the fire mode for each attack.

The three modes of OAS fire are:

- ▶ Smoke Screen (12.4.3.1.1)
- ▶ Suppressive Fire (12.4.3.1.2)
- ▶ Fire For Effect (12.4.3.1.3)

12.4.3.1.1. SMOKE SCREEN

OAS can fire smoke shells to prevent enemy units from observing what their opponents are doing. When resolving this fire mode, one smoke marker is automatically placed in the primary target hex. The dice used for this fire mode and the number of hexes affected are indicated on the OAS card.

The rules from 7.2 apply to the placement of smoke markers with the following differences:

- ▶ Smoke dice can be used up to the entire impact area indicated on the OAS card.

Clarification: Rolls when resolving the effects of smoke never cause damage to units or terrain in a hex.

12.4.3.1.2. SUPPRESSIVE FIRE

OAS fires suppressive fire by scattering salvos to stop as many enemy units as possible. This will inflict less damage points but make it more likely that a unit will be suppressed. Suppressive fire is applicable to:

- ▶ Infantry units,
- ▶ Tank riders,
- ▶ Artillery units and
- ▶ Unarmored vehicles (4.2.2).

Suppressive fire is **not applicable to armored vehicle units** (4.2.2).

When resolving suppressive fire, the owning player performs suppressive fire on the primary and one secondary target hex. This is done by splitting the attack dice of the primary target hex as equally as possible into two groups.

The player must assign each of the two groups to one target hex.

In addition, he takes the die for the blast value (12.4 unit card front side) to each group. If the firing unit does not have a blast value die, the player always adds one blue die.

The **strength** of the dice, (strength is determined by their colour), that go into each group is entirely up to the owning player. Each hex will then be attacked using one of the groups of dice, (owning players choice). The player using the OAS can decide which of the two hexes it affects.

The results of **uncancelled critical** hit on infantry, artillery unarmored vehicle units are the same as a direct fire attack (10.7.3 and 10.7.5).

In addition to effecting the unit targeted, **uncancelled critical hits** from suppressive fire may also effect the terrain (12.4.3.4 and 12.5).

Under suppressive fire, every **damage point symbol** for the attacking dice is instead treated as a **suppression symbol X**. All other symbols are unchanged.

The defending units will get all their normal defence dice. As the attack dice have their damage points converted into suppression, the defending unit only needs suppression symbols or damage point symbols to cancel them out.

Important:

- ▶ Critical hits can only cancel out critical hits. Critical hits can not cancel out suppression or damage point symbols . This is an exception to the direct comparison of dice symbols set out in 10.7.2.
- ▶ If a unit already has the suppression marker, then no fallback can be triggered by further suppression fire resulting in a suppression symbol . However, triggering a fallback action is still possible through the assigning of critical hits (10.7.3, 10.7.5). Additional suppression results on later indirect, range or close combat attacks will cause fallback action as normal.
- ▶ Suppressive fire on **tank riders** (10.10.1) and **unarmored vehicles** (4.2.2) will be handled like indirect fire on vehicles (7.1.2.).

12.4.3.1.3. FIRE FOR EFFECT

Fire for Effect means the OAS is concentrating its fire for maximum effect on the target hexes having already identified the range etc. to the target.

The dice used for this fire mode and the number of hexes affected are indicated on the OAS card.

12.4.3.2. OAS IMPACT AREA

The procedure for determining the exact impact area (primary target hex und secondary target hexes) is the same as for the exploration shells (12.4.2.2), except that a yellow combat die is now used instead of a green one.

Important: Before the primary hex is determined, the player can move the waypoint marker up to three hexes in any direction. If they move the waypoint marker by one hex, it has no effect.. If the player moves by two or three hexes only half success symbols are counted for the attack result.

Use the two tables in 12.4.2.2 to determine the exact location of the impact and shift the waypoint marker again. This is the final primary target hex for the artillery strike.

12.4.3.3. ATTACK RESULT

To determine the OAS attack result, now the OAS player rolls his attack dice according to the OAS unit card.

The defending unit receives all the normal defence dice set out in 10.9-10.9.8.

The area of impact for **infantry and artillery** units that should be used from the unit card is 'Above'.

The area of impact for vehicle units is dependent on whether a critical hit was made during the attack roll against them. If it was players should refer to 7.1.2.

The OAS Attack is resolved as per 10.7-10.7.6.



German player shifted to this final primary target hex

After the dice roll, there is a shift of 1 hex (yellow dice = 1 hex shift and black D6 points in the direction of '3')

The US Rifles in the red field are fully hit by the artillery strike. The German HMG42 and the second group of US Rifles are hit by the dice for the secondary hexes.

12.4.3.4. DESTROYING BUILDINGS, FORTIFICATIONS & OBSTACLES

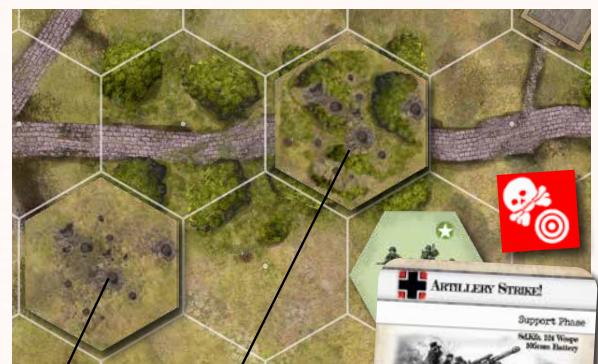
In the case of an uncancelled critical hit an OAS attack on a building or fortification can result in the building or fortification collapsing or being destroyed (12.5).

In the case of an uncancelled critical hit, an OAS attack will result in an obstacle (barbed wire, tank barricade) being destroyed. The marker of the obstacle is removed.

12.4.3.5. CRATERS DUE TO OAS ATTACKS

In the case of a critical hit that isn't cancelled out during an OAS attack roll a crater marker is placed on that hex. This applies to any hexes which are **roads, tree alleys, clear, light forest, olive & vine groves and brush terrain**. The active player places a crater marker according to the following illustration.

The terrain changes its character due to the crater marker. This hex has now all effects shown in the table below.



Crater marker for clear terrain

Crater marker for tree alley terrain





- ▶ If a **building** collapses, the defending player must take a ruin marker and place it on the hex.


The terrain changes its character due to the ruins marker. This hex has now all effects shown in the table below.

Terrain Type	Terrain Defense Bonus D6 Roll Modifiers			Movement cost for each movement type				Vehicle Damage from Terrain		LOS mod
	Infantry	Artillery	Armor	Infantry	Artillery	Armor	Artillery	Armor	Artillery	
Craters	1	1	-	1	2	2	1	1	1	-
Brush, trees & craters	1	1	1	1	2	3	2	1	1	+1
Ruins	1	1	1	1	2	Blocked	3	1	1	+1

Clarification: Bridges cannot not be destroyed in this manner.


- ▶ If a **bunker, pillbox or gun position** collapses, the defending player must flip the marker of these obstacles to their trench side.
- ▶ If a **trench or sandbag position** collapses, the defending player removes the marker.

12.5. BLAST VALUES VERSUS BUILDINGS & FORTIFICATIONS

In addition to the targeting of buildings or fortifications via OAS, building or fortifications may be damaged by aircraft and units with blast values. The optional TA/OAS ruleset brings in the blast values  on unit cards.

Blast values means that any building or fortification occupied by the defending unit may be destroyed if attacked by ranged fire, whether direct or indirect. If the building or fortification is destroyed the defending units will either be eliminated or flipped to their half-strength.




Even if the building or fortification is not destroyed, there is still a chance that any defending units in it will receive damage points or a suppressed result.

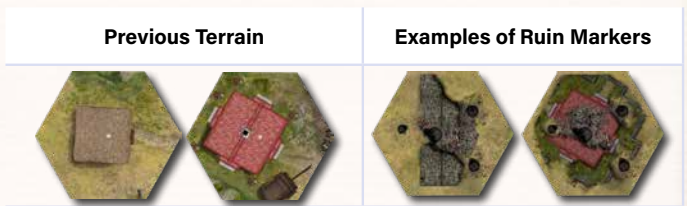
Blast values come into play if, during a ranged attack or special ability (for example see unit card 4.4), there was an attack roll with an **uncancelled critical hit symbol** . If this happens, a further test must be performed to see if the building is destroyed. This does not apply when firing smoke.

Procedure:

1. The active player now rolls the blast value die from the TA/OAS command card or unit card.
2. The defending player rolls the **strongest terrain defense bonus die of the building or fortification** as set out in the terrain chart.

This is resolved using the dice roll comparison as described in 10.7.2. The following results are possible:

Result	Effect
	Building or fortification collapses - all units inside this hex are flipped to half strength
	Building or fortification collapses - all units inside this hex gain one damage
	Building or fortification not collapsed - all units inside this hex perform a fallback
X	Building or fortification not collapsed - all units inside this hex are suppressed



13.0 SUMMARY OF STATUS MARKERS AND THEIR EFFECTS

During the organization phase, the game board is updated for the next turn. Both players can do this simultaneously.

Perform the following steps in sequence starting with the white markers:

- ▶ Remove all status markers with a **white** background from the map.
- ▶ Turn all status markers with a **yellow** background to their reverse side.
- ▶ All **green** status markers remain on their respective hexes.
- ▶ Exchange all **black** hidden status markers with the **red** ambush status markers.
- ▶ All **red** status markers remain on their respective units.
- ▶ Reduce the number of **smoke** markers on each hex by one.
- ▶ The **turn** marker is advanced one space.

Objective markers for all objective hexes are flipped to the side of the faction occupying them. If there are no units occupying an objective hex, the objective hex marker will stay on its current side.

13.1. GENERAL STATUS MARKERS

Unlike other status markers, a unit with a general status marker can have an action or morale status added to it (exception: close combat).



Half-strength: When a unit has reached half-strength, its counter is flipped over. This status will affect a unit's attack in ranged fire and may affect its attack in close combat.



Immobilised: This unit cannot conduct any form of move action. If it gets a fallback the crew will abandon the vehicle and it will be eliminated from the game.

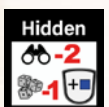


Dug-In: This infantry unit is dug in. This means it gets an additional green dice in defense. The dug-in marker remains in the hex until the unit moves out or is eliminated. An exception to this is the detachment action (9.8.2). After a detachment action, the dug-in marker remains.



Attack die -1: Unit loses its weakest die when firing, for taking a fast action in the previous turn. If it doesn't fire, this can be ignored. The attack die -1 is replaced if an action status marker is placed on it.

Units are also marked with Attack die -1 markers if they spot for Indirect fire or OAS attacks.



Hidden unit: A unit with hidden status marker gains one additional blue defense die. The hidden marker remains on a unit until it is activated and takes another action or it receives a morale status marker (e.g. movement, firing, fallback,...) or is engaged in close combat. For e.g. the player activates this unit to perform

a normal action, the hidden action marker gets exchanged with a normal action marker. Enemy units that intend to fire on a unit with a hidden marker must make a spotting roll (see 10.5). The result of the roll is reduced by -2. If a unit marked with a hidden marker performs an attack, it is treated as if it has the attack dice -1 marker (see 13.1). This Unit loses its weakest die when firing. This marker is replaced if an action marker or morale status marker is placed on it.



Ambush: If a unit with a hidden status marker is not activated in the game turn, its hidden status marker is exchanged for a red ambush status marker during the next organisation phase. The unit has set up for an ambush and awaits the enemy.

The ambush status marker remains on a unit until it is activated and takes another action (e.g. movement, firing, fallback,...) or is engaged in close combat. For e.g. the player activates this unit to perform a normal action, the hidden action marker gets exchanged with a normal action marker.

Enemy units that intend to fire on a unit with a hidden marker must make a spotting roll (see 10.5). The result of the roll is reduced by -2.

A unit with ambush status marker gains one additional blue defense die.

Attacker with ambush status marker gains automatically one "X" symbol (suppression) when firing.

This marker is replaced if an action marker or morale status marker is placed on it.

13.2. ACTION STATUS MARKERS

A unit can only have a single action status marker on it. The player should choose the action for that unit at the start of its activation and announce it to their opponent. Once announced the unit must perform that action for the turn. The action marker can then be placed at the end of the activation to remind players of its action status.



Normal Action: This unit is conducting a normal action. It will usually be just a move action, but other actions can be covered by it as well. The unit cannot fire when doing a normal action.



Fast Action: This unit is conducting a fast action. Infantry and artillery will lose their weakest defence die when doing a fast action. Vehicles may gain an extra defense die based on the attacking units fire status, (see ranged fire modification table). They will always get a better defense die than if they had not done a fast action. Certain activities during the game will require a fast action (e.g. emergency disembark).



Delayed action: This unit has exceeded its movement allowance. Any modifications to dice rolls are treated as if it has done a normal action. However, if it gets suppressed, it does a fallback rather than being suppressed.



Digging In: Infantry units can fortify their position by using a dig-in action. On the next game turn, the corresponding unit will be considered dug-In and is

granted an additional green defense die. While digging in, the unit will lose its weakest defense die. However, they will always retain a minimum of one defense die.



Firing: This unit is firing but not moving. This is the optimal way to do ranged fire as it attracts the least number modifiers on the ranged fire modifications table (see players aid). Units marked firing are automatically spotted.



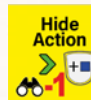
Turret firing: This unit is firing outside its arc of fire but is remaining stationary while doing it. An immobilised tank with a turret can do turret fire. Units marked turret firing are automatically spotted.



Move & fire / fire & move: This unit can do half a move and fire OR fire and then do half a move. This is the least optimal way of conducting fire. If the unit moved and then fire it is automatically spotted. If it fired and moved a spotting roll is required.

If it fired and moved a spotting roll is required.

Artillery units cannot perform a move and fire or fire and move action.



Hide action: For infantry units: The hide action is performed like a normal movement action, but the movement range is limited to a maximum of one hex per activation. Hidden movement is not possible if the movement allowance on the unit card (normally 2 for infantry units) would trigger a delayed action (see harsh terrain 9.5). Hidden movement is not possible if the unit has the "slow" attribute.

For all unit types: A unit with hidden action status marker gains one additional blue defense die. Enemy units intending to fire on a unit with a hidden action marker must make a spotting roll (see 10.5). The result of the spotting roll is reduced by -1. The action marker penalty does not apply to units with hide action markers (see 9.12.1)

13.3. MORALE STATUS MARKERS

Morale status always replaces the action status marker on a unit. This is important for close combat and determining how hard it is to hit a unit. A unit with a morale status marker cannot be activated that turn.



Suppressed: The unit is hitting the dirt and avoiding incoming fire. Suppressed infantry and artillery units gain a green die in defense. Any unit marked suppressed has finished their activation. If any unit receives a second suppression result from a separate dice roll then it does a fallback. **Extra suppression results on the same dice roll are ignored.**

If the defender unit is marked with suppressed, then it cannot attack in the initial close combat round.



Fallback: The unit is in retreat. It performs a fast action, (just for the purposes of determining movement allowance and the status of any reaction fire), away from the direction of the attack. Each hex should increase the distance between it and any enemy units. If that isn't possible at any point during the fallback, the unit takes a damage point and remains in the hex it was last able to retreat into.

Uniquely, units in fallback do not get any terrain defense modifiers during their fallback movement. After they have completed their fallback movement, they regain any terrain defense dice for the hex they are in.

Artillery or immobilised unit are eliminated if they are ever in fallback. All units are eliminated if they ever receive a second fallback.

If a unit enters the hex of an enemy unit in **fallback**, that enemy unit is eliminated.



Assault Resources and Support

Assault Sicily 43 is the first game of many in the Western Front series for the *Assault* universe.

If you are interested in finding out more information about the *Assault* game system, then you have come to right place.

This page provides links to give you background information, reviews, online gaming resources, etc. Simply scan the codes with your cell phone camera or type the links into your favorite web browser to access this additional content.

WHO ARE WE?

"We love what we are doing. We love to design and play fast paced tactical games. We love to share ideas and bring them with happiness on your game table. We got the extra mile. We listen to your feedback and suggestions to make our game system better! Together with your support we are Assault! Games!"



We are a small team of experienced board/tabletop game players who have been developing this new tactical system for quite some time. The challenge for us is to find the optimum mix between realism, playability, scenario balance and fast game play. We desire our rules to be easy

to understand, even by beginners. Developing the system and producing the games is our passion. We do this in our spare time, after time for our families and our jobs. We hope you enjoy our labor of love.

We would like to thank all our supporters, our families and friends who make this hobby possible.



RECOMMENDED LITERATURE

We realize that our games can never be an exact simulation of historical facts but, we endeavor to thoroughly research the historical context of games. To this end, our bookshelves are increasingly filled with new books on the topics we are developing. Below is a recommended a selection of the sources we used in the development of *Assault Sicily 43*. Our hope is these books will help you understand history background and details captured in the game. Have fun reading.

- ▶ Carlo D'Este: *"Bitter Victory"*
- ▶ James Holland: *"Sicily '43"*
- ▶ Lt. Col. Albert N. Garland: *"Sicily and the Surrender of Italy"*
- ▶ Edmund Theil: *"Kampf um Italien"*
- ▶ Helmut Wilhelmsmeyer: *"Der Krieg in Italien 1943-1945"*
- ▶ Franz Kurowski: *"Das Tor zur Festung Europa"*
- ▶ Fritz Hahn: *"Waffen und Geheimwaffen des deutschen Heeres 1933-1945"*
- ▶ George F. Nafziger: *"The German Order of Battle"*

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<https://www.assault-games.com/>

VIDEO RESOURCES

Following the links below, you can find videos, (reviews, unboxing, tutorials, etc.) about our games on YouTube. Just type in the name of our games, or click on the numerous links in the Reviews section of our website. *Assault Games* also has its own YouTube channel where we publish new content about our games from time to time.



<https://www.youtube.com/@assault-games167/featured>

TABLE TOP SIMULATOR

The Table Top Simulator (TTS, available on Steam) is an excellent gaming platform to play online either solitaire or with your friends.

You can find all the material necessary to play several different scenarios. More content will be available for TTS in the future. Have fun trying it out.



<https://steamcommunity.com/sharedfiles/filedetails/?id=2944906460>

VASSAL MODULE

We are working on a VASSAL module for *Assault Sicily 43*, but it is no currently available. In the meantime, you can check out the VASSAL module for *Assault Red Horizon 41*, which is available for download on our website.



<https://www.assault-games.com/probiere-aus/vassal/>

We will let you know when the Sicily Module is available.

BECOME PART OF THE COMMUNITY

You can get information about our new and ongoing projects at numerous locations the across the web.

The *Assault Sicily 43* BoardgameGeek is a key resource.



There you find videos, reviews and downloadable files. In addition, you can discuss the game, ask us questions or share your ideas in the various forums.

Here you will get help from us and also from other *Assault System* players. We actively participate in the forums and love to hear your feedback so that we can continue to improve the *Assault System*.

<https://boardgamegeek.com/boardgame/376753/assault-sicily-43>

ASSAULT GAMES SOCIAL MEDIA

To keep up to date with our ideas and publications, we recommend you follow us on Twitter, Facebook or Instagram. The following codes will help you to connect.



<https://twitter.com/AssaultGames1>



<https://www.facebook.com/assaultgames-com>



<https://www.instagram.com/assault.games/>

We would be delighted if you would join us on our further journeys.

We thank you for your support.

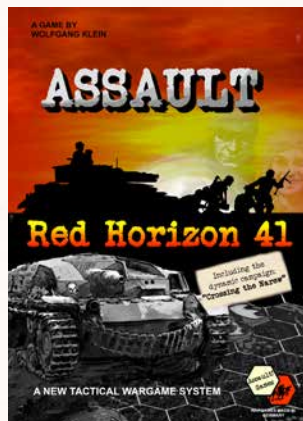
ASSAULT CONTACT

Are there any further questions or hints? Contact us by email at: info@assault-games.com



ASSAULT EASTERN FRONT SERIES

Assault Red Horizon 41 was the first of our games to be published in 2021 after a successful crowdfunding campaign. This box is the basis for the Eastern Front series, which we will continue to develop and publish new content in the future.



In *Red Horizon 41* you play tactical battles which occur at the beginning of *Operation Barbarossa*. The game also includes is a dynamic campaign, "Crossing The Narew", where you take

the role of a company commander playing through several scenarios.

In the works is a new, larger campaign expansion for *Red Horizon 41*. In it, the Eastern Front series rules will be updated to version 2.0 and will include all necessary game material take advantage of the update.



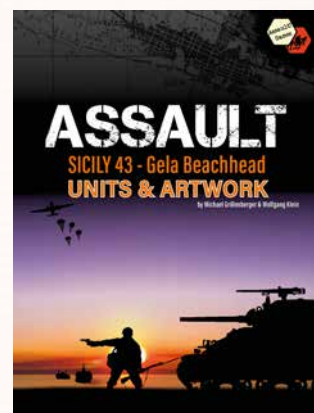
ADDITIONAL PRODUCTS

Assault Games is a German publisher that is run as a hobby (not our day jobs). It is important for us to say thank you.

That's why I have created a *Units & Artwork* book for a, just as I did for *Red Horizon 41*.

In this book you will find all the pictures that my two artists Ingrid and Michael created for the project.

In addition, the book contains historical facts about the various units and useful information for tactical use in the game. The revenues for the book will go in part to Michael as a tribute.



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The Assault Games High Command announces.
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rendered outstanding services to the game:



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