OPEN FIRE

RULES OF PLAY

CONTENTS

1. INTRODUCTION

Open Fire is a tactical level solitaire game of tank combat in the European Theater during World War II. The game depicts small unit actions in great detail and, for the most part, accurately. However, it should be understood that more action occurs in a single *Open Fire* Mission than an average tank platoon encountered in an entire battle historically. Thus, you and your platoon of 4th Armored Division tanks and vehicles are an elite group that gets into an extraordinary amount of combat and adventure during your Missions.

Since *Open Fire* is a solitaire game, the presence of your German opponents is hidden from you until you discover them. Furthermore, you never know what the Germans will do until their intentions are revealed during play. Although we have encrypted the German moves and strategies in the game as best we can, the German actions and hidden intelligence procedures we have used are simple and can be easily uncovered, should you endeavor to do so. We highly recommend that you do not attempt to break these systems, because one of the main pleasures of this game is being surprised during play by unexpected German actions.

1.1 MULTI-PLAYER GAMES

It is possible to play *Open Fire* with two players. In fact, the game can be particularly fun when played this way. The best two-player game is to divide your platoon into two groups of vehicles, with each player receiving at least one commander. The game is then played as usual, with the two of you playing cooperatively rather than competitively. You can play semicompetitively by keeping separate track of the Victory Points each of your half-platoons earns and comparing your totals at the end of the Mission. You can also use these same ideas to play the game with three or more players. Experiment, because *Open Fire* is flexible enough to allow different types of play.

1.2 CAMPAIGN GAMES

Open Fire can be played as a series of unconnected Missions using a new platoon for each, or you can use the same basic platoon for each Mission and play the game as a campaign. We highly recommend you play the game as a campaign, because in this way your platoon acquires its own history and almost seems to come to life. Do not hesitate to replay Missions, because different events will occur each time, although the basic plot of the Mission will remain unchanged. We encourage you, however, when given a choice of direction or point of entry in a particular Mission, to choose differently each time you replay the Mission. This will enhance the replay value of the Mission. We hope that you enjoy *Open Fire* and that it provides you with many hours of enjoyment.

1.3 GAME QUESTIONS

If you have questions about the rules, feel free to write to us. When you do, please word your questions so that we can respond with a simple one-word answer whenever possible, and include a self-addressed, stamped envelope. This will ensure a quick and precise answer to your questions. Mail your questions to: Open Fire Questions, Victory Games, Inc., 43 West 33rd Street, New York, New York 10001.

2. GAME PARTS AND TERMS

Some of the terms and ideas mentioned in the following rules will not make much sense until you have read the rest of the rules. Simply refer back to this section later, once you have finished reading the rules.

2.1 UNIT CHARACTERISTICS CARDS

Each German vehicle, gun, and squad of soldiers that might appear in any of the Missions has its own Unit Characteristics Card, listing its characteristics and possible actions. When a German is activated during the game, find its card and place it in front of you for easy reference. Keep the card there until the German is knocked out or exits the map. Note that extra US units that are specially provided to the platoon for certain Missions are also represented by cards.

Identity (ID) Number
This number identifies each Unit Characteristics Card individually.

Identity (ID) Letter
One letter (or sometimes a double letter) appears on each Unit Characteristics Card, matching a vehicle, gun, or squad counter to represent the German (or extra US unit) on the map. Each letter appears on more than one card, but a letter never appears on more than one card used in a particular Mission.

Unit Type
This simple description indicates a unit's primary role or characteristic.

Crew Rating
A number from 1 through 6 on each card indicates the number of Crew Points associated with a vehicle or gun (squads have no Crew Rating). Note that Crew Points do not translate directly into the number of crewmen; Crew Points also take into account the efficiency and general level of crew training.

Self-Preservation Level
This level represents the Crew Rating value at which a German unit acts in a manner independent of other Germans for its own good. Crew Ratings drop as units take casualties. The Self-Preservation level is indicated on the German cards with an **S** noting the Crew Rating at which Self-Preservation takes effect. When this occurs for a German, use only those paragraphs in the **S** column of that German's card for the rest of the Mission. Note that US units represented by cards, and some Germans, have no Self-Preservation Levels.

Victory Point Award
Each card features a number indicating the number of Victory Points you receive when that German vehicle, gun, or squad is captured, disabled, or knocked out (Killed). Each unit may have differing circumstances for which this award will be gained.

Characteristics

Each vehicle's crew is rated in four areas: Initiative (IN); Perception (PC); Weapon Skill (WS); and Driving Skill (DS). Squads and gun crews are rated for IN, PC, and WS. The vehicle and gun cards feature a range of ratings, depending on the current status of the vehicle and gun and its current Crew Rating. See 2.11 for explanations of each characteristic.

Action Table

This matrix is used to determine what Actions a German vehicle, gun, or squad undertakes each time it has a Turn. Usually the result of a die roll is cross-referenced with the Current Mission Condition to yield an Action Paragraph that describes the unit's maneuvers. Often, however, a Special Reaction or Self-Preservation (both indicated by letters on the Action Table) may be in effect for a particular German, in which case the die result is cross-referenced with the appropriate letter column instead, ignoring the current Condition number.

Notes

Many units have instructions specifying when they are first activated or when other situations arise during play. Read these notes carefully. In this space, you may also need to jot down notes for reference during play; these events will affect only this unit.

2.2 MISSION CARTRIDGE AND SLEEVE

The Mission Cartridge presents all of the Action Paragraph references, Random Event references, and (on the back) Event marker adjustments needed to play all of the Missions. The Sleeve enables you to find those paragraphs you need without letting you see what else the Mission has in store for you.

At the beginning of a Mission, place the Cartridge in the Sleeve so that the paragraph references face the holes. Refer to the Cartridge and Sleeve each time a Paragraph Check is triggered by a US unit coming within the Line of Sight (LOS) of an Event Marker, and each time you conduct a Random Event Check. When a US unit comes into the LOS of an Event Marker (see 5.1 for details), look up the paragraph number by aligning the current Mission and Condition number (listed on the Cartridge) with the number of Event marker (listed on the Sleeve). If a black 4-digit number appears in the slot, look up the paragraph in the Paragraph Booklet. If the number is preceded by a Sighting Reference (such as **s2**), and that sighting has already occurred, do not look up the listed paragraph.

In some cases, the words Random Event appear instead of a paragraph number. In this case, conduct a Random Event Check (see 5.8), if Operations are underway. Random Event Checks are not triggered by Mission Cards during Rounds. When a Random Event Check is required, roll the dice and align the Random Event die roll (on the Sleeve) with the appropriate Mission and Condition number (on the Cartridge). If a paragraph number appears in the appropriate slot, look it up in the Paragraph Booklet. However, if the number is preceded by a Sighting Reference that has already occurred, do not look up the listed paragraph.

As play proceeds, you will be instructed to pass from one Condition to another. When this occurs, use the new Mission and Condition number to refer to the Cartridge.

2.3 MISSION MAP

The map portrays a section of the French countryside near the German border. A hexagonal grid is superimposed over the terrain features to regulate position and movement. Each hexagon (or hex) has a number coordinate and represents an area 50 meters from side to side. The terrain symbology used on the map is identified in the Map Key. Each Mission lists the direction of north as compared with the way the type on the map would be read. Before each Mission, place the Compass Rose counter alongside the map to remind yourself during the Mission which way is north.

Note that, although there is often more than one terrain type depicted in a hex (to give a more natural look to the map), only the terrain type that fills the majority of the hex is considered in game terms. Thus, for instance, hex 2511 is considered a Rough hex, even though the Rough pattern does not fill the entire hex.

2.4 PLAYING PIECES

Many of the playing pieces represent US and German vehicles, squads, guns, and special equipment, or special terrain features. The remainder of the pieces are markers, used to note the status of your platoon and the status of the enemy.

Note that there are no specific markers included for use on some of the tracks on the Display Sheet. To use these tracks, use any markers that are not otherwise currently in use.

Vehicles, Guns and Squads
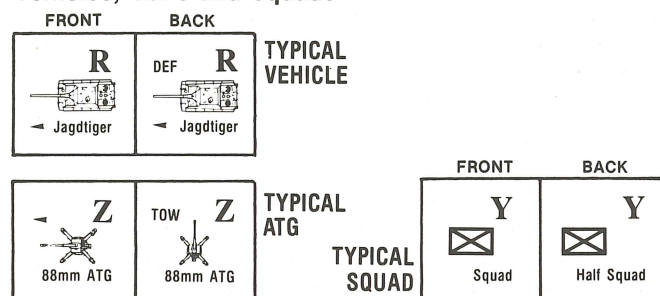
US and German vehicles, guns, and squads (referred to collectively as units) are placed on the map as each enters play. US units are distinguished from German units by a distinctive background color, and also by the fact that the vehicles on US and German counters point in different directions. US units are identified with the letters A through K, and German units are identified with the letters L through Z.

Each vehicle counter has a front and back side. The backs of all vehicle counters indicate the vehicle is in Defilade. All vehicles with moveable turrets (tanks, US tank destroyers) use a Turret marker, placed atop the counter, to indicate the direction in which the tank's main gun is pointing and to indicate whether the vehicle is Open or Closed (Buttoned Up). When using a Turret marker, the Turret counter must be aligned with a hexside at all times. Vehicles without moveable turrets (including German tank destroyers, trucks, half tracks, and so on) are always considered Open, unless they have a Closed marker on top of them.

On anti-tank gun (ATG) counters, the front side represents the gun Prepared to fire. The back side of ATG counters represents the gun configured for Towing (Unprepared). An ATG can fire only when on its Prepared side.

Action Round Markers

Each vehicle, gun, and squad has several AR markers with its Identity Letter, showing different IN Ratings. At the start of a Mission, place the AR marker with the IN matching the unit's designated IN Rating on the AR Track to note the unit's status during Action Rounds; do not use the unit's other AR markers.

A German Action Number marker is also used in the game, in conjunction with German Action Round markers, to serve as a reminder of the current German Action Number during Action Rounds.

Note that this marker was inadvertently printed on the back of an Action Round marker.

Turret Markers

The orientation of a moveable turret is represented by the placement of Turret markers for all those vehicles having such turrets. Vehicles without moveable turrets require no such markers.

Vehicle, Gun and Squad Status Markers

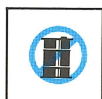**SUPPRESSED** **DISABLED** **HIT** **KILLED**

THROWN TREAD **OUT OF AMMO** **OUT OF GAS**

In combat, various unfortunate conditions can befall a unit. Disabled, Killed, and other markers are provided to indicate the occurrence of these circumstances. Vehicles with treads have a marker placed on them if the treads are destroyed. Vehicles that run out of gas or ammunition have the appropriate marker placed on them. Whenever a vehicle fires a smoke shell, a Smoke marker is placed on the map. Vehicles that have been penetrated by enemy Armor Piercing fire have a Hit marker placed on them. Units that suffer suppression as a result of enemy fire have a Suppression marker placed on them. Note that one change in a vehicle's status — achieving defilade — requires no marker; simply invert the unit to its Defilade side.

Event Markers

Each Mission Briefing lists the set-up hexes for the Mission's Event markers. These markers are used to trigger German actions during the Mission. Not all the Event markers will necessarily be set up prior to play; some may be placed (or their position altered) during the Mission itself as Conditions change. Such alterations in Event marker deployment are listed on the back of the Cartridge in the Event Marker Condition Adjustment Chart.
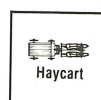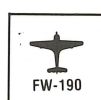
Map Features

BUNKER **MINEFIELD** **SMOKE** **HAYCART** **FW-190**

P-38 **AMMO DUMP** **COMPASS ROSE** **IMPROVED POSITION**

Various Missions call for the use of such terrain markers as minefields, bunkers, and improved positions. The specific instances in which these markers are used are covered in the relevant rules sections.

2.5 PLATOON RECORD SHEET

At the start of each Mission, you must fill out a fresh Platoon Record Sheet, which is used to keep track of the status of your units throughout the Mission. This booklet contains a filled out Platoon Record Sheet for a pre-generated platoon. If you wish, you can use this pre-generated platoon to play Mission 1 by simply transferring the information on the Sheet to a fresh Sheet. To generate your own platoon, use the procedure used in Platoon Generation (Section 4) and fill out a Platoon Record Sheet with your own generated data.

The top portion of the Platoon Record Sheet provides space for you to record the number of Platoon Quality Points and Vehicle Quality Points available to you, as determined during Platoon Generation with the Platoon and Vehicle Quality Table. Once you have determined the number of Quality Points available, you will purchase units (referring to the Crew and Vehicle Costs Chart), spending your Platoon and Vehicle Quality Points as you do so. For each unit you purchase, fill in one of the large boxes on the Platoon Record Sheet, beginning with the ID Letter of the unit, its Type, the number of Vehicle Points it cost, and the number of Crew Points. If the vehicle is a Commander vehicle, check the Commander Box. Ignore the Machinegun KO'd and Main Gun KO'd boxes for the time being.

Next, you will generate each unit's characteristics: Initiative (IN); Perception (PC); Weapon Skill (WS); Driving Skill (DS); and Movement Point Allowance (MPA). Ignore the Combat Points (CP) spaces for the time being; these are filled out during the Mission only if you are playing the game as a Campaign (Section 16).

Next, circle the number in the box corresponding to the number of ammunition rounds available to the unit. As you play the Mission, you will check these boxes off to represent the expenditure of ammo.

Also recorded on the Platoon Record Sheet are Sighting Occurrences, Mission number, current Condition, German Activation Levels, and Victory Points gained and lost. These portions of the sheet are explained later in the rules.

2.6 US UNIT CHARACTERISTICS CARDS

Each US unit that your platoon might encounter during a Mission has its own card. Each US card provides information similar to that available on the Platoon Record Sheet. In addition, each of these cards has an Identity Number, an Identity Letter and, in some cases, special notes about the unit when in play.

2.7 PARAGRAPH BOOKLET

This manual of Action Paragraphs forms the brains of the game. Do not read a paragraph unless you are specifically instructed to do so during a Mission. As your US units move around the map and engage in combat, you will be referred to these paragraphs by number.

2.8 DISPLAY SHEET

All of the charts, tables, tracks, and summaries referred to in these rules are printed on the Display Sheet (with the exception of the Platoon Generation Tables). The Sheet is designed to lie in front of you, between you and the map.

2.9 TEN-SIDED DICE

Whenever a die roll is called for, one of the following three types of dice rolls will be indicated:

Roll One Die

Roll either die to obtain a result from 1 through 0. Note that 0 is referred to as 10. This die roll is abbreviated **1D10**.

Roll Two Dice

Roll both dice and add the two results together for a result ranging from 2 (two 1's) to 20 (two 0's). This dice roll is abbreviated **2D10**.

Roll Percentile Dice

Before rolling the dice, designate one die as the tens-die and the other as the ones-die. Then roll both dice together, reading them in order (tens-die and ones-die). In rolling percentile dice, a 0 is read as a zero, unless both dice come up 0, which is read as 100. Thus, the range of possible numbers when rolling percentile dice is 01 through 100. This dice roll is abbreviated **D100**.

In all cases, a die roll of 1 on a 1D10 is considered successful, and a die roll of 0 (i.e., 10) on a 1D10 is considered a failure. On a D100 roll, a result of 01 through 05 is always considered a success, while a roll of 96 through 100 is always considered a failure.

2.10 UNIT DATA CARDS

All US and German units that could possibly appear in the game are listed and explained on these Data Cards. The information provided on each card for each unit type includes the following items.

Movement Point Allowance

The various Movement Point Allowances (MPA), based on current Crew Rating, is indicated, including notation of how many Movement Points (MP's) are available for Fast movement and Slow movement.

Rate of Fire

Often two values are given. The value to the left of the slash is the number of rounds the unit can fire from its main gun in one Turn with one Fire Action if the target is at Short Range. The second value is the number of rounds the unit can fire if the target is at greater than Short Range.

Turret Traverse

This number indicates the number of hexsides the unit's turret can turn (traverse) in a single Turn. There is no cost in Crew Points or Movement Points to turn a turret, but a turret can turn no faster than the limit given.

Rotation Cost

This is the cost, in Movement Points, to rotate the vehicle itself one hexside, either clockwise or counterclockwise. There is a limit of two hexsides of vehicle rotation per Turn.

Machinegun

A notation as to whether the vehicle has a machinegun or not.

General Purpose Offense Rating

This dual Rating determines the unit's ability to deliver High Explosive and/or machinegun fire to a target. The number to the left of the slash is the unit's total Rating, including all forms of fire available to the unit. The number to the right of the slash is the unit's GP Offensive Rating for its Main Gun only. Thus, if the unit must fire only its machineguns, use the difference between the two given Ratings. Also, see Optional Rule 9.9 for further information on the use of tank machineguns.

General Purpose Defense Rating

This value is used when the unit is defending itself against an enemy GP attack.

Maximum Ammo

This is the maximum number of AP (Armor-Piercing), GP (General Purpose), and Smoke shells the vehicle can carry. German vehicles do not keep track of ammunition; German ammo depletion is handled by the paragraphs.

Vehicle Size Modification

This modification is applied to an attacker's percentage chance to hit this vehicle with AP fire.

Hit Chart

This chart is used when the vehicle is hit by AP fire to determine where the shell struck, and to determine the Armor Rating in that location on the vehicle.

2.11 UNIT CHARACTERISTICS

Each US and German unit is defined by a series of characteristics. Each characteristic has a numerical rating; the higher the rating, the better the unit's characteristic. In the cases of guns and vehicles, these characteristic ratings apply to the crew and will therefore be affected by Crew Reductions. These characteristic ratings are used during play to determine what a unit can do, and how well it can do it. The rules and paragraphs often refer to the characteristics by their abbreviations.

CREW RED		IN	PC	WS	DS	MPA RED		FMPA	SMPA
	0	5c	6	+2	8		0	3-4	1-2

Crew Rating (CR)

This value, ranging from 1 through 6, represents the number and quality of a vehicle or gun crew. As the Crew Rating drops (due to casualties), the rest of the unit's ratings will also decline. Crew Ratings are used by each vehicle and gun to determine how many Actions they can undertake during a Turn in each Action Round.

Initiative (IN)

Initiative is a number, ranging from 1 through 5, representing the will of a unit to act and react. IN is used during each Action Round to determine how many Turns a unit receives, to determine when a unit can take its Turn, and to determine whether or not a unit panics. For US units, IN determines whether the unit is in or out of command and, during Platoon Generation, affects the quality of a unit's Perception Rating, Weapon Skill, and Driving Skill. During Rounds, German units will be called upon to make Initiative Checks to determine whether or not they take some action. An IN Check is resolved by rolling 1D10. If the result is less than or equal to the unit's IN Rating, the unit passes the Check and takes some sort of action that it would not have taken had it failed the Check.

Perception (PC)

The Perception Rating is expressed as a number ranging from 1 through 10, representing awareness and attention to detail. PC is used to conduct Perception Checks (5.3) as called for in the paragraphs. A PC Check is resolved by rolling 1D10. If the result is less than or equal to the unit's PC, it passes the Check and notices something that it would had overlooked had it failed the Check.

Weapon Skill (WS)

This is a number, ranging from −3 through +3, representing marksmanship ability and general familiarity with weapons. WS affects a superior unit's tendency to do more devastating damage when firing a weapon.

Driving Skill (DS)

Driving Skill is expressed as a number ranging from 1 through 9, representing a unit's chance of having an accident when driving.

Movement Point Allowance (MPA)

This number, ranging from 1 through 8, represents a vehicle's horsepower or a squad's quickness. The maximum number of Movement Points that a unit can spend in a single Movement Action (6.7) equals its Movement Point Allowance.

2.12 TERMS USED IN PLAY

The following terms are used constantly throughout the rules and paragraphs.

Active

A unit on the map is active unless it is knocked out (Killed) or captured. Only active units can engage in combat and movement (although you can move captive units).

Inactive

A captured or Killed unit is inactive. An inactive unit can not be fired upon nor be attacked by close assault; it is an ineligible target. Inactive units can perform no Actions for the duration of the Mission.

Target

A target is an active unit. An inactive unit cannot be the target of fire or close assault combat. For example, if a hex contains two enemy vehicles — one active and one inactive — you can fire at the active vehicle because it is an eligible target. You cannot fire at the inactive vehicle. When using aimed AP weapon fire, only active targets in a hex can be hit. Inactive vehicles in the same hex are unaffected.

Success/Failure

An Activation, Perception, or Initiative Check, or a combat resolution, can result in either a success or a failure. Such a resolution can result in harm to your platoon and still be termed a success, in the context of the game.

3. COURSE OF PLAY

Open Fire is an unusual game because it is played solitaire and, unlike most other wargames, has no Game Turns or Sequence of Play. Although not overly complex, *Open Fire* uses a game system that may at first throw you. The system is divided into two parts, called Operations and Action Rounds (or simply Rounds), which toggle back and forth depending on whether or not there are active Germans on the map. When no active Germans are present, you are in Operations; when there are active Germans on the map, you are in Rounds.

While in Operations, you can perform any of the Actions listed in Section 5.5, in any order you choose, one after the other, without keeping track of Turns, Movement Points, or anything else. When a German counter is activated by the movement of one of your platoon members or by a Random Event, Operations instantly cease and you immediately begin Rounds, proceeding according to the Action Sequence (6.1).

Action Rounds divide time into segments so that movement and combat can be rendered in detail. During Rounds, your platoon and the Germans can perform the Actions listed in Section 6.7. If, at the conclusion of an Action Round, there are no active Germans on the map, Operations immediately resume. Operations also resume the instant there are no Active Germans on the map. The game can switch back and forth between Operations and Rounds any number of times during a Mission.

PLAY OUTLINE

The following outline summarizes the steps involved in playing an entire game of *Open Fire*.

Starting a Mission

Pick a Mission and read the Mission Briefing. If this is your first Mission, we recommend that you play Mission 1 first. Place the Mission Cartridge in the Mission Cartridge Sleeve so that the Paragraph References face the holes in the front of the Sleeve. Record the Activation Levels (from the Mission Briefing) for each Condition on the Condition section of the Platoon Record Sheet. Place the appropriately numbered Event markers on the map in hexes indicated in the Mission Briefing. Assemble your platoon using the procedure in Platoon Generation (Section 4), or use the pre-generated platoon from this booklet.

Locate your vehicle, gun, and squad counters, and select the Action Round markers appropriate to each counter's IN Rating. Place each unit's AR marker in the Unaware space of the Action Round Track (on the Display Sheet). Place the German Action Number marker on the German Activation Track (on any space). You are now ready to begin the Mission.

Commence Operations

Bring your US units onto the map, one or more at a time, as instructed in the Mission Briefing. Each time a US unit enters a hex allowing a clear Line of Sight (LOS) to a hex containing an Event marker, it may be possible to make an Paragraph Check (5.1) by referring to that Event marker number (and the current Mission and Condition) in the Cartridge View Sleeve. If there is a paragraph number printed in black, look up that paragraph number in the Paragraph Booklet. If the result is a Random Event, make an Event Check (5.8). If the result is NONE, continue Operations.

NOTE: *In certain circumstances, an Event marker can activate on its own, be triggered by German movement, or be triggered by a nearby US unit.*

Continue moving your units in any order and direction you choose, making Paragraph Checks for each Event marker that a unit can see. In addition to moving, you can perform any of the other Actions listed in Section 5.5. No combat occurs during Operations, although random artillery strikes or fighter attacks can occur during Operations in some Missions.

At some point, a German unit will be activated by a Paragraph Check or Random Event, at which time Action Rounds begin (6.1).

Commence Rounds

When a German unit is activated, Rounds immediately begin. First the German Unit Characteristics Card is located, and the German unit counter is placed on the map. Then the unit's AR marker (with the IN Rating appropriate to that listed on the card) is placed on the Action Round Track in the Complete space. Then the first Round begins, using the Action Sequence (6.1). During Rounds, your active units can perform any of the Actions listed in Section 6.7 as you see fit, including combat, movement, and other more specialized Actions. The Germans perform similar Actions, as directed by their paragraphs. Rounds continue until the last German unit is killed, captured, or leaves the map. Operations then resume, as above.

Mission Ends

Each Mission ends in a different way, as described in the Mission Briefing. Victory is determined at the end of the Mission by totalling the number of Victory Points (VP's) you gained during the course of the game (as recorded on your Platoon Record Sheet) and subtracting points you have lost. If the resulting total is equal to or greater than the number of VP's listed in the Mission Briefing, you have won. If it is less, you have lost.

Campaign Update

If you are not playing the game as a continuous campaign, skip this step. Otherwise, perform the steps to prepare your platoon for their next Mission, as described in Section 16 (Campaign). Each surviving member of your platoon, including damaged units, then gains Combat Points. At your option, you can spend each vehicle's Combat Points to increase its Ratings. Finally, generate replacement vehicles to take the place of those destroyed during the Mission.

4. PLATOON GENERATION

To generate your own platoon, you will need a Platoon Record Sheet and a piece of scrap paper to keep track of Platoon and Vehicle Quality Points as you spend them. The following procedure is used only to generate an entire platoon. If you are playing the game as a campaign, use the procedure in Section 16 to generate replacement vehicles. Regardless of whether you a generate a new platoon or only replacements, read the Mission Briefing first. Some Missions list vehicles you receive without cost, or list limits on equipment purchases. Knowing your Mission will also help you to make decisions during Platoon Generation.

Refer to the Platoon and Vehicle Quality Table. Before rolling the dice for Platoon and Vehicle Quality, designate one die as the Platoon Quality die and the other as the Vehicle Quality die, and then roll both dice. To determine the number of Platoon Quality Points you receive, read down the Platoon Quality Die column until you reach the number rolled and receive the number of Platoon Quality Points listed to the left of your die roll.

EXAMPLE: *If your Platoon Quality Die came up 7, you receive 39 Platoon Quality Points. Record this number on your Platoon Record Sheet.*

To determine the number of Vehicle Quality Points you receive, read across the Vehicle Quality Die row at the top of the table until you reach the number rolled, and then read down that column until you reach the number rolled for your Platoon Quality Points.

EXAMPLE: *If your Vehicle Quality Die came up 3 and your Platoon Quality Die roll came up 7 (as above), you receive 40 Vehicle Quality Points. Record this number on your Platoon Record Sheet.*

Refer to the Crew Costs Chart. Use your Platoon Quality Points to purchase your crews by referring to this chart. The cost of each crew depends on its IN Rating and Crew Rating, and on whether or not the crew includes a commander. Record each crew's cost on the Platoon Record Sheet. Any Platoon Points you do not spend are lost. When you have made your purchases, record the IN Ratings of each vehicle in its IN space. If a vehicle is a commander, check its Commander box. Record the Ratings in descending order (unit A should be the commander with the highest IN, while unit H should be the unit with the lowest IN) on the Platoon Record Sheet. Note that, since you have not yet purchased your vehicles, you may want to record the Ratings on a piece of scrap paper for the time being, rather than fill out the Record Sheet without knowing which vehicles you have available. Give each vehicle a name and record it in the space next to its identification letter.

NOTE: *A crew's IN will be used to determine its other characteristics. Note, also, that Crew Rating does not necessarily indicate the number of crewmen, but rather is an indication of a crew's effectiveness.*

Refer to the Perception Rating Table. For each crew individually, refer to this table and roll one die, cross-referencing the die result with the crew's IN to determine its Perception (PC) Rating. Note the Ratings on the Platoon Record Sheet.

Refer to the Weapon and Driving Skills Table. Designate one die as the Weapon Skill Die and the other as the Driving Skill Die, and roll both dice for each crew individually, cross-referencing with the crew's IN. Note the resulting Weapon Skill and Driving Skill Ratings on the Platoon Record Sheet.

Refer to the Vehicle Costs Chart. Spend your Vehicle Quality Points to buy vehicles for your platoon, subject to any restrictions imposed by the Mission Briefing. Each vehicle has a cost in Vehicle Points, and each vehicle comes with free unlimited machinegun ammunition when purchased. You can buy only vehicles that appear on the list, and you are restricted by the counter mix as to the number of vehicles and the letter designations available. Thus, if there is no M26 with an H on its counter, you cannot assign an M26 to crew H; similarly, you can buy no more M26's than there are in the countermix. You receive 5 rounds of ammunition for one Vehicle Point. These rounds can be used for any types of main gun and can be divided among your platoon as you see fit. You cannot give more rounds to a vehicle than its Maximum Ammo Rating (listed on the Unit Data Cards). Bazooka rounds for squads cost one Vehicle Point for 5. After you have bought your vehicles and ammo, record your purchases on the Platoon Record Sheet along with any vehicles you may receive in the Mission Briefing. After you have purchased your vehicles, you can assign them to your crews as you see fit.

PLATOON AND VEHICLE QUALITY TABLE

PLATOON QUALITY POINTS	PLATOON QUALITY DIE	VEHICLE QUALITY DIE									
		1	2	3	4	5	6	7	8	9	10
29	1	48	47	46	45	44	43	42	41	40	39
30	2	47	46	45	44	43	42	41	40	39	38
31	3	46	45	44	43	42	41	40	39	38	37
33	4	45	44	43	42	41	40	39	38	37	36
35	5	44	43	42	41	40	39	38	37	36	35
37	6	43	42	41	40	39	38	37	36	35	34
39	7	42	41	40	39	38	37	36	35	34	33
41	8	41	40	39	38	37	36	35	34	33	32
42	9	40	39	38	37	36	35	34	33	32	31
43	10	39	38	37	36	35	34	33	32	31	30

CREW AND VEHICLE COSTS CHART

PLATOON QUALITY POINTS COST	CREW INITIATIVE	CREW SIZE	VEHICLE QUALITY POINTS COST	VEHICLE
21	5c	5	10	M26
13	4c	4	7	M4A3
8	3c	4	6	M10
5	3	4	5	M4A1
3	2	4	3	M8
1	1	4	1	5 Ammo Rounds
0	0	3		

PERCEPTION RATING TABLE

DIE	CREW INITIATIVE					
	0	1	2	3	4	5
1	0	0	2	4	5	6
2	0	1	3	4	6	7
3	0	1	3	5	6	7
4	0	2	3	5	6	7
5	1	2	3	5	6	8
6	1	2	4	5	7	8
7	1	3	4	6	7	8
8	1	3	4	6	7	8
9	2	3	5	6	8	9
10	2	4	5	7	8	9

WEAPON AND DRIVING SKILLS TABLE

WEAPON SKILL DIE	CREW INITIATIVE						DRIVING SKILL DIE	CREW INITIATIVE					
	0	1	2	3	4	5		0	1	2	3	4	5
1	−3	−2	−2	−1	−1	−1	1	0	2	2	3	3	3
2	−2	−2	−1	−1	−1	0	2	2	2	3	3	3	5
3	−2	−1	−1	−1	0	0	3	2	3	3	5	5	5
4	−1	−1	−1	0	0	0	4	3	3	3	5	5	5
5	−1	−1	0	0	0	+1	5	3	3	5	5	5	7
6	−1	0	0	0	+1	+1	6	3	5	5	5	7	7
7	0	0	0	+1	+1	+1	7	5	5	5	7	7	7
8	0	0	+1	+1	+1	+2	8	5	5	7	7	7	8
9	0	+1	+1	+1	+2	+2	9	5	7	7	7	8	8
10	+1	+1	+1	+2	+2	+3	10	7	7	7	8	8	9

OPEN FIRE

PLATOON RECORD SHEET

NOTES

CURRENT CONDITION ▶

	1	2	3	4	5	6
①	1	1	1	1	1	1
	2	2	2	2	2	2
	3	3	3	3	3	3
	4	4	4	4	4	4
⑤	5	5	5	5	5	5
	6	⑥	6	6	6	6
	7	7	⑦	7	7	7
	8	8	8	⑧	8	8
	9	9	9	9	9	9
	0	0	0	0	0	0

(ACTIVATION LEVEL)

VICTORY POINTS	COMBAT POINTS
Gained	Points
Lost	Unit

MISSION 1 Grand Prix

DATE 30 Feb

PLATOON QUALITY PTS 42

VEHICLE QUALITY PTS 26

SIGHTINGS ▶ 1 2 3 4 5 6 7 8 9 0

A — M4A3 Sherman — VEHICLE POINTS 7 — CREW POINTS 21
ID LETTER / UNIT TYPE
☑ COMMANDER ☐ MACHINEGUN KO'D ☐ MAIN GUN KO'D

	CREW	IN	PC	WS	DS	MPA	CPs
INITIAL	5	5	7	+1	8	2/4	
CURRENT							

B — M4A3 Sherman — VEHICLE POINTS 7 — CREW POINTS 13
ID LETTER / UNIT TYPE
☑ COMMANDER ☐ MACHINEGUN KO'D ☐ MAIN GUN KO'D

	CREW	IN	PC	WS	DS	MPA	CPs
INITIAL	5	4	6	+1	7	2/4	
CURRENT							

C — M10 Tank Destroyer — VEHICLE POINTS 6 — CREW POINTS 3
ID LETTER / UNIT TYPE
☐ COMMANDER ☐ MACHINEGUN KO'D ☐ MAIN GUN KO'D

	CREW	IN	PC	WS	DS	MPA	CPs
INITIAL	4	2	4	0	6	3/5	
CURRENT							

D — M10 Tank Destroyer — VEHICLE POINTS 6 — CREW POINTS 5
ID LETTER / UNIT TYPE
☐ COMMANDER ☐ MACHINEGUN KO'D ☐ MAIN GUN KO'D

	CREW	IN	PC	WS	DS	MPA	CPs
INITIAL	4	3	3	0	6	3/5	
CURRENT							

(Four additional blank unit record boxes follow, each with:)
ID LETTER / UNIT TYPE — VEHICLE POINTS — CREW POINTS
☐ COMMANDER ☐ MACHINEGUN KO'D ☐ MAIN GUN KO'D
CREW / IN / PC / WS / DS / MPA / CPs — INITIAL / CURRENT

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5. OPERATIONS

As long as there are no active Germans on the map, you are in Operations, and the passage of time does not affect the Mission. During Operations, you can move your units individually or in groups in any direction or combinations you choose, one hex at a time. There are no Movement Point costs involved, since movement is always one hex at a time. Units can also conduct any of the Actions listed in Section 5.5 any number of times and in any order you choose while in Operations.

5.1 PARAGRAPH CHECKS

A Paragraph Check represents an event that would occur to the crews of the vehicles during a Mission. These checks are used to give the player information, activate Germans, and to generally control the German side of play. These checks are critical to the successful play of the game, and players should be very familiar with this rules Section. There are three ways in which US units can trigger a Paragraph Check.

1. When a US unit enters a hex with a clear Line of Sight (LOS) to an Event marker and is within 6 hexes of the marker, simply remove the Event marker and make a Paragraph Check.

2. When a US unit comes within 2 hexes of an Event marker, whether the unit has a clear LOS to the marker or not, simply remove the Event marker and make a Paragraph Check.

3. If a US unit enters a hex with a clear LOS to an Event marker but is beyond 6 hexes — or when the marker is in a hex containing city, woods, or rough terrain, but whose LOS is not otherwise blocked — the sighting unit can make a Paragraph Check by succeeding at a Perception Check with a modification of −2. If this means of making a Paragraph Check is attempted and fails, perform an Activation Check for the marker. If the attempt succeeds, the marker activates by itself.

NOTE: *In Operations, there is never an option to perform these checks or activations; they occur whether you want them to or not.*

A single US unit can perform only one Perception Check on a single Event marker in a single Condition. Thus, you cannot use one unit to perform PC Checks on an Event marker repeatedly; some other unit must try. You may wish to note on your Platoon Record Sheet which Event markers have been tried (and failed) by which units.

Paragraph Checks are performed by cross-referencing the Event marker's number with the current Mission and Condition in the Mission Cartridge View Sleeve. If the entry reveals the word **NONE**, there is no effect; continue Operations. If there is a three-digit number printed in black, look it up in the Paragraph Booklet and do as instructed. If a black paragraph reference is preceded by a sighting reference (e.g., **s1**), look up the paragraph only if that particular sighting number has not yet occurred (see Section 5.6). If the sighting has already occurred, ignore the paragraph and return to Operations.

Each paragraph you are directed to read includes a statement or series of statements that you then carry out. Some paragraphs describe an occurrence in a straightforward manner.

EXAMPLE: *One paragraph says that your vehicle sees a small wooden fence in a small clearing and a road running to the east and west. If you were directed to this paragraph, you would simply place fence markers in the designated hexes and go on.*

Most paragraphs, however, are a series of conditional statements, requiring that you roll a die, make a choice, or refer to the map in order to determine which part of the statement best describes the current situation. Many paragraphs include more than one option. If these options are separated by bullets (•), choose the one statement that applies. If the options are numbered (1, 2, etc.), choose the first statement that applies. Any Perception (PC) Checks required by the paragraph are made by the vehicle with the highest PC only. This is true whenever more than one US vehicle occupies a hex and a Paragraph or PC Check is called for.

You may get 1 Victory Point (VP) for each Event marker activated through procedures 1, 2, and 3 above, as determined by the Mission Briefing. If an Event marker is activated by an Activation Check (according to Procedure 3), no VP is awarded. However, if the Event marker is activated and results in a sighting that has already occurred, no VP's are gained. Paragraph Checks are made during Rounds in this same manner.

5.2 ACTIVATION CHECKS

Whenever a US unit fails in its Perception Check above, the Event marker gets a chance to activate itself through an Activation Check. This check is performed by rolling a D10 and comparing the result to the current Condition's Activation Level. If the roll is less than or equal to the current Activation Level, the Event marker activates and the paragraph check is made. The US player does not get Victory Points for paragraph checks made in this manner.

If, in Operations, a German is instructed to activate in a hex with an unactivated Event marker, that Event marker also activates. The US player does not get Victory Points for any markers thus activated.

In Rounds, any German unit which moves over an Event marker automatically activates it.

5.3 PERCEPTION CHECKS

A Paragraph Check may require a vehicle to make a Perception (PC) Check, which represents a chance for that vehicle to notice something, usually something important to the Mission or to its own health. To make a Perception Check, roll one die. If the die result is equal to or less than the vehicle's PC, the check is successful; if the result is greater than the vehicle's PC, the check is a failure.

Depending on the paragraph, PC Check success or failure may direct you to another paragraph. The unit's PC may be modified if the paragraph triggering the check has a modification listed. A positive modification increases the unit's PC Rating for purposes of the PC Check, thus making the PC Check easier to conduct successfully.

EXAMPLE: *If a paragraph reads, Conduct PC Check (+1), and the unit making the check has a PC Rating of 5, the unit's Rating for purposes of the check becomes 6. Thus, a die roll of 1 through 6 would result is a successful check.*

A negative modification reduces the unit's PC Rating for purposes of the check, thus making the check more difficult to conduct successfully. Regardless of modifications, a die roll of 1 is always successful, and a die roll of 0 (10) is always a failure.

NOTE: *There are other PC Check modifications due to terrain. See the Charts and Tables.*

Certain paragraphs allow units that can see a specific hex to conduct a PC Check, regardless of which unit triggered the paragraph. Unless a paragraph specifically allows all eligible units to conduct PC Checks, only one unit occupying the hex can make the check. If a hex contains more than one unit, use the unit with the highest PC Rating. Some PC Checks occur only once and will require that you place a marker in the hex if your unit fails the Check. Besides PC Checks triggered by paragraphs, PC Checks can also be triggered by minefields (13.1) and US Awareness Checks during Action Rounds (6.5).

PERCEPTION CHECK EXAMPLE:

488. Conduct PC Check (−2):
• Success: See 325.
• Failure: See 804.

The unit that activated the Event conducts a PC Check. Its PC Rating is reduced by two for purposes of this Check (only). Roll one die; if the result is equal to or less than its modified PC Rating, then the PC Check is a success (read paragraph 325); if the result is greater than the unit's modified PC Rating, then the PC Check is a failure (read paragraph 804).

5.4 OPEN OR CLOSED (BUTTONED UP) VEHICLES

Regardless of whether you are in Operations or Rounds, each vehicle except jeeps and trucks can be in only one of two conditions at a given time: Open or Closed (also called Buttoned Up). When in Operations, you can open or button up a vehicle at any time you choose, after conducting any necessary Paragraph Check for the vehicle. To indicate that a turreted vehicle is open or closed, simply place the appropriate side of the unit's Turret marker faceup. A non-turreted vehicle is always considered open unless a Closed marker is placed on it.

Closed   *Open*

NOTE: *Being open or closed is very important to movement (Section 7), Combat (Sections 9, 10, and 11), and Line of Sight (8).*

5.5 ACTIONS DURING OPERATIONS

Any of your active vehicles can perform any of the following Actions any number of times in any order you wish during Operations.

Movement

A unit can move from one hex to an adjacent hex. Each time a unit enters a hex that allows a Line of Sight to an Event marker, a Paragraph Check may be conducted. Any number of units can occupy a hex simultaneously.

NOTE: *It is entirely possible to move your platoon onto the map, avoiding any LOS's, and position it to have the most advantageous attack against various Event markers. While the system allows for this, doing so may lessen your enjoyment of the Missions and lower their replayability. It may be better to move your platoon during Operations in a more realistic manner.*

Opening and Buttoning Up

A vehicle can change is open/closed status. When a vehicle moves into a hex, it cannot open or close until after any required Paragraph Check is completed.

Exchange Equipment

Two vehicles capable of towing a gun can exhange the gun if you wish. Two vehicles capable of carrying a squad can exchange the squad.

5.6 SIGHTINGS

During Operations, a Paragraph Check can yield a black 3-digit number preceded by a sighting reference (e.g., **s1 384**). This indicates that a sighting may occur. Generally, each German unit — as well as other items you may encounter — has a sighting reference number. Look up the paragraph and, if it is preceded by a sighting reference, the sighting does occur. Check off the appropriate Sighting Box on your Platoon Record Sheet. If the sighting does not occur, do not check off the box.

NOTE: *A sighting occurs, and is checked off your Platoon Record Sheet, only when you read a paragraph preceded by a sighting reference. Thereafter, when a Paragraph Check reveals a reference to that sighting, do not look it up in the Paragraph Booklet, since the sighting has already occurred. The placement of the sighted German units is normally assumed to be the hex in which the Event marker was placed. In those cases where this is not true, the hex in which they are to be placed is noted in the paragraph. Also, the facing of vehicle units is noted in the paragraph, either by a specific hex number or by a compass direction.*

SIGHTING OCCURRENCE EXAMPLE:

882: [s1] You see a formation of P-38 fighters heading north. Is there some activity in that direction you should be aware of?

The fighters are sighting Nr. 1. Check off the 1 space on the Sighting Track of the Platoon Record Sheet. Any subsequent paragraph references preceded by **s1** are disregarded and not read. This includes **s1** references on the Random Event section of the Mission Cards.

5.7 CONDITIONS

The narrative of the Mission is directed by the Mission Cartridge.

As you proceed through a Mission, the narrative will call for Condition changes. The events that may occur and the reactions of the Germans depend on the Mission and Condition currently in progress. All Missions begin with Condition 1. During play, paragraphs or events may instruct you to go to a new Condition. When such a change is called for, use the new Condition number on the Mission Cartridge and check off the Condition in progress on the Condition Track of the Platoon Record Sheet. Conditions always change from a lower number to a higher number, and they can sometimes skip numbers. Conditions that are skipped never occur (ignore any references to them).

When you begin a new Condition, you must also refer to the back of the Mission Cartridge, the Event Marker Condition Adjustment Chart. When the Condition changes, make any changes called for in this chart and see if there are any new Event markers visible. Make any Paragraph Checks that are required, and follow their instructions. If a check causes a German activation, immediately commence Rounds (do not perform checks for remaining new Event markers). If you check all new markers and no Germans are activated, return to Operations. If a Condition change occurs during Rounds, use the procedure in 6.11 rather than the preceding.

CONDITION CHANGE EXAMPLE:

393: A German river patrol boat suddenly appears. Go to Condition 4.

Check the Condition 4 box on your Platoon Record Sheet. Refer to the Event Marker Condition Adjustment Chart for the Mission and new Condition, and make whatever Event marker changes are called for. After complying with the instructions in paragraph 393 (in this case, there are none, other than the Condition change), replace the Mission Cartridge in the Sleeve and remember to refer to the current Condition number from now on (or until another Condition change occurs). Make a note of the Activation Level for the new Condition. See if there are any Paragraph Checks required for new Event markers, in any order you wish. Complete any instructions called for in the paragraphs, and resume Operations or Rounds, whichever are in progress.

Some paragraphs require a previous sighting in order to be read. If the listed sighting has not occurred, the paragraph reference is ignored. If the sighting has occurred, then the paragraph is read and its instructions are followed.

PREVIOUS SIGHTING REQUIRED EXAMPLE:

565: *s9 required.* If you can see hex 2314, see 403 immediately, or see 403 the moment one of your units can see hex 2314. If your vehicles cannot see hex 2314, no Event. If s9 has occurred, read the rest of the paragraph and note the rest of the information for future reference. If the sighting has not occurred, there is no Event.

In some paragraphs, you are told to do one thing if a specific sighting has occurred, and another thing if that sighting has not occurred. In other paragraphs, a previous sighting requirement is combined with a sighting occurrence so that a sighting occurs only if another sighting has already occurred.

5.8 RANDOM EVENT CHECKS

Unique occurrences are triggered at random during play by making Random Event Checks. When a Paragraph Check yields a Random Event check, roll two dice and check the Mission Card again by aligning the current Mission and Condition numbers with the total of the dice roll on the row of numbers beneath the slot in the Mission Cartridge Sleeve, and read the red type (ignore the black type). The corresponding hole will show NONE (indicating that no Event takes place), or a paragraph number, sometimes preceded by a sighting reference. Some Events will have a sighting reference preceding them. If the listed sighting has occurred, do not look up the paragraph.

5.9 RANDOM DETERMINATION

Many paragraphs and game procedures require you to make a choice at random. To do so, assign each of the possible choices an equal die roll range and roll a die.

RANDOM DETERMINATION EXAMPLE:

181: One German vehicle which fired in the previous Round is out of ammo. If more than one German vehicle fired in the last Round, determine which one is out of ammo at random.

If three Germans had fired in the previous Round, German X could be assigned 1, 2, and 3; German Y could be assigned 4, 5, and 6; and German Z could be assigned 7, 8, and 9. One die roll would then determine which German is out of ammo. If a 0 (10) is rolled in this case, roll again.

5.10 INITIATIVE CHECKS

Often a German paragraph will instruct you to perform an Initiative Check for this German. This check is performed identically to a Perception Check, only the German's IN Rating is used. Often a modification will accompany the note to make the check, which is applied in the same manner as a PC Check modification.

6. ACTION ROUNDS

As you conduct Operations and consult paragraphs, you will at some point read a paragraph that instructs you to activate German units and Commence Rounds. Play immediately switches to Action Rounds upon reading any such paragraph. If such a paragraph is read when Rounds are already underway, see the procedure in Section 6.6 to activate the new Germans. You then conduct Action Rounds until there are no active German units on the map, at which point Operations resume. As US units move during Rounds, make Paragraph Checks as needed; ignore, however, any Random Event messages, since Event Checks occur in a different way during Rounds.

6.1 ACTION SEQUENCE

An Action Round is conducted according to the Action Sequence. However, when Action Rounds are initiated, special procedures must be conducted to activate the German. The activation paragraph will call for a specific German; find his Unit Characteristics Card and place the activated German on the map and his AR marker on the Action Round Track (6.2). Furthermore, during the first two Rounds following initiation of Rounds, special checks must be made to see how quickly each of your vehicles becomes aware of the situation at hand.

The following sequence is conducted once per Round. At the conclusion of the sequence, the Round is over. If there are still active Germans on the map, another Round immediately begins. If a German is activated in the course of performing any of the following steps, immediately perform the procedures described in Section 6.6.

1. US Awareness Phase (Rounds 1 and 2 Only). During this step of the first and second Rounds, each active US unit, on or off the map, must make a PC Check to determine whether or not he becomes aware (6.5). During the first Round, only those units that can see the activated Germans(s) make PC Checks. During the second Round, all unaware units, regardless of location, make a PC Check. The AR markers for aware units are placed in the Aware space on the Action Round Track. All active US units become automatically aware at the start of the third consecutive Round.

2. Random Event Phase (Not Conducted in Round 1). Conduct one Random Event Check by adding the results of rolling two dice together and referring to the Mission Cartridge. This Event Check is resolved in the same way as an Event Check during Operations (5.8). Read the paragraph indicated on the Mission Card, unless it is preceded by a sighting reference for a sighting that has already occurred.

3. Advantage Determination. Determine which side has the advantage by rolling two dice and pre-designating one as the German die and the other as the US die. The side with the higher die roll has the advantage for this Round. If the results are equal, advantage goes to the German.

EXCEPTION: *The paragraph that activates the German and initiates Rounds may state that either one side or the other had the advantage in the first Round. In such cases, do not bother to roll the dice.*

4. AR Marker Placement. Use the Advantage Determination die result to determine which space each AR marker will occupy on the AR Track. Locate each side's die roll result on the AR Track in each AR marker's column, and place the AR markers in the spaces containing their side's die roll result. In the One-Turn and Two-Turn spaces, place the markers in the Advantage and Disadvantage spaces according to which side has the advantage for the Round. The location of the advantage die roll result has the following effects:

2 Turns

If the advantage die result is in the 2-Turn space, the unit receives two Turns this Round. Place the marker in the Advantage or Disadvantage space, as appropriate.

1 Turn

The unit receives one Turn in this Round. Place the marker in the Advantage or Disadvantage space, as appropriate.

Panic

The unit panics in this Round, regardless of whether it is in or out of command (6.4).

Red Number (US Units Only)

If a die result is printed in red and unit is out of command (6.3), he panics instead of receiving any Turns this Round. Place the unit's AR marker in the Panic space. If the unit is in command, place the AR marker in the space containing the red number.

Certain paragraphs that activate Germans and initiate Rounds indicate that all Aware units on one side or the other automatically receive two Turns in the first Round. If the number of Turns is specified, then the preceding procedure is not conducted in the first Round.

EXAMPLE: *One paragraph indicates that the Germans receive Advantage and two Turns. You need not roll for the German AR marker placement, since they will automatically be placed in the 2-Turn Advantage space.*

IMPORTANT: *If a unit panics or is hit by an AP shell and penetrated during a Round, its AR marker is immediately moved to the Complete space (unless it already occupies the Panic space). If a unit panics as a result of combat, its AR marker is immediately moved to the Panic space. If a unit is killed or captured during a Round, its AR marker is immediately moved to the Inactive space.*

Sometimes as a result of AP fire, an Initiative Check result occurs. The Initiative Check is immediately performed; if the vehicle passes, nothing happens. Vehicles that fail the Initiative Check lose one Turn. Their AR marker is moved down to either the 1-Turn space or the Complete space, whichever is appropriate.

5. Perform All Unit Actions. The position of the AR markers on the AR Track indicates the order in which US and German units perform Actions. Units in the 2-Turn Advantage space go first; then those in the 2-Turn Disadvantage space; and so forth. If more than one US unit occupies a space, you can have them go in any order you wish. At the beginning of each Turn in which one or more Germans can act, roll one die to obtain a new German Action Number (6.8). Germans that are able to act in the same Turn go in the order of the letters on their AR markers.

6. Suppression Marker Removal. Any units with Suppression markers on them have the markers removed, and the units become unsuppressed.

7. Begin New Round. After removing Suppression markers, if there are still active Germans on the map, begin a new Round with Step 1. If there are no active Germans on the map, return to Operations.
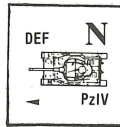
6.2 ACTIVATING GERMAN UNITS

Action Rounds begin when, during Operations, a paragraph states that a German is activated. Each activated German will be identified by a number. Locate the German Unit Characteristics Cards with the same identity numbers and place them in front of you. Next to the identity number on each card is an identity letter for the unit. This letter is used to identify the unit when it is actually on the map. Locate the unit marker with the matching letter and place it in the hex on the map listed in the paragraph. Locate the Action Round marker with the matching letter that shows the Initiative matching that listed on the card, and place the AR marker in the Complete space of the Action Round Track.

Should a German activation occur during a Round that is already in progress, use the procedure in Section 6.6. Should activation occur when there are US units who have not yet entered the map, use the procedure in Section 6.10.

GERMAN ACTIVATION PARAGRAPH EXAMPLE:

192: [s1] Activation GE 28 and GE29 in hex 2314, facing hex 2313, closed. US advantage. All US units that can see hex 2314 are automatically Aware and receive two Turns this Round.

Upon reading this paragraph, check off sighting **s1** on the Platoon Record Sheet and locate German cards 28 and 29. Cards GE28 and GE29 indicate (for example) that German X and N, respectively, will be placed on the map. These two markers will be placed in hex 2314, buttoned up (closed). Locate the AR marker showing an IN of 4 for each vehicle as specified on these hypothetical Unit Characteristics Cards and place both markers in the Complete space of the AR Track in the Initiative 4 column. When placing Turret markers on turreted vehicles, assume the turret faces the front of the vehicle unless otherwise noted.

6.3 COMMAND AND COMMANDERS

Command

When a US unit's Initiative die result is printed in red, it means that the unit may panic, if he is out of command. To determine if a unit is in command, determine whether or not the unit can trace a Line of Sight (LOS) to the Commander. If the unit cannot trace a LOS, then it may be out of command. Total the IN Ratings of all units that can trace a LOS to the unit. If the total is greater than 5, the unit remains in command; otherwise, the unit panics. Being in or out of command affects only the chance of a unit panicking during AR marker placement. It has no effect on a unit that panics as a result of combat. German units panic only when their Initiative die roll is acutally printed in the Panic space (Initiative columns 0 and 1 only), never as a result of their roll being printed in red.

US Commanders and Panic

A US unit can be either a commander or not. A commander has a Command Radius consisting of the hex he occupies and all the hexes he can see. A commander exerts his IN Rating into all these hexes, as long as he is active, and his IN Rating is added to the IN Ratings of US units occupying those hexes.

EXAMPLE: *A commander with an IN Rating of 4 exerts four Initiative Points into each hex he can see. Any US units (including another commander) in any of those hexes can use those 4 points toward keeping themselves in command. The effects of a Command Radius are reciprocal. That is, a commander can use the IN Ratings of units within his Command Radius to contribute toward keeping himself in command. A commander who panics or is inactive has no Command Radius.*

Commanders Giving Turns

While performing Actions during Rounds, a commander (either US or German) can give a Turn to another friendly unit in his Command Radius (even to another commander). When it is the commander's Turn to perform Actions, he can give his Turn to another unit instead of performing an Action himself. The commander's AR marker is moved down to the 1-Turn or Complete space, as though he had performed an Action, and the AR marker for the unit to whom he gives the Turn is moved up one Turn. This will alter the Turn order, thus giving the unit to whom the Turn was given an opportunity to perform an Action earlier than he would have if the commander had not given him an extra Turn. Only units occupying the 1-Turn or Complete space can be given a Turn; those in the 2-Turn, Panic, Unaware, or Inactive spaces cannot be given a Turn. When this exchange occurs, it affects the entire vehicle the commander occupies. A disabled unit can never be given a Turn in this way.

A German commander will give a Turn to another German only when one of his Action Paragraphs explicitly states he is to do so.

Commanders and US Awareness

A commander can spend a Turn to make an unaware US unit within its Command Radius Aware. The newly Aware unit's AR marker is then placed in the Complete space.

6.4 PANIC

During the Action Sequence, a German or US unit is subject to panic if its Initiative die roll is printed in the Panic space in its column of the AR Track. For example (see Track), a unit with an IN of 1 panics on a die roll of 1. If a US unit is out of command, and the die roll yields a result that is printed in red, the unit panics. Place his AR marker in the Panic space. If the unit is in command, it does not panic, and it receives the number of Turns indicated.

EXAMPLE: *A US unit with an IN of 3 that is out of command panics on a roll of 6, 7, or 8. A panicked unit remains immobile until the end of the Round, at which time he must button up (if he is not already closed) and his AR marker is placed in the Complete space.*

A panicked unit can be attacked and, if hit, is subject to all the effects of damage. For the additional effects of panic, see Section 14.2.

6.5 US AWARENESS

When Action Rounds are initiated, you must determine which of your units are immediately Aware, and which are Unaware, of the most recently activated German. An Aware US unit can perform Actions during Rounds. An Unaware US unit can perform no Actions during Rounds; it remains immobile until it becomes Aware. Once a unit becomes Aware, it remains Aware throughout Rounds until Rounds are initiated again, following a return to Operations.

Germans units do not check for Awareness; once activated, they are automatically Aware. During the US Awareness Phase of the first Round, after the activated German is placed on the map, each active US unit that can see the German just activated conducts a PC Check. Those that succeed at this check are Aware during the first Round. Place the AR marker for each Aware unit in the Aware space of the AR Track. During the US Awareness Phase of the second Round, each active US unit on the map that is not yet Aware — regardless of whether or not it can see any German — conducts a PC Check. Those that succeed at this check are Aware during the second round. Those that fail remain Unaware during the second Round.

During the US Awareness Phase of the third Round, all active US units on the map or off-map that are not yet Aware automatically become Aware, regardless of their location. When Rounds end, and you return to Operations, all US units are again considered Unaware and the preceding procedure is used when Rounds commence again. If Rounds are in progress and an additional German is activated, he has no effect on the Awareness of US units. You make no additional PC Checks for Awareness due to the activation of an additional German. An Unaware unit that is attacked is automatically Aware

after the combat is resolved. Place his AR marker in the Complete space, unless he is killed or disabled. An Aware commander can spend one of his Turns to make an Unaware unit within his Command Radius Aware (6.3).

6.6 GERMAN ACTIVATION DURING ROUNDS

During Action Rounds, additional Germans may become activated. If activation occurs in the midst of a Round, use the following procedure. Interrupt whatever is happening and place the newly activated German on the map as indicated in the activation paragraph. Ignore those parts of the paragraph dealing with advantage and US Awareness. If the paragraph states that the German receives two Turns, place his AR marker in the 2-Turn space of the AR Track using the current German advantage result. If the activation paragraph did not specify that the German receives two Turns, then roll a new German Action Number and place the newly activated German's AR marker in the indicated space (again, using the current advantage and disadvantage).

The newly activated German has no effect on US Awareness. If all US units are currently Aware, they remain Aware. If some are Unaware, only the German that originally caused Rounds to commence affects their Awareness.

6.7 PERFORMING ACTIONS DURING ROUNDS

During the Action Phase of the Action Sequence, US and German units perform Actions. The order in which units perform Actions is determined by the location of their AR markers on the Action Round Track (6.1). When one of your units gets a Turn, you can have that unit perform an Action or pass. When a unit passes, simply move its AR marker as if it had performed an Action. Any towed guns or carried squads can perform no Actions until they are unhitched or unloaded. Their markers are placed on the Action Round Track in the correct space in case their chance comes before the end of the Round.

EXAMPLE: *A German squad (X) is loaded into a truck (T). T gets 1 Turn in the new Round, while X gets two Turns. X would normally go first, but since the squad cannot yet act (because it is still loaded), X would pass. Then T, being alphabetically superior to X, would go next. T unloads the squad. X would then get to act when its Turn came, since it is now unloaded.*

All the types of Actions that a unit can perform during Rounds are listed below.

C	C	H	K
M8 ►	M4A1 ►	Truck ►	76mm ATG
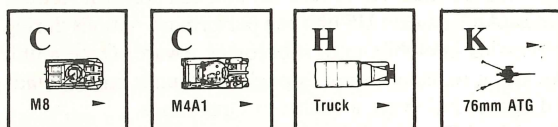
VEHICLE AND GUN ACTIONS

Vehicles and Anti-Tank Guns (ATG's) take Actions based on their Crew Ratings. The vehicle's Crew Rating translates into Crew Points, indicating how many Actions that vehicle can perform during a Turn.

Perform Sighting
1 Crew Point
If a US unit can trace a LOS to an unactivated Event marker and must perform a PC Check to activate the marker, he may do so. Note that if the unit chooses not to expend the point, the player must then attempt to activate the Event marker using the Activation Procedure.

Fire Main Gun
2 Crew Points
The number of times a vehicle or gun's cannon may be fired in a single Turn depends upon its Rate of Fire, found on its Data Card. To fire the main gun that number of times, 2 Crew Points must be expended. This total cannot be divided; if a unit with a Rate of Fire of 2/1 has only 1 Crew Point left and is trying to fire at a target at Close Range, the unit cannot use the 1 Crew Point to fire only once.

Fire All Machineguns
1 Crew Point
The target must be in the front firing arc of a tank (unless using Optional Rule 9.9).

Move Slowly
2 Crew Points

Move Fast
3 or all Crew Points
A tank must be open to move fast. If a German paragraph calls for a tank to move Fast when it is not open, substitute Move Slowly instead. If a vehicle's Crew Rating is less than 3, it can Move Fast by expending all its Crew Points and performing no other Action. If a vehicle is Backing Up (7.5), it must Move Fast to do so.

Hitch or Unhitch, Load or Unload
All Crew Points
A gun may hitch or be unhitched from a vehicle towing it. When unhitching, the Crew Points spent are the vehicle's; when hitching, the Crew Points spent are those of the gun, unless the gun's crew is dead, in which case the vehicle's points would be spent. A squad being carried can unload; a squad that wants to be carried may load. When unloading, the Crew Points spent are the vehicle's; when loading, the Crew Points spent are the squad's.

Open or Button Up (Close)
2 Crew Points
Make sure that the Turret marker of the tank indicates its current posture. If the Crew Rating of the vehicle is 1, it must spend that one Point to open or button up.

Close Assault
3 or All Crew Points
A unit must be in the same hex as the enemy unit to be assaulted (11). When in the same hex as an enemy unit, the only way to attack that enemy unit is with Close Assault.
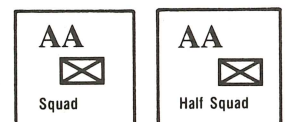
Charge Assault
All Crew Points
Expend up to half of a unit's Movement Point Allowance (MPA) and then Close Assault. A unit can combine movement and assault combat by spending up to half its MPA (round fractions down) and charge assaulting an enemy unit. Movement occurs before assault (11.3).

Prepare Crew Weapon
All Crew Points
After a gun has been unhitched, it must be prepared in order to fire. It remains prepared until it is moved or re-hitched. However, if the gun must be re-aimed, the Crew must perform this Action again and expend all its Crew Points on that Turn.

NOTE: *Any Action listed as taking All Crew Points can still be performed, even if the total number of Crew Points available at the beginning of the Turn is less than the amount required. Simply expend all available Points.*

AA ⊠	AA ⊠
Squad	Half Squad

SQUAD ACTIONS

Actions undertaken by a squad of soldiers do not require the expenditure of Crew Points. Squads simply choose one Action from the following list for each Turn they receive.

Move
Expend some or all of a squad's MPA.

Move/Fire
Expend up to half of a squad's MPA (round fractions down) and fire the squad's weaponry.

Charge Assault

A squad can combine movement and assault combat by spending up to half its MPA (round fractions down) and charge assaulting an enemy unit. Movement occurs before assault.

Close Assault

Expend all of a unit's MPA to perform a Close Assault attack.

Unload from Vehicle

The squad's Action would be used for this purpose only if the Crew of the vehicle is dead.

Load onto Vehicle

Expend all of a unit's MPA to load onto a vehicle.

COMMANDER ACTIONS

Give Turn

All Crew Points

A commander must have a clear LOS to the unit to whom he wishes to give a Turn. The unit receiving the Turn must use it in this Round (6.3). A US commander can also expend a Turn to make an Unaware US unit Aware (6.5).

6.8 GERMAN ACTIONS

When a German unit receives a Turn during the Action Sequence (6.1), you must have him perform an Action. However, the unit's Actions are not determined by you; you must use the Unit Characteristics Card and the Paragraph Booklet to determine what the unit will do.

German Action Number

At the beginning of each Turn in which one or more German units can act, roll one die and note the result on the German Action Track with the German Action Number marker. Use this Action Number when referring to the the German's Unit Characteristics Card to perform an Action this Turn. This Action Number remains in effect until the beginning of the next Turn in which any German can perform an Action.

EXCEPTION: *If a German Special Reaction comes into effect during a German Turn, immediately roll a new Action Number. This new number applies to all Germans that have yet to act in the current Turn.*

EXAMPLE: *Three Germans occupy the 2-Turn Advantage space. Roll for one German Action Number for the group, then perform Actions for each in alphabetical order. If a Special Reaction is triggered for any one of them, re-roll the Action Number.*

Each time a German is eligible to perform an Action, conduct the following steps.

1. Refer to the Unit Characteristics Card. Cross-reference the current Action Number with the current Condition to obtain a German Action Paragraph number.

2. Read the indicated paragraph carefully. Many paragraphs include different options. If these options are separated by bullets (•), consider the unit's current situation and choose the one option that applies. If these options are listed sequentially, choose the first one that applies, carry out that Action, and then choose the next one until all the unit's Crew Points have been used.

3. Carry out the applicable instructions of the paragraph. If a vehicle, the unit performs as many Actions as it has Crew Points for from those Actions listed in 6.7, just like a US unit. A squad can perform only one Action. In some instances, a unit may not be able to carry out all the instructions of a paragraph. If this is the case, have the unit do as much as possible toward the completion of the instructions given, in the order in which they are listed. If unable to complete the first instruction, go to the second, and so forth.

German Movement

All German units have their movement Actions described in their Action Paragraphs. These paragraphs will be described in various terms that include direction, speed, nature of route, and so forth. You must move the Germans as intelligently as you can, given the description in the paragraph. Depending on how honest you feel, if you think that there is a better move from the German viewpoint than the one described, execute it.

Certain German movement references are paragraph numbers. Look up the indicated paragraph to find how the German moves. These moves are important to the overall Mission and should not be changed.

German Movement Instructions

Often the Germans will be given instructions as to the route to take to get from one point to another. This is noted by descriptive terms for the route. *Quickest Route* means the route with the least Movement Point expenditure for that type of unit. Route with *Best Cover* means the unit will move along a route chosen with the unit's protection from its most dangerous enemy's fire in mind. *Best Route* means the unit will move along the route that combines the quickest with the most cover in such a way as to fulfill the Mission.

DIE	COND			SPEC				
	2	3	4	C	X	S	B	G

Special Reactions

Certain German Action Paragraphs and movement reference paragraphs call for a Special Reaction (identified with a letter) to be put into effect for the German you are moving. When a Special Reaction is in effect for a German, use the indicated Special Reaction column on its Unit Characteristics Card instead of the current Condition column. A Special Reaction is used only for the German that triggered it, and it remains in effect until another paragraph or Condition change rescinds the Special Reaction. You may wish to note the Special Reactions that are in force on the Platoon Record Sheet as a reminder. As noted in the German Action Number, above, whenever a Special Reaction comes into effect, a new German Action Number is rolled.

If the German that triggered the Special Reaction has not finished its Turn, use the Action Paragraph indicated by the new German Action Number and the Special Reaction column to determine what he does for the rest of the Turn. The Self Preservation (S) column often takes precedence over the Special Reaction column.

Close Assault. Every German Characteristics Card includes a Close Assault column (marked **C**) of Action Paragraph numbers. This column is used instead of the current Condition column whenever the German is in a hex occupied by, adjacent to, or within 2 hexes of an Action US unit. Use of the Close Assault column may begin and stop any number of times for a given German unit, depending on his proximity to US units. The Close Assault column takes precedence over the normal Condition column and over Special Reaction columns, unless specifically noted otherwise on the unit's Characteristics Card or in a paragraph.

Self Preservation. Self Preservation (the **S** column) can be brought into play either through a unit reaching its Self Preservation level by crew reduction, or through a paragraph reading. In either case, the unit will now act in such a manner as to save its own skin.

Broken. Broken (the **B** column) takes effect when the unit's morale is broken and it heads for the hills.

Surrender. Some paragraphs will indicate that a German surrenders. If such a paragraph is read when there is an active US unit within a certain hex radius, then the German immediately surrenders. If the German is in the same hex as a US unit after surrendering, the German unit is captured (11.2). If the German unit is not in the same hex, the German unit becomes Inactive (place its AR marker in the Inactive space). When a US unit enters the hex, the German immediately surrenders.

6.9 GERMAN ACTION PARAGRAPH EXAMPLES

010: Drive slow by quickest route towards hex 2222 until:
- There is an active US unit within 11 hexes, or
- This German reaches 2222.

IN EITHER CASE...
When either is true, see 084.

This means the vehicle should drive slow toward hex 2222 by the route requiring least number of Movement Points. If the vehicle is not facing in the correct direction, the paragraph assumes you will rotate him until he is facing in the correct direction for the move. You will execute paragraph 010 until one of the two conditions listed is met. If either of those two conditions is met during the vehicle's move, immediately check paragraph 084 for further information. If the vehicle has any Crew Points left and 084 lists an Action that the vehicle can perform, do so.

077: • If there is an active US unit within 10 hexes, drive slow toward it and fire all weaponry at it.
- If there is no active US unit within 10 hexes, drive slow by route with best cover toward hex 1707. Put Special Reaction X into effect for this vehicle. Fire main gun at nearest US unit.
- If at or west of hex 0922, go to Condition 3.

This paragraph instructs you to first check to determine whether or not there is an active US unit (this means any active US counter, vehicle or not) within 10 hexes. If there is, drive slow toward it (rotating the vehicle if necessary) and, if there are still Crew Points left, fire all weaponry, which means first fire your main gun and then (if Crew Point still remain) fire machineguns. If there is no active US unit within 10 hexes, drive slow along the route offering the vehicle the best cover toward hex 1707 and put Special Reaction X into effect for this vehicle. If, after moving, enough Crew Points remain, fire the main gun at the nearest active US unit. Finally, if at any point during this vehicle's movement, the unit is at or west of hex 0922, go to Condition 3. This is independent of any other actions taken because it does not use any of the vehicle's Crew Points.

6.10 GERMAN ACTIVATION WHEN US UNITS HAVE YET TO ENTER

It is possible that German activation can occur before all US units enter the map. In this case, Rounds begin normally for those US units on the map. Units off-map cannot enter; they remain off-map for the duration of Round 1 (they are considered out of sight of all Germans). During Round 2, off-map US units make Awareness PC Checks, and those that succeed receive Turns during the Action Phase of Round 2 (unless they panic) and can enter the map using one of the movement related Actions (6.7). Each unit must spend Movement Points when entering the first hex on the map edge (see Movement Point Costs Chart). While off-map, all units are considered to occupy the same hex for purposes of command (6.3) and panic (6.4). Off-map units are never subject to attack.

EVENT MARKER NUMBER ►	1	2	3	4	5	6
MISSION 1	NO CHANGES					
MISSION 2						
Condition 2	NO CHANGES					
Condition 3	3304	3403	3504	4211	•	•
Condition 4	2211	2312	2314	2711	•	•

6.11 CONDITION CHANGES DURING ROUNDS

Condition changes often occur during Rounds, as well as during Operations (5.7). When the Condition changes, refer to the new Condition column of the Mission Cartridge as usual and interrupt the Round momentarily. Paragraph Checks are dealt with as usual. Once all Paragraph Checks and activations are dealt with, return to the Round in progress.

7.0 MOVEMENT

7.1 GENERAL RULES FOR MOVEMENT

Movement occurs during both Operations and Rounds for US units and vehicles, but only during Rounds for the German. The movement procedure for Operations is radically different from that used in Rounds. Both types of movement, however, use some common rules. Each unit or vehicle can move in any combination of directions that you choose, or that the German movement references require. There is a stacking limit to the number of vehicles — friendly and/or enemy — that can occupy the same hex during movement, or at the conclusion of movement. Only four vehicles, active and/or disabled, can occupy a hex at any given time, regardless of the number of units in the hex. A unit or vehicle cannot enter a hex containing terrain prohibited by the Mission Briefing and/or by the Movement Point Cost Chart. Both German and US forces can exit the map, as described in the Mission Briefing or as called for by German movement references. Once exited, US forces can never return; German forces can return, however, if so directed by a paragraph.

The crew of a tank can perform the Drive Vehicle Action alone, or in combination with other Actions, during a Turn. It can also perform the Drive Vehicle Action twice if it has enough Crew Points. Each vehicle has two Movement Point Allowances listed on its Unit Characteristics Card and its Data Card: a Fast Movement Point Allowance (FMPA) and a Slow Movement Point Allowance (SMPA). Note that, as a vehicle takes damage (which reduces MPA), the range of numbers under SMPA and FMPA become more restricted until, in some cases, it is no longer possible to use a Slow Movement Point Allowance (in which case, the expenditure of a single Movement Point is considered use of the Fast Movement Point Allowance). A vehicle can be driven slowly at no risk of accident, or fast using the crew's Driving Skill to avoid accidents. When a German vehicle moves, the Action paragraph will indicate whether it moves fast or slow. When a US vehicle moves, you decide whether to move fast or slow. A closed tank can never move fast.

A vehicle pays the Movement Point (MP) cost for each terrain type as listed on the Movement Point Costs Chart. Certain types of vehicles are prohibited from entering certain terrain types listed on the chart. A vehicle cannot spend more MP's than the Movement Point Allowance (fast or slow) in use would allow. When moving a German vehicle, expend as many MP's of its appicable MPA as possible. A vehicle can enter a hex if it has insufficient MP's to pay the terrain cost, if this would be the only hex of its move. There is an additional MP cost to change facing (rotation). For all vehicles, this Rotation Cost is listed on its Data Card, and it is expressed as MP's required to turn the vehicle one hexside. The maximum number of hexsides that can be turned in one Turn is two.

When a vehicle is moving and exceeds its slow MPA, it is moving fast automatically, and an Accident Check must be made. The check is made at the moment and in the hex which the vehicle entered when it exceeded its SMPA. Use the Driving Skill of the crew (7.8).
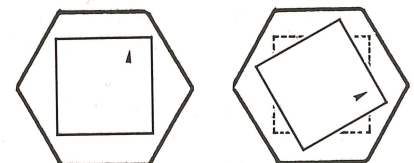
7.2 FACING

Each vehicle counter has an arrow that points toward the hexside that the front of the vehicle faces. A vehicle can only drive forward by entering the hex it faces. It can also back up into the hex directly behind it without changing facing. There is an additional cost to rotate a vehicle during Rounds, expressed in the vehicle's Rotation Cost listed on the Data Cards. A vehicles can rotate in its hex up to 2 hexsides during a Turn, and can perform this rotation at any time during its movement. When a vehicle enters a hex, it faces the hexside opposite the one it crossed to enter the hex. When it changes facing to enter another hex, change its facing in the hex it is moving from before moving into the new hex. Squads have 360 degree facing.
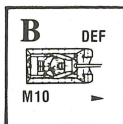
7.3 ACHIEVING DEFILADE

Achieving defilade is the ability of a tank or other vehicle to find the small scale undulations in terrain and be partially hidden. A vehicle must move to find defilade in the hex it occupies. Once a vehicle moves at all, it has left defilade and must spend MP's again to achieve it. Traversing the vehicle's turret does not negate defilade, but rotating the vehicle does. The Movement Point Costs Chart lists the cost in MP's to achieve defilade in those terrain types where it is allowed. Vehicles cannot enter defilade or remain in defilade during Operations.

NOTE: *You are not allowed to enter defilade in some types of terrain because the terrain itself, in those cases, offers better cover than defilade would.*

When a German paragraph instructs a vehicle to drive to achieve defilade, it is assumed that the vehicle will spend the least number of MP's to do so. If this means leaving the hex the vehicle currently occupies and entering a new hex, so be it. Also, if the hex the vehicle currently occupies does not allow defilade (because the terrain offers better cover than defilade), ignore this reference.

7.4 MOVEMENT DURING OPERATIONS

During Operations, only active US units are on the map. Thus, there is no movement procedure for the Germans during Operations (except as discussed in 11.2, Captured Germans). US units move one at a time or one stack at a time, hex-by-hex, until a German is activated. While moving, check to see if any of the Event markers on the map come into Line of Sight for any of the US units. You can move US units in any order you choose. You could, for instance, move Unit A six hexes, then move Unit F a hex, then move Unit A again, or undertake any other combination you wish (see Section 5, Operations).

MPA RED		FMPA	SMPA
	0	4-5	1-3
	1	3-4	1-2

7.5 MOVEMENT DURING ROUNDS

Each German vehicle has a range of Fast Movement Point Allowances (FMPA) and Slow Movement Point Allowances (SMPA) on its Unit Characteristics Card; each US unit has a range of FMPA's and SMPA's on its Unit Characteristics Card (if the vehicle is brought on during the game by the game system) or on the Platoon Record Sheet (drawn from the Data Cards during Platoon Generation). A vehicle is considered to be moving Fast or Slow depending on (1) how many Movement Points it spends in one Turn and (2) how many Movement Point Reductions it has suffered due to damage.

EXAMPLE: *Find Unit Characteristics Card GE 35 X (representing a German Half Track). When this vehicle has sustained no MPA reductions, its FMPA is 4-5 and its SMPA is 1-3. During any Turn in which this unit spends at least one, but no more than three Movement Points, it is considered to be moving Slow. At the moment the vehicle spends a fourth or fifth Movement Point, it is considered to be moving Fast. If this same vehicle had sustained two MPA reductions due to damage, it would be considered moving Fast as soon as it spent its second Movement Point.*

NOTE: *A vehicle cannot spend more Movement Points in one Turn than the maximum number listed under its FMPA. The only exception to this rule is when a vehicle has insufficient Movement Points to enter any adjacent hex, in which case the vehicle can move one hex; the vehicle is considered to be moving Fast.*

A unit spends Movement Points to move from the hex it occupies into an adjacent hex. A unit can enter more than one hex, subject to the MP costs of the hexes entered and the unit's MPA. One or more Movement Points are spent to enter a hex, depending on the type of vehicle, the terrain in the hex, the terrain along the hexside

crossed, and the smoke or soft ground conditions (see the Movement Point Costs Chart).

EXAMPLE: *For a tank to enter a Clear or Building hex across a Dirt Road hexside in normal conditions, there is a cost of 1 Movement Point. For the same vehicle to enter a Woods hex across a featureless hexside costs 3 Movement Points. For a wheeled vehicle (such as a truck) to enter a Town hex across a Paved Road hexside costs only 0.5 Movement Point.*

You can continue to move a US unit or vehicle up to the limit of its MPA, or until you decide to stop moving. Germans move up to the limit of their FMPA or SMPA, as directed by paragraphs and German Movement references. You can never move a unit or vehicle more hexes than its maximum FMPA allows (except to move a single hex). A hex cannot be entered if the unit or vehicle has insufficient MP's (except to move a single hex). A unit must stop movement immediately upon entering a hex occupied by an active enemy unit. A unit that begins a Turn in an enemy-occupied hex can leave the hex, but must then stop in the first enemy-occupied hex it enters. Unused Movement Points are lost rather than accumulated. Movement Points cannot be lent by one unit to another.

A vehicle can perform as many movement Actions in a Turn as it has Crew Points to do so. For example, a vehicle with a Crew Rating of 5 could Move Fast (3 Crew Points) and Slow (2 Crew Points) in the same Turn. A squad can combine movement and combat by using a Move/Fire or Charge Assault Action. A unit can fire and then move, or vice versa. However, movement always comes first when performing a Charge Assault. Make Paragraph Checks during movement in Rounds just as you do in Operations. It is possible for US units to expend some of their Movement Points, fire, and then expend the rest of their Movement Points. Germans will obey the order of Actions established in the paragraphs. A vehicle's MPA can be reduced by taking damage, thereby decreasing the number of Movement Points the vehicle must spend to be considered moving Fast.

A vehicle can back up into the hex directly behind it. This is Move Fast Action, and it is the only hex the vehicle can move into that Turn (although it can still rotate).

7.6 DRIVERS, PASSENGERS AND CREW

Certain vehicles can carry passengers in addition to its crew.

Jeeps

A jeep can carry a half-squad or tow a gun. If the half-squad is in the jeep or the towed gun is hitched up, place the counters beneath the jeep counter. If any units are in the same hex as the jeep but are not in it or hitched to it, place these counters on top of the jeep.

Tanks

Half-squads can Load and ride on tanks. However, any damage done to the tank will destroy the half-squad.

Trucks

A truck can tow a gun and/or carry a full squad.

Half Tracks

A half track can tow a gun and/or carry a full squad.

7.7 GERMAN EVASIVE MOVEMENT

Some German paragraphs require a German to move until he leaves the sight of all US units. When out of sight, remove him from the map. This is termed evasive movement. He may reappear later in the Mission or not at all. If the unit never leaves US sight, continue to move him normally until he either exits the map or another Movement Reference Paragraph changes his Action. See Section 6.8 for more detail on German movement.

GERMAN EVASIVE MOVEMENT EXAMPLE:
789: Drive Fast into nearest cover. If out of US sight at end of Round and at least 10 hexes from nearest US unit, remove the German from the map.

7.8 ACCIDENT CHECKS

Certain events can cause the crew of a vehicle to make an Accident Check to determine whether or not an accident occurs. The accident procedure generates accidents that interrupt the normal course of play. When a vehicle has an accident, it is assumed to be moving and moves out of sequence in the game. An Accident Check is made at the instant that a vehicle exceeds its SMPA or at the instant a non-tank vehicle's wheels or body is hit in combat.

To conduct an Accident Check, roll one die. If the result is equal to or less than the Driving Skill of the crew, no accident occurs. If the result exceeds the Driving Skill of the crew, an accident may occur. Roll the die again and refer to the Accident Table (on the Display Sheet) to find out what happens. Any towed or loaded units are unaffected by an accident.

8. LINE OF SIGHT

In order to engage in fire combat or make certain PC Checks, a unit must be able to see the target hex or the hex required by the PC Check paragraph. A unit can see a hex if the unit has a clear Line of Sight (LOS) from its hex to the hex in question. Lines of Sight are reciprocal; if unit A can see unit B, then unit B can also see unit A. In some cases a unit may be able to see his target's hex, but not the target itself. In such cases, the target cannot be attacked directly. Certain paragraph procedures allow units that cannot normally see each other to do so for a Round.

8.1 TRACING A LINE OF SIGHT

A LOS is a straight line traced from the center dot of the sighter's hex to the center dot of the target hex. If the LOS crosses any part of a blocking hex or blocking hexside, the LOS is blocked. If the LOS exactly bisects two hexes, only one of which is blocking terrain,

the LOS is not blocked. The terrain on the map is presented in a naturalistic way to give the map a realistic look. For game purposes, however, the terrain in each hex is considered to completely fill the hex. When more than one terrain type appears in a hex, the type of terrain that fills the majority of the hex is the only terrain type that is considered to fill the hex.

DIAGRAM 1
The LOS from A to B and B to A is blocked, because the terrain in 1711 is at the same elevation as the hexes occupied by A and B. The LOS between A and C is clear, because there is no blocking terrain between them (in hex 1712).
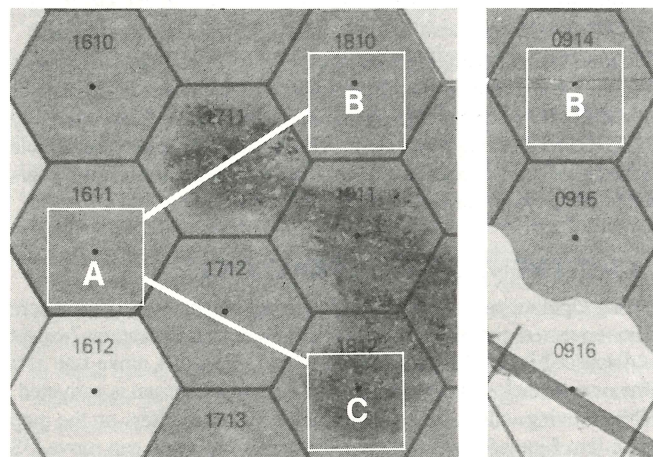

DIAGRAM 2 ▶
The LOS between A and B is clear, even though neither is adjacent to the elevation change at 0915/0916. If 0915/0916 were a Ridge hexside, the LOS would be blocked.
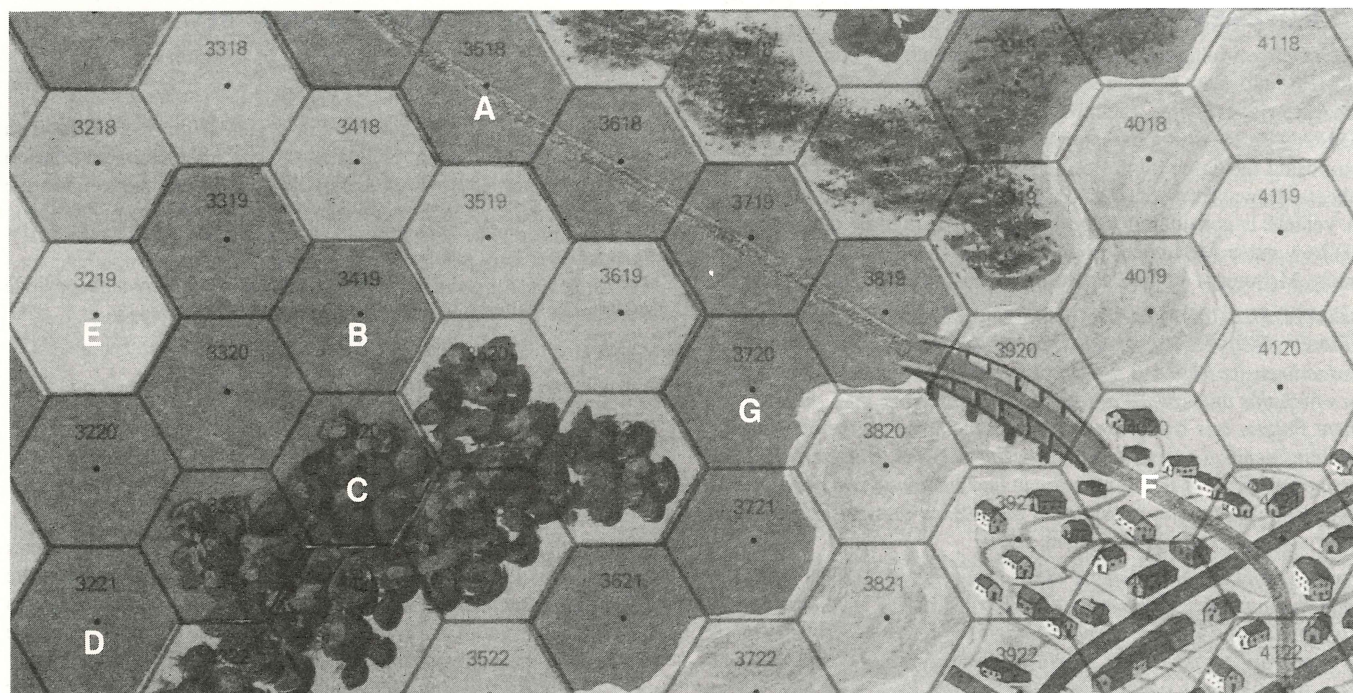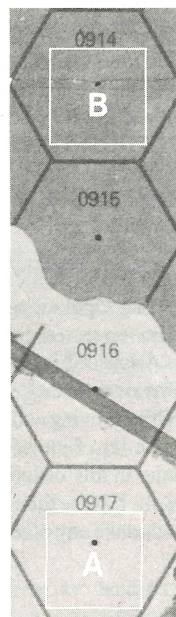

DIAGRAM 3
The following LOS's are blocked by intervening higher terrain: A to B, A to C, A to D, A to E, A to G, B to A, B to F, B to G, C to A, D to A, D to F, D to G, E to A, E to F, E to G, F to B, F to D, F to E, G to A, G to B, G to C, G to D, G to E. *The following LOS's are blocked by woods:* B to D, C to D, C to F, C to G, D to B, D to C, E to C, F to C. *The following LOS's are clear:* A to F, B to C, B to E, C to B, C to E (although the reverse is blocked), D to E, E to B, E to D, F to A, F to G, G to F. Note that it is theoretically possible to have a LOS across the map, provided no blocking terrain intervenes (e.g., from hex 0107 to 4304), and to attempt to fire along that LOS.

Hexes at the Same Elevation

An LOS between two hexes at the same elevation is blocked by any intervening blocking terrain at the same or higher elevation.

Hexes at Different Elevations

An LOS between two hexes at different elevations may be blocked by intervening blocking terrain, depending on its position and elevation. If the intervening terrain is at a lower elevation than both sighting hexes, the LOS is always clear. If the terrain is at the same elevation as either hex, or is higher than one of the hexes, it may block the LOS, depending on the type of terrain and its locations (see Diagrams 1 and 3).

8.2 BLOCKING TERRAIN

Elevations

There are three color-coded elevation levels on the map, ranging from Level 1 (the lowest) to Level 3 (the highest). If the LOS enters a hex that is a higher level than both sighting hexes, the LOS is blocked. Elevation changes do not, of themselves, block LOS (except in the case of ridge hexsides). An LOS can be traced across an elevation change without effect, since elevation changes represent smooth slopes rather than drastic falloffs (see Diagrams 2 and 3).

Ridge Hexsides

Ridge hexsides represent steep changes in elevation, and they may block LOS. A Ridge hexside is considered to be at the higher of the two elevations it borders; thus, a Ridge hexside that is adjacent to a Level 1 and a Level 2 hex is considered a Level 2 hexside. If both sighting hexes are at the same elevation, then a Ridge hexside has no effect on LOS. If at different elevations, the Ridge hexside blocks the LOS if it is higher than the lower of the two hexes and not adjacent to the higher hex. If higher than the low hex, but adjacent to the high hex, the LOS is not blocked. If at the same elevation as the lower hex, the Ridge hexside does not block LOS.

Woods, Town, and Rough Hexes

If both sighting hexes are at the same elevation, intervening Woods, Town, and Rough hexes always block LOS. An LOS can be traced *into* a Woods, Town, or Rough hex, but not through it.

If the sighting hexes are at different elevations, the LOS is blocked if it enters a hex adjacent to either the sighting or target hex containing Woods, Town, or Rough at the same elevation. A hex that is adjacent to the sighting or target hex, but at a lower elevation, does not block LOS; that is, the LOS passes over the top of the blocking terrain (see Diagram 3).

A unit occupying a Town hex can trace a LOS to any adjacent Town hex. Any Town hex not adjacent cannot be seen. If a unit is on the edge of a Town, he can be seen only by units adjacent to him, but he can see into any non-adjacent hex that is not otherwise blocked.

EXAMPLE: *A unit occupying a Town hex on the edge of the town could not be seen except by units adjacent to him (whether in Town hexes or not). The unit could see other units in the town only if they were adjacent, but its LOS to any other units would be determined normally.*

Building Hexes

A unit occupying a Building hex can trace a LOS and have a LOS traced to it from any other hex which could normally see the Building hex. The building in the hex serves only as a means of cover, nothing more.

Other Blocking Terrain

The preceding are the only types of blocking terrain in the game, with the exceptions of certain landmarks that may be specific to a given Mission. These are explained in the Mission Briefings or in paragraphs. Unit and terrain types not mentioned in the preceding rules do not block LOS.

8.3 ACTIVATED LINE OF SIGHT

When a German unit is activated by a US unit moving within two hexes, the two units can see each other (has a clear LOS to one another) for one full Round, regardless of any intervening terrain. At the end of that Round, the normal LOS rules apply.

8.4 OPEN/CLOSED EFFECTS ON LOS (Optional Rule)

When an actual vehicle is buttoned up (closed), it could see only things in its front firing arc. If you wish to be more realistic, only allow a LOS to exist if the sighting object is in the vehicle's front arc. If the vehicle opens up, the 360 degree sighting returns.

8.5 LOS PROBLEMS

The preceding rules and examples may not cover all the LOS questions that arise during play. Should you have a problem, apply common sense or make a die roll to solve the difficulty.
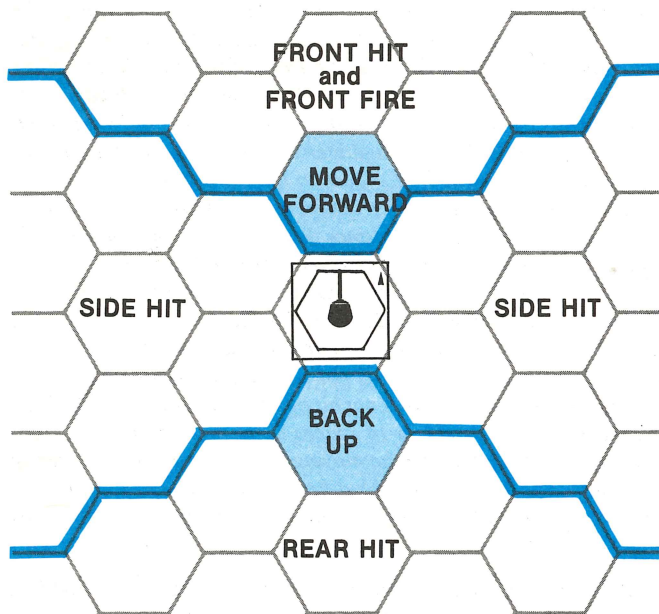
9. FIRE COMBAT

During Action Rounds, a unit can fire any weapon it possesses if it has ammo for the weapon, if it can see the intended target of fire (see LOS, Section 8), and if a crewed weapon or vehicle has sufficient Crew Points to fire the weapon. Fire combats are resolved one at a time, in any order for the US and in alphabetical order as indicated by the identification letter on each German AR marker. The results of a successful fire are applied immediately upon resolution. Firing a main gun will use ammo. Neither US nor German units can ever fire into a hex containing a friendly active or captured unit. The hex can be fired into if the friendly unit is disabled or killed.

A vehicle's main gun or AT gun (ATG) can fire only in the 60 degree arc formed by the sides of the hexagon the gun faces (see Diagram). If the target is not in this arc, the main gun or ATG cannot hit it. The vehicle's machineguns can fire in a 360 degree arc, unless using the optional machinegun rule (9.9).

FIRE ZONE DIAGRAM

For any AP fire or GP fire from vehicles or ATG's.

There are two types of fire combat: Armor Piercing (AP) and General Purpose (GP). AP fire is used only against vehicles, while GP can be used against any type of target. ATG's and squads can be attacked only with GP weaponry; AP weaponry has no effect on them.

Most vehicles will have a main gun and a variety of machineguns. The main gun can fire either type of shell (AP or GP), while the machineguns fire only GP. Before a Turn begins, you must decide

what type of fire the vehicle's main gun will use (for US units). The German vehicles will use the type appropriate to the description of their Actions in the paragraphs. If a paragraph is not specific, use the type of fire most advantageous to the German.

9.1 AP FIRE COMBAT PROCEDURE

The following procedure is used to resolve all types of AP fire combat, regardless of the weapon being used.

1. Choose the Target Hex. If there is more than one target in the target hex, choose the actual target of the fire (see Multiple Targets, 9.3).

2. Determine the Range and Basic Hit Chance. Refer to the Armor Piercing Combat Hit Chance Track (on the Display Sheet). Count the number of hexes intervening between the firing unit and the target unit (if both are in the same hex, the intervening hexes are zero) and place two markers in the Range space of the track corresponding to the number of intervening hexes (use any available markers for this purpose). By cross-referencing the type of unit firing with the location of the markers, you will find the Base Hit Chance and the Penetration Value of the firing weapon at that range.

NOTE: *Ignore the negative numbers in the Range row. These numbers are used only for GP Combat. Obviously, the closest you can get to an enemy unit for AP fire is zero-hex range (same hex).*

3. Modify the Base Hit Chance. Refer to the list of AP fire modifications. This list is arranged in 8 sections. Work your way through the list, one section at a time, selecting only the first applicable modification from each section (if no items in a section are pertinent, apply none from that section and go on). Each time a modification is applicable, move the top marker (leave the bottom marker in the original space) to the right or left on the track, as called for by the modification. After you have worked your way through all eight sections, the marker you have been moving will be in the space corresponding to the firing unit's Final Hit Chance.

EXAMPLE: *A US M26 is firing at a Jagdtiger. There are 6 hexes between the firing unit and the target unit, so the track markers are placed in the space marked 6 on the Range row. Cross-referencing the M26 (firing unit type) with the 6 space, you note that the M26's Base Hit Chance is 70, and its Penetration Value at a range of 6 is 14. Now AP Fire modifications are applied. Section 1 is not applicable (the M26 is firing at the front of the Jagdtiger), so the top marker is not moved. In Section 2, you find that a Jagdtiger as a target calls for no modification (0), so the marker is still not moved. In Section 3, note that the Jagdtiger is in Defilade, calling for the top marker to be moved 10 spaces to the right (note that no other modifications from this Section can be used). In Section 4, apply the modification of 0 for Defilade (since that is the first applicable modification, even if the Jagdtiger were in an Improved Position). In Section 5, note that the target is not moving; thus no modification is made. In Section 6, note that the M26 is driving slow as it fires, requiring a move of the marker another 4 spaces to the right. Section 7 does not apply, because the target is not suppressed. Section 8 does not apply, because the target was not hit previously in this Round. Thus, the moving marker ends up 14 spaces to the right of the stationary marker. Cross-referencing the moving marker with the M26 (firing unit type), you find that the Modified Hit Chance is 35. Note that the Penetration Value remains 14 (indicated by the location of this stationary marker).*

4. Roll D100. If the dice result is equal to or less than the Modified Hit Chance, the target is hit (proceed to Step 5). If the result is greater than the Modified Hit Chance, the firing unit has missed (skip Step 5 and go to Step 6).

5. Determine Target Damage. To determine target damage, refer to the target type's Data Card.

• Determine which facing of the target is hit (see Diagram).

• Determine the Area Hit on the target by referring to the section of the Data Card under the appropriate facing, and roll D100, using either the Closed or Open line to determine which portion of the target is hit.

• Determine the damage by rolling 1D10 and adding the firing unit's Penetration Value and the firing unit's Weapon Skill. Once you have made these additions, read down the appropriate column under the correct Facing and Area Hit until you find the range of numbers that includes the total you have just determined. Cross-referencing your total with the damage types to the left of the chart yields the type of damage inflicted on the target.

EXAMPLE CONTINUED: *The M26 (from above) rolls a 23 on D100, indicating a hit. Referring to the Jagdtiger's (target) Data Card, look under the Front Target Facing column (because the M26 fired at the front of the Jagdtiger). The Jagdtiger was closed when fired upon so, referring to the Closed line under Front Facing, you roll D100 and get a result of 43; this result is included in the 09-65 range that specifies a Hull hit on the Jagdtiger. Now roll 1D10 (you get a result of 6), add the M26's Penetration Value (14 in this case), and the M26's Weapon Skill (+2 in this case), for a total of 22. Reading down the column under Hull hit, the range of numbers 22-29 indicate a damage result of Light Penetration. Apply the damage result (as specified in the Damage Results Summary).*

Once the AP is resolved, go to Step 6.

6. If a US unit fired, reduce the ammo supply of the unit by 1. Note that Germans will have their ammo depletion taken care of by the paragraphs.

NOTE: *If a tank main gun is firing AP shells, it cannot fire GP shells in the same Turn.*

9.2 GP FIRE COMBAT PROCEDURE

The following procedure is used to resolve all types of GP fire combat, regardless of the weapon being used. The firing unit must have a GP Offense Rating of 1 or more to engage in GP combat.

1. Choose the Target. If there is more than one target in the target hex, all will be affected by the fire (see Multiple Targets, 9.3).

2. Determine the Range. If there are more than 20 hexes between the firing unit and the target, only GP fire from main guns will be able to affect the target; machinegun fire is ineffective.

NOTE: *There is no Hit Chance associated with GP fire. It is assumed that, under normal conditions, all crews would be able to direct GP fire close enough to the target to have some effect.*

3. Find the Firing Unit's GP Offensive Rating. Refer to the firing unit's Data Card for the weapon(s) being fired to determine the GP Offensive Rating. When you have found the rating, place any marker on the GP Combat Resolution Track in the space with the same number as the GP Offensive Rating.

4. Find the Target Unit's GP Defensive Rating. Refer to the target unit's Data Card to determine the GP Defensive Rating. When you have found the rating, move the marker on the Resolution Track to the left the same number of spaces as the target unit's GP Defensive Rating.

EXAMPLE: *A Panther is attacking a US truck using GP fire. The truck is 8 hexes from the Panther, and the Panther is using all available weapons (main gun and, because the range is less than 20 hexes, machineguns). The Panther GP Offensive Rating for all weapons (listed on the Panther's Data Card) is 8, so the marker is placed in the 8 space of the GP Combat Resolution Track. The US truck's GP Defensive Rating is 3, so the marker is moved to the left 3 spaces, landing in the 5 space.*

5. Apply Modifications. Refer to the list of GP Combat modifications and make further adjustments to the marker as appropriate.

6. Roll 1D10. Once all modifications have been taken into account and the marker is in its final space, roll one die. If the marker is in the −6 space or to the left, the result is automatically No Effect. If the marker is in the +13 space or to the right, the result is auto-

matically Killed. If the marker is in any space from −5 through +12, read down the column beneath the marker until you read the range of numbers that includes the number you rolled on the die. The color-coding in your number's space indicates the result of your GP fire.

EXAMPLE CONTINUED: *Referring to the list of GP fire modifications, you find that only two items on the list are applicable to this resolution. The US truck is in a Building hex, so the marker is moved 1 space to the left (placing the marker in the 4 space). The target is also moving, so the marker is then moved 3 spaces to the right (placing the marker in the 7 space, where it remains). Now that all modifications have been applied, you roll 1D10 for a result of 5. Reading down the column beneath the marker, you find a range of numbers 3-6, which includes your die roll of 5. This number indicates a result of Suppressed. Apply the result (as specified in the Damage Results Summary).*

7. If a US unit fired, reduce the ammo supply of the unit by 1. Note that Germans will have their ammo depletion taken care of by the paragraphs.

NOTE: *If a tank main gun is firing GP shells, it cannot fire AP shells in the same Turn.*

9.3 MULTIPLE TARGETS

A target hex that contains more than a single enemy unit is a multiple target. A US unit firing AP shells at a multiple target can choose any one visible German unit in the hex as a target. A German unit firing at a multiple target must fire at the one US unit in the hex with the best chance to hit. If there is a tie, determine the German unit's target at random. When directing GP fire at a hex with multiple targets, all targets in the hex take damage effects (if any), but the firer must still choose a primary target. This target will take the brunt of the damage.

Once GP fire has been resolved against the primary target, move the marker 4 spaces to the left and roll 1D10 again. Any result from this die roll is applied to all targets other than the primary target in the hex.

9.4 FIRE MODIFIERS

The chance of hitting a target is affected by a number of modifications based on target hex terrain, whether the target has been hit before by the firer in this Turn, whether the firer is moving, and other variables. Each modifier is expressed as a movement of a marker to the right or left on the AP or GP Track. Remember that, when resolving AP fire, you must use two markers; the top marker is moved to according the applicable Hit Chance modifications, while the bottom marker remains stationary to indicate the constant Penetration Rating of the firing weapon at the original range.

9.5 AMMUNITION EXPENDITURE

A US vehicle carries a variable amount of ammunition for its main gun. Each time a US vehicle fires its main gun (whether it fires AP, GP, or smoke), mark off 1 shell used. The Missions will specify how much ammo your vehicles have.

OPTIONAL RULE: *You may, in some Missions, be asked to specify how many of each type of shell your vehicles are carrying. This involves some extra bookkeeping, but the choice as to what kind of ammo to carry may be critical.*

German units do not have listed amounts of ammunition, and they do not expend ammo when firing. Germans can run out of ammo as a result of a paragraph.

9.6 GERMAN FIRE COMBAT TERMS

When a German unit fires, he uses his main gun, unless it is out of ammo. When a paragraph instructs a German unit to fire, it will use one or more of the following terms.

Best Fire

Fire with the main gun is the best fire possible, followed by GP fire with machineguns. If a unit is unable to fire its main gun, it uses machineguns instead. Some paragraphs instruct a unit to fire machine-guns specifically.

Closest Target

The closest visible target is determined by counting hexes from the German hex to the US hex. If there are two or more targets equally close, fire at the easiest (see below). If there is still a tie, determine the target at random.

Easiest Target

The easiest target is the one the German has the highest chance to hit. If there are two or more targets equally easy, fire at the closest. If there is still a tie, determine the target at random.

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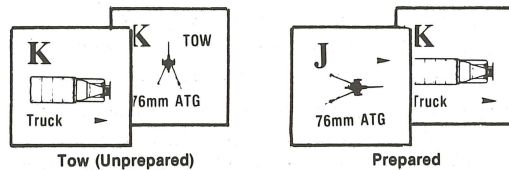
9.7 CREW WEAPONS

The ATG's are crewed like a vehicle, but they cannot move unless they are towed by a jeep, half track, or truck. The gun's crew expend Crew Points to fire the weapon, and the gun can run out of ammo just as the main gun of a vehicle might. It takes one Turn (all Crew Points) to re-aim a gun once it is prepared, and re-aiming requires another Prepare Action.

9.8 BAZOOKAS AND PANZERFAUSTS

German and US infantry squads may, according to the Missions, be armed with bazookas or Panzerfausts. These weapons are treated separately from the squad's normal GP weaponry, and the AP Combat Hit Chance Track features a separate line for each. Note that these weapons have absolute limits to their range (unlike other guns). The amount of ammo available for these weapons is detailed in the Missions. German Panzerfausts run out of ammunition just like other German weapons.

9.9 MACHINEGUNS ON TANKS (Optional Rule)

The game system subsumes all tank machineguns into essentially one weapon. They have one GP Offensive Rating and, when the tank takes damage, all are knocked out together. In reality, the tanks had separate bow, hull, and turret machineguns, and they could be knocked out separately. The following rule allows this degree of realism to occur.

Determine each tank's machinegun GP Offensive Rating by subtracting the Main Gun Rating from the All Weapons Rating. Divide the remainder by 3 and assign the resulting whole number Rating to each machinegun, and then assign any leftover Rating to the turret machinegun. You now have the GP Offensive Ratings of each separate machinegun. When the tank takes damage, record how each separate machinegun is affected and reduce the tank's GP Offensive Rating accordingly. Assume, for simplicity's sake, that when one Crew Point is spent to fire the machineguns, all remaining machineguns fire. If one has been damaged, you must then re-adjust the tank's overall GP Offensive Rating and also its GP Rating minus the main gun accordingly.

Only if a tank is open can its turret machinegun be fired. Otherwise, only the bow and/or hull machinegun(s) can be fired. If the tank is moving, only the bow and/or turret machinegun(s) can fire. The bow machinegun can be fired into any hex of the tank's firing arc; the turret machinegun has a 360 degree firing arc, but the hull machinegun can only fire into the hexes directly in front of the tank or in Close Assault.

9.10 SMOKE

Any unit capable of firing AP weaponry can fire smoke shells instead of AP or GP weaponry. Like GP fire, no D100 roll is performed for such fire. Simply place a Smoke marker in the target hex. The Smoke marker lasts until the end of the next Round following the one in which it was fired. Smoke acts as blocking terrain for LOS purposes, and affects the movement of units moving through or into it. A Smoke marker cannot be placed in the same hex as the firing unit.

9.11 RATES OF FIRE

All units capable of firing AP and/or GP weaponry have a Rate of Fire specified in two values on their Data Cards. The Short Range Rate of Fire is the number of rounds the unit can fire from its main gun in one Turn with one Fire Action if the target is at short range. The Normal Rate of Fire is the number of rounds the unit can fire it the target is at greater than short range.

NOTE: *Short range is indicated for each weapon type on the AP Combat Hit Chance Track. Note that a target is at short range if the stationary marker is in the short range zone of the track.*

When choosing targets for the Germans, a target that can be fired upon twice or more in a Round would be considered a better target than one which could be fired upon only once. Whenever the Germans can, they will fire at their quickest Rate of Fire.
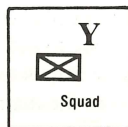
10. SQUADS

A squad represents eight infantrymen and their weaponry. The squad Unit Characteristics Cards for both the US and Germans indicate whether the squad is armed with bazookas or Panzerfausts. In those cases, the squad can fire both its GP weaponry (the combined firepower of all the guns, grenades, and assorted implements of destruction they might have in their possession) and their AP weapon (bazooka or Panzerfaust). The rounds fired for the AP weapon are kept track of on the squad Unit Characteristics Card.

Squads have their MPA, GP Offensive and GP Defensive Ratings detailed on their Data Cards.

Squads can be loaded onto trucks or half tracks and be carried. When unloading, the Action is expended by the transporting unit; when loading the squad expends the Action. While loaded, a squad can take no Actions.

Squads take no damage from AP fire that might hit the vehicle they are being carried in unless the vehicle is Killed, in which case the squad is also Killed (or affected otehwise as specified on the vehicle Data Card). Squads can be reduced to half strength, in which case their Unit Characteristics Card will detail their new values.

Half Squads

A half squad (or full squad reduced to half strength) operates in all manners as a full strength squad with reduced characteristics. However, a half squad can load onto a tank (by executing the Load Action) and be carried by the tank. While doing so, however, any AP or GP hit on the tank will Kill the remaining half squad. Squads cannot be voluntarily split into half squads in order to ride tanks.

11. CLOSE ASSAULT COMBAT

During Rounds, a vehicle or squad can perform a Close Assault or Charge Assault Action to attack an enemy unit in the same hex. Assaults are resolved one at a time. A unit can assault only one enemy unit, even if there is more than one enemy unit in the hex. Note that it is possible to occupy the same hex as an enemy vehicle and attack it normally, without using Close Assault.

11.1 CLOSE ASSAULT COMBAT PROCEDURE

To make a Close Assault, the attacking unit must occupy the same hex as the unit it is assaulting. If the attacker is not in the same hex as the unit he wishes to assault, he must perform a Charge Assault Action (11.3) in order to enter the defender's hex and assault him.

NOTE: *If either of the two opposing units is equipped with a main gun, they may either engage in Close Assault or AP fire, depending on their mood.*

The following procedure is used to resolve a Close Assault.

1. Choose the Target. If there is more than one enemy unit in the hex, choose which one is the target of the assault. A German unit must assault the US unit with the lowest modified GP Defensive Rating. If there is a tie, determine the target at random.

2. Resolve the Close Assault. Close Assault is resolved in a manner identical to GP Fire. The GP Offensive and Defensive Ratings are doubled (due to the nature of Close Assault) for both the attacker and the defender, and these doubled Ratings are then modified normally.

NOTE: *As listed in the GP Fire Modifications, an infantry squad involved in a Close Assault has 3 added to its GP Rating (Offensive and/or Defensive) before being doubled for Close Assault.*

3. After resolving the Close Assault, deduct 1 GP round from the firing unit's ammo supply.

NOTE: *For units with main guns, Rate of Fire is ignored for Close Assault.*

11.2 CAPTURE

A US squad (only) unit can attempt to capture, rather than kill, its target in a Close Assault. If he does so and does Kill damage, a capture result may be substituted. Any other result is a No Effect. A captured German has a Captured marker placed on it. The German unit's AR marker is immediately moved to the Inactive space of the AR Track, and his Actions are determined by those of his guarding unit. A captured German loses any Turns he has remaining in the Round and receives no Turns until he is free.

Since a captured German is inactive, play can switch from Rounds to Operations if all Germans on the map are captured or otherwise inactive. A captured German can be moved by a US unit occupying the same hex, during Operations or Rounds. During Rounds, however, the MPA of the German and his guard are halved, and the captured unit's Actions are determined by his guard.

To form this guard, a US vehicle must split its remaining Crew Rating in half, assigning half to the captured vehicle and half to its own vehicle (any odd leftovers are assigned to the original vehicle). The appropriate crew characteristics are then determined as if the crew had its original Crew Rating and had been reduced, and the vehicle can then be utilized by the US player. If playing in a Campaign, this vehicle can be repaired and used by the player later on (see Section 16 for details).

If a captured German is ever in a hex without an active US unit, by your own choice or otherwise, it is immediately removed from the map.

11.3 CHARGE ASSAULT

A unit that does not begin its Turn in the same hex with a target may perform a Charge Assault Action to enter the hex and assault. The unit can expend only half its MPA, rounded down, in order to enter the hex. Thus, a tank with a MPA of 3 could not cross a Rough hex to enter the defender's hex, since this would cost 2 Movement Points, and his halved MPA is only 1. A Charge Assault is conducted with an additional +3 to the GP Offensive Rating, as summarized in the GP Fire Modifications summary.

12. TANK CREWS

Normally, there are no markers to represent a tank's crew. However, when a US tank's crew wishes to abandon a vehicle, the crew is represented on the map with a Crew marker. In the set of Unit Characteristics Cards, you will find the characteristics of a tank's crew as if functions as a half squad. The value of its characteristics is determined by how many members of the crew are left alive at the time. To recover the crew for further use in a Campaign, the crew must be alive when the Mission ends. Tank crews are treated in all game respects as half squads.

13. MINEFIELDS, BUNKERS AND IMPROVED POSITIONS

During both Operations and Rounds, your units may stumble across minefield hexes, which will attack your vehicles. Certain Missions will instruct you to set up units of either side in Improved Positions or Bunkers. These forms of cover act to decrease the Hit Chance against the units in them.

13.1 MINEFIELD PROCEDURE

When a US unit enters a hex during Operations or Rounds, a paragraph may state that the hex contains a minefield set by the Germans. The first US unit to enter such a hex must immediately conduct a PC Check (5.3). If the check succeeds, the unit is unharmed, but the minefield may still affect other units. If the check fails, a mine in the field explodes and the unit suffers damage as if hit by a Wheel Hit with a Penetration Rating of 6. Other units in the hex are unaffected by the explosion. If more than one unit enters a minefield at the same time, each unit conducts a separate PC Check, and only those that fail their check suffer the effects of an exploding mine. Minefields have an unlimited number of mines and are thus never depleted or destroyed.

NOTE: *Germans are not affected by minefields. They are assumed to know where the mines are placed in a hex.*

13.2 IMPROVED POSITIONS

These counters represent hasty defensive preparations (see AP and GP Fire Modifications for effects). Once on the map, they cannot be destroyed, but a unit within them may be killed. Only one unit of any type can occupy an Improved Position at any one time. Units within an Improved Position are so designated by being placed under the Improved Position marker. Units can freely enter or leave Improved Positions simply be being in the same hex and stating they are doing so. Improved Positions do not affect LOS.
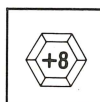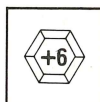
13.3 BUNKERS

Bunkers represent hardened defensive positions (see AP and GP Fire Modifications for effects). Once on the map, they can be destroyed by AP fire only. A unit within a Bunker cannot be hit by AP fire while the Bunker still stands, but it can be affected by GP fire. Each Bunker counter lists its GP defensive bonus. Regardless of the direction through which an attack arrives, all modifications to AP and GP fire apply whenever the Bunker is attacked.

The Miscellaneous Unit Data Cards include the damage table for Bunkers. When using AP fire against a Bunker, use this Data Card table as you would for a vehicle target.

When using GP fire against a Bunker, add its GP Defensive Bonus to any other modification that applies, and treat it as a Tank for damage effect to the unit inside. The Bunker itself is not affected by GP fire.

Only one unit of any type can occupy a Bunker at any time. A unit within a Bunker is so designated by being placed beneath the Bunker counter. Units cannot leave or enter a Bunker during a Mission.

Bunker counters have facing, like vehicles. The units inside the Bunker can sight only through the front arc, as if the Bunker were a closed tank. A unit in a Bunker can fire only at targets within its sight. Any paragraphs noting that a unit should rotate its facing or traverse its turret while occupying a Bunker should have such instructions ignored.

14. DAMAGE

The results of a successful combat (AP fire, GP fire, Close Assault, minefield, and so forth) inflict damage on the target of the attack. If the target is a vehicle, it can suffer Light, Medium, or Heavy damage (from AP fire), become Suppressed (from GP fire), suffer Crew Reduction, immediately panic, or be Killed. If the target is a squad or ATG, the target may be Suppressed or Panicked from GP fire. ATG's also suffer crew reductions from GP fire. Units recover and have their damage (short of being Killed outright) repaired between Missions when playing a Campaign.

14.1 INITIATIVE CHECKS

Sometimes a unit must perform an Initiative Check as a result of an attack. If the unit has one or more Turns remaining in the Round, perform the check by rolling 1D10. If the result is less than or equal to the unit's IN Rating, the unit keeps its remaining Turns. If the die roll is greater than the unit's IN Rating, the unit loses one Turn (move the unit's AR marker from the 2-Turn space to the 1-Turn space, or from the 1-Turn space to the Complete space). If the unit's AR marker was not in the 1- or 2-Turn space, ignore the Initiative Check.

14.2 PANIC RESULTS

One possible GP fire result is Panic. This result is identical to the Panic that can befall a unit during the Action Sequence (6.4), except that this Panic occurs during the Round itself. A panicked unit is subject to the following restrictions.

• If Rounds are in progress, the unit loses any remaining Turns in the current Round.

• If the unit is a non-tank vehicle, an immediate Accident Check must be performed.

• The unit's AR marker is immediately moved to the Panic space of the AR Track.

A panicked unit can perform no Actions for the duration of the Round. A prepared ATG treats a Panic result as a Suppression (see below). If in Operations, a Panic result has no effect. A panicked commander has no Command Points and cannot give Turns to other units or make other units aware (6.3).

14.3 AP DAMAGE RESULTS

A damaged vehicle is subject to the following effects. When the damage occurs, note the amount of damage on the unit's card (if German) or on the Platoon Record Sheet (if US). Crew losses are noted at the top of the card where the vehicle's Crew Rating is found.

If the current Crew Rating reaches the vehicle's Self-Preservation Level, put Special Reaction S into effect for this vehicle.

Note that the cumulative effect of Crew Hits are delineated on the lines beneath the crew's characteristics on the German cards. Each loss of crew will affect those characteristics in different ways, and you must use the new characteristics when referring to that vehicle in the future. Damage affects units for the remainder of the Mission. When your vehicle suffers Crew Reductions, you must use the Crew Reduction Effects Chart to alter the crew's characteristics, and these new values should be noted on your Platoon Record Sheet.

Damage to vehicle parts is not cumulative (e.g., two light hits do not equal a medium hit), but the effects of each hit described in the Damage Summary (on the Display Sheeet) are cumulative. A vehicle penetrated by AP fire loses any Turns he has remaining in the current Round; move the AR marker to the Complete space of the AR Track.

Reduce Crew by 1. For your platoon, refer to the Crew Reduction Effects Chart and alter your Characteristic Values accordingly. For Unit Characteristics Cards, check off a box under Crew Reduction and use the Characteristics Values on the line checked.

Reduce Crew by 2. Same as Reduce by 1, but reduce Crew Rating by 2.

Reduce MPA by 1. For your platoon, refer to the Unit Data Cards and use FMPA and SMPA appropriate to one MPA Reduction and use the FMPA and SMPA on the line checked.

Reduce MPA to 0. The vehicle is Immobilized for the remainder of the Mission.

KO Machinegun. Check Machinegun KO'd box on the Platoon Record Sheet or Unit Characteristics Card. The machinegun cannot fire for the remainder of the Mission.

KO Main Gun. Check Main Gun KO'd box on the Platoon Record Sheet or Unit Characteristics Card. The main gun cannot fire for the remainder of the Mission.

Killed. The vehicle and anything it carries or tows is Killed. It cannot move or fire and it is permanently lost.

Special Reaction S. A German unit receiving this result immediately reverts to the S column on its Unit Characteristics Card.

Initiative Check. Roll 1D10. If the roll is greater than the unit's IN Rating, the unit loses one Turn (move its AR marker from the 2-Turn to 1-Turn space, or from the 1-Turn to the Complete space). If the roll is equal to or less than the unit's IN Rating, there is no effect. A vehicle that has no MPA is Immobilized. A vehicle that has no MPA or ability to fire is Disabled.

14.4 GP DAMAGE RESULTS

GP weaponry (high-explosive shells and machinegun fire) do not damage the target by hitting it, per se. Rather, these weapons do damage by exploding and sending fragments whizzing about. GP weapons are more likely to discourage the enemy than to destroy him. However, well-placed GP weaponry is the best and only real weapon tanks have against squads and emplaced ATG's.

Panic. For tanks, this is the same as no effect. For all other vehicles, make an immediate Accident Check. For prepared AT guns, treat as a Suppression. For Squads, they are subject to the stipulations of 14.2.

Suppression. Units must spend 2 MP's to move 1 (i.e., to move 2 MP's, a unit would have to spend 4, which may cause the unit to be considered moving fast), and any AP fire they perform is subject to the Suppression modification. Suppressed units cannot initiate Close Assault, cannot prepare or move a towed weapon, cannot hitch or unhitch a towed weapon, and cannot load or unload from a vehicle. For prepared AT guns, a Suppression result reduces the Crew Rating by 1. Squads cannot fire while suppressed. Suppressed units become unsuppressed (remove marker) at the end of the Round.

Killed. Any closed vehicle is Suppressed. Any open vehicle is suppressed and its Crew Rating is reduced by 1. Any towed gun is eliminated. Any squad is flipped to its half-strength side (a half-strength squad is eliminated).

14.5 FIRING AT HIDDEN TARGETS

If you wish, you can attempt to fire at a target you cannot see due to the blocking terrain of Woods or Town hexes. If only one hex of such terrain is blocking the LOS, you can perform a Sighting Action and attempt a PC Check to see into the hex. If successful, you can fire into that hex with an additional −20 to your Chance to Hit and a −4 to your Penetration Rating. If you use this rule for the US forces, the Germans will automatically use it whenever applicable.

VICTORY POINTS
Gained
Lost

15. VICTORY

In *Open Fire*, you play to beat the game system itself. Victory is determined by the accumulation of Victory Points (VP's). The number of VP's you have acquired at the end of the Mission determines whether you win or lose. On the Platoon Record Sheet are two boxes to record the VP's you gain and lose during the Mission. Keep the two totals separate. You gain VP's for performing the tasks listed in the Mission Briefing and as revealed in paragraphs during the Mission. You lose 3 VP's for each US unit Killed, and you lose 2 VP's for each US unit Disabled. At the end of the Mission, subtract your VP losses from your VP gains to determine your VP total. Compare with total with the schedule in the Victory section of the Mission Briefing. If the result is greater than or equal to the Mission's requirement, you have won. If the result is less than the Mission requirement, you lose.

16. CAMPAIGN

Open Fire can be played as separate Missions or as a continuous Campaign. If playing separate Missions, use the pre-generated Platoon Record Sheet in this booklet or generate a new platoon for each Mission. When playing the Campaign, use the same platoon on each Mission and replace any destroyed vehicles between Missions. The game is most fun when played as a Campaign, because the individual vehicles and crews acquire a history and take on lives of their own. The Missions are not presented in chronological order. If you wish to play them in chronological order, by all means do so, but you will have to learn certain Mission-specific rules earlier this way.

16.1 CAMPAIGN PROCEDURE

For the first Mission, use the platoon provided in this booklet or one you generate yourself. This platoon will then be used to play the 6 Missions, with some additional units as indicated by the Mission Briefing. As you play, note any great deeds a vehicle performs, in abbreviated form, on the Platoon Record Sheet's Combat Point section. At the end of each Mission, use the following procedure to award Combat Points, improve crew characteristics, and replace destroyed vehicles.

1. Award Combat Points. At the end of the Mission, award each of your surviving vehicles and crews Combat Points using the procedures and guidelines of 16.2.

2. Spend Combat Points. A crew with 6 Combat Points can spend them to increase their various Characteristic Ratings using the procedure and costs in 16.3. If they have fewer than 6 CP's, they cannot spend them at this time. However, CP's can be carried over from Mission to Mission.

3. Generate Replacement Vehicles and Crews. For each US vehicle destroyed and/or crew killed during a Mission, you must generate a replacement vehicle and/or crew, using the procedure in 16.4.

COMBAT POINTS
Points
Unit

16.2 COMBAT POINT AWARDS

Combat Points are used to represent gains in ability due to each crew's experiences and actions during Missions. When a crew has accumulated 6 CP's, they can spend them to increase one of their Characteristic Ratings (either their IN, PC, WS, or DS). To determine the number of Combat Points your crews receive at the end of a Mission, multiply the number of crew who survived the Mission by 4 (if you won the Mission) or by 2 (if you lost the Mission). The result is the number of Combat Points the platoon receives. Crew members who were lost during the Mission are considered to survive the Mission if neither the entire crew nor the vehicle was Killed.

EXAMPLE: *You win Mission 1 and, at the end, you have one crew killed, one crew member of another crew lost, and two crews who got out intact. If you managed to exit the crew that suffered the lost member from the map, that member survives the Mission. Your platoon would then be awarded 12 Combat Points (3 crews multiplied by 4 for winning). Each surviving crew automatically receives one CP. The remaining CP's are divided among the platoon as you see fit. Crews should be rewarded according to how well you thought they fought and how important they were to the Mission. A single crew cannot be awarded more than 6 CP's at the end of a single Mission.*

As you play a Mission, record the possible reasons for CP awards in each crew's CP box in abbreviated form. Be creative, and award the discretionary points as you feel they are deserved. For example, knocking out a German vehicle is usually worth only 1 CP, but if the German was an 88mm ATG pinning the entire platoon, the crew who killed it should probably be awarded a little something extra.

At the end of the Mission, divide your platoon's CP's among the surviving crews by filling in their CP boxes. Use pencil, because they will probably be erased later. It is likely that you will have more CP boxes filled in with abbreviations than you have CP's to distribute. This is intentional. After distributing CP's, erase the abbreviations in those boxes that were not actually awarded a CP.

EXAMPLE: *A platoon completing Mission 1 was awarded 20 CP's (1 per crew, and 15 discretionary). The crew's CP boxes were filled in with the following notations over the course of the Mission. You decide to give Crew E no additional CP's, since they were disabled before they could do much. You give 5 additional CP's to Crew D, for a total of 6, because they were the most decisive crew in the game, single-handedly killing the three Panzer IV's and wiping out the last 88mm. They actually deserve more than 6 CP's, but you are limited to 6 per crew per Mission. Crew C killed GE26, which would normally entitle him to 2 CP's, but the German was already damaged. Thus, you award C only 1 additional CP, for a total of 2. Unit B killed GE30 by Close Assault, but the German was already damaged. B also killed GE31 by fire. You decide he deserves only 4 CP's because, while his actions were important, they were not decisive, and Unit B panicked at a critical moment, causing one US unit to be Killed. You give Unit A, your commander, the 5 remaining CP's for killing one German, damaging another, and giving the Turn to D that allowed the latter to finish off the 88mm. In the final tally, you fill in the following number of CP boxes for each unit on the Platoon Record Sheet: 6 for A; 5 for B; 2 for C; 6 for D; and 1 for E. You are now ready to spend the CP's awarded to Units A and D to improve their characteristics.*

16.3 IMPROVING CREW CHARACTERISTICS

If a crew has accumulated 6 CP's, you can spend them to improve the crew's Characteristics Ratings. If a crew has fewer than 6 CP's, they cannot be spent. Instead, they are accumulated from Mission to Mission until the crew has 6 to spend. If a crew has more than 6 CP's accumulated, they can spend them in groups of 6. Any unspent CP's are not lost. When a crew has unspent CP's, simply transfer them to their CP boxes when you fill out the Platoon Record Sheet for the next Mission.

You can spend 6 CP's to raise a crew's IN, PC, WS, or DS Rating. Each Rating has a maximum, above which it cannot be raised: IN (5); PC (9); WS (+3); DS (9). When CP's are spent to raise Perception or Weapon Skill, the Rating is raised by one. Driving Skill is raised by 2. Initiative is a more basic ability and is raised using the following procedure. Spend the 6 CP's and roll one die. If the die roll is 1-5, raise the unit's IN by 1; if the die roll is 6-10, raise the unit's PC by 1 instead.

The entire crew's Crew Rating is raised by at least one after all the other characteristics have been raised by at least one. So, once a crew's IN, PC, WS, and DS have all been raised by one, its Crew Rating goes up by one. No Crew Rating can exceed 6.

16.4 REPLACEMENTS

After you have determined and spent your CP's, you are ready to replace your killed crews and those damaged units you were unable to save. On your Platoon Record Sheet, you recorded each crew's cost in Platoon Quality Points next to their names in the boxes provided. When the crew needs replacing, you can spend those Platoon Quality Points again. Furthermore, you can combine all such crews into one Platoon Quality Point total to spend. In this way, you need not buy exact replacements (although you often will).

EXAMPLE: *You lost three crews costing 8, 5, and 1 Platoon Quality Points, respectively. Thus, you have a total of 14 Platoon Quality Points to buy crew replacements. You decide to buy crews costing 8, 3, and 3 Platoon Quality Points and record their costs on the new Platoon Record Sheet.*

After buying replacements, generate their new Ratings using the Platoon Generation Tables. Record the new Ratings on the Platoon Record Sheet and you are ready to begin a new Mission. In this same manner you replace lost vehicles, using Vehicle Quality Points.

16.5 USING CAPTURED VEHICLES

If you wish to use a German vehicle as part of your platoon, the following rules are used.

1. The Crew Rating of the crew assigned to the vehicle is reduced by 2 for the first Mission the vehicle is used, reduced by 1 for the second and third Missions, and thereafter at full strength.

2. Ammo for this vehicle is purchased at a rate of 3 rounds for 1 Vehicle Quality Point.

It is assumed that the vehicle will be repainted with US markings for identification purposes.

FW-190   P-38
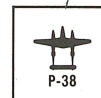
17. FIGHTERS

There are two types of fighters in *Open Fire:* German FW-190's and US P-38 Lightnings. Fighters and their attacks are generated by paragraphs within the Missions. Fighters do not move on the map; they are simply placed for one Turn as instructed by the paragraph. The fighters are armed with machineguns, rockets, and/or bombs. Specific paragraphs will instruct you as to how and when these weapons are used. It will be possible to attack enemy fighters by firing machinegun weaponry at them; they are assumed to be at a range

of less than 20 hexes. Only units in the same hex or in adjacent hexes as the fighter can fire at it, and then only tanks and squads can do so. Tank destroyers cannot fire at fighters. This fire occurs in the Random Event Phase and is independent of any fire the vehicle or unit might engage in during the Turn.

German fighters have a GP Offensive Rating of 18 for machine-guns, 8 for bombs, and 7 for rockets. They have a GP Defensive Rating of 4.

US fighters have a GP Offensive Rating of 18 for machineguns, 10 for bombs, and 4 for rockets. They have a GP Defensive Rating of 4.

If a GP attack result of Killed is obtained against the fighter, it is shot down; otherwise, it takes no effective damage.

18. HIDDEN TARGETS (Optional)

German units and vehicles have no provision for firing at targets they cannot see, but would know are there, because such targets are not in sight and are therefore not valid targets, even though German weapons are quite capable of penetrating to such targets. The following optional German Action is highly recommended, because it allows the German to fire at these hidden targets. Letting them do so is much more realistic, and it evens things up a bit.

If a German unit has fired at a visible target in a Woods hex, and he receives a subsequent order to fire again but has no target because the US unit has since backed further into the woods, the German can fire at the Woods hex which contains the US unit in an attempt to achieve a penetration result. Conduct the following procedure for the German. If the paragraph gives no other options for the German (such as move, surrender, etc.), the German conducts a PC Check (with modifications appropriate to the terrain). If successful, he fires at the hex which contains the US unit; if he fails the PC Check, he will do nothing. If the German is allowed (by passing his PC Check) to fire at the hex, he will conduct the procedure outlined in 14.5.

MISSION 1
The Grand Prix

Bitburg, Germany. Feburary 27, 1945. CCA of the 4th Armored Division has taken a dogleg to the south in an effort to close a small gap between themselves and CCB. The Germans are falling back after having broken during the Bulge offensive. Col. Abrams has ordered your platoon to follow up the destruction of elements of the German V Panzer Corps. They have been spotted moving west toward Roth to join a pocket of resistance. Search for and destroy as many German units as you can before they can re-group with their countrymen.

COMPASS ROSE PLACEMENT
North is down.

YOUR PLATOON
Generate a new platoon, use the pre-generated platoon or, if you are playing a campaign, give yourself 10 Vehicle Quality Points for more ammunition.

EVENT MARKER SET-UPS
Set up Event markers (EM) 1 through 20 in the specified hexes: EM-1 (0514); EM-2 (0925); EM-3 (1020); EM-4 (1208); EM-5 (1316); EM-6 (1519); EM-7 (1921); EM-8 (2217); EM-9 (2222); EM-10 (2308); EM-11 (2312); EM-12 (2324); EM-13 (2510); EM-14 (2621); EM-15 (2814); EM-16 (3205); EM-17 (3326); EM-18 (3624); EM-19 (3819); EM-20 (4220).

PLATOON ENTRY
Your platoon must enter unstacked from either hex 4237, 4519, or 4527. All units must enter from the same hex. You may hold off-map any number of units. These units are considered out of command.

GERMAN RETREAT ROUTE
Each time a German Retreat Route is mentioned in the paragraphs, roll 1D10 and consult the chart below. The result indicates which hex will be considered the German Retreat Route for that German. Note the result on that German's Unit Characteristics Card. Once a Retreat hex is determined for a German, it remains the same for the remainder of the Mission.

DIE ROLL: RETREAT HEX
1–3: 0117
4–7: 0111
8: 0927
9: 1201
10: 0114

ACTIVATION LEVELS
Write the following Activation Levels for each Condition in this Mission on your Platoon Record Sheet:
Condition 1: 5
Condition 2: 6
Condition 3: 7
Condition 4: 8

VICTORY
You need 21 Victory Points to win. Each Event marker you activate either through a Perception Check or normal sighting gains 1 VP. Each German unit lists its own VP award on its Unit Characteristics Card. The Mission ends when (1) in Condition 4, all active Germans are either Disabled, Killed, or off-map, or (2) in any other Condition, if all US units have exited off the west mapedge.

MISSION 2
The Mistake

Hanau, Germany. March 26, 1945. Your platoon has been assigned to drive 60 miles east into occupied German territory to rescue American POW's at a place called Hammelburg. Your platoon must penetrate to the city, rescue the POW's, and return with them. Their approximate position is hex 3923. You will be given an artillery barrage to help clear your road. Good luck!

COMPASS ROSE PLACEMENT
North is up.

YOUR PLATOON
Generate a new platoon. Don't even think about doing anything else. Then, after you have generated a new platoon, you get US units 1, 2, 3, and 4 in addition to your vehicles. *Do not look at US1, US2, US3, or US4 Unit Characteristics Cards before generating your platoon.* In addition to any ammo you buy during platoon generation, add 5 more Vehicle Quality Points to buy ammo with.

EVENT MARKER SET-UPS
Set up Event markers (EM) 1 through 20 in the specified hexes: EM-1 (0511); EM-2 (0704); EM-3 (0708); EM-4 (1208); EM-5 (1218); EM-6 (1418); EM-7 (1520); EM-8 (2718); EM-9 (2816); EM-10 (2916); EM-11 (3317); EM-12 (3327); EM-13 (3521); EM-14 (3823); EM-15 (4021); EM-16 (4102); EM-17 (4103); EM-18 (4104); EM-19 (4123); EM-20 (4220).

PLATOON ENTRY
Your platoon must enter, either stacked or unstacked, from hex 0105.

GERMAN RETREAT ROUTE
Each time a German Retreat Route is mentioned in the paragraphs, roll 1D10 and consult the chart below. The result indicates which hex will be considered the German Retreat Route for that German. Note the result on that German's Unit Characteristics Card. Once a Retreat hex is determined for a German, it remains the same for the remainder of the Mission.

DIE ROLL: RETREAT HEX
1–3: 4511
4–7: 4519
8:     3927
9–10: 4101

ACTIVATION LEVELS

Write the following Activation Levels for each Condition in this Mission on your Platoon Record Sheet:
Condition 1: 4
Condition 2: 6
Condition 3: 8
Condition 4: 10

VICTORY

You need 40 Victory Points to win. Each Event marker you activate either through a Perception Check or normal sighting gains 1 VP. Each German unit lists its own VP award on its Unit Characteristics Card. You get 5 VP's for each POW counter you load onto a vehicle and exit from the west mapedge. The Mission ends when (1) in Condition 4, all Event markers have been activated and all active Germans are either Disabled, Killed, or off-map, or (2) in any other Condition, if all US units have exited off the west mapedge.

MISSION 3
The Classic Defense

Bainville, France. September 11, 1944. Your platoon has been assigned to punch through a defensive perimeter southwest of the Madon River. You must break through the perimeter, leaving behind the mop-up operation to following platoons.

COMPASS ROSE PLACEMENT

North is up.

YOUR PLATOON

Generate a new platoon, use the pre-generated platoon or, if you are playing a campaign, give yourself 10 Vehicle Quality Points for more ammunition.

EVENT MARKER SET-UPS

Set up Event markers (EM) 1 through 20 in the specified hexes: EM-1 (0815); EM-2 (0816); EM-3 (1202); EM-4 (1203); EM-5 (1205); EM-6 (1624); EM-7 (1626); EM-8 (1702); EM-9 (1720); EM-10 (1727); EM-11 (1804); EM-12 (1820); EM-13 (1902); EM-14 (1912); EM-15 (2006); EM-16 (2308); EM-17 (2312); EM-18 (2607); EM-19 (2718); EM-20 (2823).

PLATOON ENTRY

Your platoon must enter, stacked or unstacked, from any one hex along the west mapedge.

GERMAN RETREAT ROUTE

Each time a German Retreat Route is mentioned in the paragraphs, roll 1D10 and consult the chart below. The result indicates which hex will be considered the German Retreat Route for that German. Note the result on that German's Unit Characteristics Card. Once a Retreat hex is determined for a German, it remains the same for the remainder of the Mission.

DIE ROLL: RETREAT HEX
1–3: 4511
4–7: 4519
8:     3927
9–10: 4101

ACTIVATION LEVELS

Write the following Activation Levels for each Condition in this Mission on your Platoon Record Sheet:
Condition 1: 4
Condition 2: 6
Condition 3: 8
Condition 4: 10

VICTORY

You need 35 Victory Points to win. Each Event marker you activate either through a Perception Check or normal sighting gains 1 VP. Each German unit lists its own VP award on its Unit Characteristics Card. You get 5 VP's for each vehicle of your platoon you exit from the east mapedge. The Mission ends when (1) in Condition 4, all active Germans are either Disabled, Killed, or off-map, or (2) in any other Condition, if all US units have exited off the east mapedge.

MISSION 4
Bad Kreuznach!

Bad Kreuznach, Germany. March 15, 1945. CCA of the 4th Armored Division is trying to close a pocket of German resistance just west of the Rhine when the Germans — deciding they don't want to give up their path across the river so easily — mount a counteroffensive. Your platoon has been assigned to a forward element of the initial defense. You must stop the Germans from penetrating to the rear, which is still trying to organize for the defense.

COMPASS ROSE PLACEMENT

North is up.

YOUR PLATOON

Generate a new platoon, use the pre-generated platoon or, if you are playing a campaign, give yourself 10 Vehicle Quality Points for more ammunition. In addition to your platoon, you receive US units 9, 10, 11, and 12. The ammunition for US9 and US10 must be purchased out of the 10 Vehicle Quality Points given for the Mission. You also receive two Improved Position markers to be used when setting up the ATG's. Also, the half-squad comes loaded in the jeep or unloaded, as you wish.

Your platoon sets up on the map in any hexes in or west of hex column 06xx, and you can set up in defilade. *Do not look at the Event marker set-up until you have set up your own forces.*

EVENT MARKER SET-UPS

Set up Event markers (EM) 1 through 20 in the specified hexes: EM-1 (0220); EM-2 (0302); EM-3 (0407); EM-4 (0411); EM-5 (0415); EM-6 (0805); EM-7 (0922); EM-8 (1010); EM-9 (1117); EM-10 (1526); EM-11 (1624); EM-12 (1711); EM-13 (1805); EM-14 (1819); EM-15 (1902); EM-16 (2010); EM-17 (2024); EM-18 (2217); EM-19 (2322); EM-20 (2711).

GERMAN RETREAT ROUTE

Each time a German Retreat Route is mentioned in the paragraphs, roll 1D10 and consult the chart below. The result indicates which hex will be considered the German Retreat Route for that German. Note the result on that German's Unit Characteristics Card. Once a Retreat hex is determined for a German, it remains the same for the remainder of the Mission.

DIE ROLL: RETREAT HEX
1–3: 1201
4–7: 0927
8:     3727
9–10: 4527

ACTIVATION LEVELS

Write the following Activation Levels for each Condition in this Mission on your Platoon Record Sheet:
Condition 1: 2
Condition 2: 5
Condition 3: 8
Condition 4: 10

VICTORY

You need 33 Victory Points to win. Each Event marker you activate either through a Perception Check or normal sighting gains 1 VP. Each German unit lists its own VP award on its Unit Characteristics Card. You lose 5 VP's for each German vehicle to exit the west mapedge. The Mission ends when all Event markers have been

activated and all active Germans are either Disabled, Killed, or off-map.

SPECIAL RULES

Once you have set up both your units and the Event markers, you will probably have more than one sighting possibility. Resolve *all* of the possible sightings before commencing Rounds.

MISSION 5
The Garage

Bayen, France. September 1, 1944. CCA of the 4th Armored Division is racing around one end of the German line in an effort to reach Arracourt. It is vital that this end-around be accomplished before the Germans can react. Your platoon is rushing down one road network in an effort to clear it for the heavy columns to follow.

COMPASS ROSE PLACEMENT

North is up.

YOUR PLATOON

Generate a new platoon, use the pre-generated platoon or, if you are playing a campaign, give yourself 15 Vehicle Quality Points for more ammunition.

EVENT MARKER SET-UPS

Set up Event markers (EM) 1 through 9 in the specified hexes: EM-1 (0503); EM-2 (0506); EM-3 (0708); EM-4 (0806); EM-5 (0809); EM-6 (1010); EM-7 (1208); EM-8 (1212); EM-9 (1418).

PLATOON ENTRY

Your platoon must enter, unstacked, from hex 0111.

GERMAN RETREAT ROUTE

Each time a German Retreat Route is mentioned in the paragraphs, roll 1D10 and consult the chart below. The result indicates which hex will be considered the German Retreat Route for that German. Note the result on that German's Unit Characteristics Card. Once a Retreat hex is determined for a German, it remains the same for the remainder of the Mission.

DIE ROLL: RETREAT HEX

1–3: 4519
4–7: 4527
8:    4101
9–10: 4511

ACTIVATION LEVELS

Write the following Activation Levels for each Condition in this Mission on your Platoon Record Sheet:
Condition 1: 5
Condition 2: 6
Condition 3: 8
Condition 4: 8
Condition 5: 10

VICTORY

You need 50 Victory Points to win. Each Event marker you activate either through a Perception Check or normal sighting gains 1 VP. Each German unit lists its own VP award on its Unit Characteristics Card. You receive 4 VP's for each US vehicle you exit off the map from hex 4101. The Mission ends when (1) in Condition 4, all Event markers have been activated and all active Germans are either Disabled, Killed, or off-map, or (2) in any other Condition, if all US units have exited through hex 4101.

SPECIAL RULES

All day yesterday, it rained heavily. Use the Soft lines on the Movement Point Costs Chart. Also, you must count the number of Rounds that occur after Condition 1 ends.

• At the beginning of the 11th Round following the end of Condition 1, it becomes dusk.

• At the beginning of the 21st Round following the end of Condition 1, it becomes night.

At dusk, the maximum range for any fire is 10 hexes (unless the target has fired in that Round, in which case the range is 20 hexes). At night, the maximum range for any fire is 5 hexes (unless the target has fired in that Round, in which case the range is 10 hexes).

MISSION 6
Red Ball Express

Rittersdorf, Germany. March 1, 1945. CCB of the 4th Armored Division is rapidly pushing onward toward Andernach and a possible Rhine crossing. However, in their flanking maneuver they have isolated resisting pockets of Germans, and they have begun to outreach their supply lines. Special guarded convoys have to be created to ferry gasoline to the streaking lead units. Your platoon has been assigned to guard an element of such a convoy. You must get these trucks full of gasoline to your friends.

COMPASS ROSE PLACEMENT

North is down.

YOUR PLATOON

Generate a new platoon or, if you are playing a campaign, give yourself 10 Vehicle Quality Points for more ammunition. In addition to your platoon, you receive three vehicles (US units 6, 7, and 8).

EVENT MARKER SET-UPS

Set up Event markers (EM) 1 through 20 in the specified hexes: EM-1 (0822); EM-2 (0826); EM-3 (1023); EM-4 (1119); EM-5 (1121); EM-6 (1205); EM-7 (1312); EM-8 (1320); EM-9 (1516); EM-10 (1519); EM-11 (2013); EM-12 (2312); EM-13 (2814); EM-14 (3206); EM-15 (3303); EM-16 (3305); EM-17 (3317); EM-18 (3413); EM-19 (4003); EM-20 (4204).

PLATOON ENTRY

Your platoon must enter, unstacked, from hex 4101.

GERMAN RETREAT ROUTE

Each time a German Retreat Route is mentioned in the paragraphs, roll 1D10 and consult the chart below. The result indicates which hex will be considered the German Retreat Route for that German. Note the result on that German's Unit Characteristics Card. Once a Retreat hex is determined for a German, it remains the same for the remainder of the Mission.

DIE ROLL: RETREAT HEX

1–3: 1201
4–7: 1727
8:    0105
9–10: 0111

ACTIVATION LEVELS

Write the following Activation Levels for each Condition in this Mission on your Platoon Record Sheet:
Condition 1: 3
Condition 2: 4
Condition 3: 5
Condition 4: 9

VICTORY

You need 40 Victory Points to win. Each Event marker you activate either through a Perception Check or normal sighting gains 1 VP. Each German unit lists its own VP award on its Unit Characteristics Card. You get 10 VP's for each truck you exit through hex 0927. The Mission ends when (1) in Condition 4, all Event markers have been activated and all active Germans are either Disabled, Killed, or off-map, or (2) in any other Condition, if all US units have exited through hex 0927.

SPECIAL RULES

Last night it snowed heavily. Thus, the trucks cannot leave the road net or they will suffer an immediate accident in the every hex they enter through a non-road hexside. Also, add 1 MP to the cost of every hex — for every type of vehicle — that is entered through a non-road hexside. Note that Bridges, Paved Roads, and Dirt Roads all qualify as road hexsides.

INDEX

The items in this index are referenced according to page number and rules section. For example, 18:7.8 directs you to page 18, section 7.8.

U.S. **GERMAN**

A 5	A 3	A 1	B 5	B 3	B 1	C 5
C 3	C 1	D 5	D 3	D 1	E 5	E 3

L 5	L 3	L 1	M 5	M 3	M 1	N 5
N 3	N 1	P 5	P 3	P 1	Q 5	Q 3

E 1	F 5	F 3	F 1	G 5	G 3	G 1
H 5	H 3	H 1	I 5	I 3	J 1	J 5

Q 1	R 5	R 3	S 1	S 3	S 1
T 5	T 3	T 1	U 5	U 3	U 1	V 5

J 3	J 1	K 5	K 3	K 1	AA 5	AA 3
AA 1						

V 3	V 1	W 5	W 3	W 1	X 5	X 3
X 1	Y 5	Y 3	Y 1	Z 5	Z 3	Z 1

LL 5	LL 3	LL 1	MM 5	MM 3	MM 1

+4	+6	+6	+8

Ammo Dump   FW-190

U.S. **GERMAN**

A — M4A1	B — M4A1	C — M4A1	D — M4A1	A — M4A3
B — M4A3	C — M4A3	D — M4A3	E — M4A3	A — M10

M — PzIV	N — PzIV	P — Jagdtiger	Q — Panther	R — Jagdtiger	S — SPW 251
T — Truck	U — Truck	V — Tiger	W — 88mm ATG	X — SPW 251	Y — Squad

B — M10	C — M10	A — M26	B — M26	C — M26
D — M26	A — M8	B — M8	C — M8	F — M3

Z — 88mm ATG	LL — Kfz 13	MM — Half Squad	1 POW	2 POW	3 POW

G — M3	H — Truck	I — Jeep	I — M3	J — 76mm ATG
J — Truck	K — 76mm ATG	K — Truck	AA — Squad	L — PzIV

EVENT triangles:

17 / 9 EVENT | 16 / 10 EVENT | 15 / 11 EVENT | 14 / 12 EVENT | 13

26 / 18 EVENT | 25 / 19 EVENT | 24 / 20 EVENT | 23 / 21 EVENT | 22

EVENT triangles (U.S.):

8 / 1 EVENT | 7 / 2 EVENT | 6 / 3 EVENT | 5 / 4 EVENT

NEUTRAL

3002501/02

17678-7

| N 4 | M 0 | M 2 | M 4 | L 0 | L 2 | L 4 | | C 4 | B 0 | B 2 | B 4 | A 0 | A 2 | A 4 |
| Q 2 | Q 4 | P 0 | P 2 | P 4 | N 0 | N 2 | | E 2 | E 4 | D 0 | D 2 | D 4 | C 0 | C 2 |

| S 0 | S 2 | S 4 | R 0 | R 2 | R 4 | Q 0 | | G 0 | G 2 | G 4 | F 0 | F 2 | F 4 | E 0 |
| V 4 | U 0 | U 2 | U 4 | T 0 | T 2 | T 4 | | J 4 | I 0 | I 2 | I 4 | H 0 | H 2 | H 4 |

| X 2 | X 4 | W 0 | W 2 | W 4 | V 0 | V 2 | | AA 2 | AA 4 | K 0 | K 2 | K 4 | J 0 | J 2 |
| Z 0 | Z 2 | Z 4 | Y 0 | Y 2 | Y 4 | X 0 | | | | | | | | AA 0 |

| MM 0 | MM 2 | MM 4 | LL 0 | LL 2 | LL 4 |

Vehicle/Unit counters:

| DEF S — SPW 251 | DEF R — Jagdtiger | DEF Q — Panther | DEF P — Jagdtiger | DEF N — PzIV | DEF M — PzIV |
| Y — Half Squad | DEF X — SPW 251 | TOW W — 88mm ATG | DEF V — Tiger | DEF U — Truck | DEF T — Truck |

| 3 POW Half | 2 POW Half | 1 POW Half | | DEF LL — Kfz 13 | TOW Z — 88mm ATG |

| A DEF M4A3 | D DEF M4A1 | C DEF M4A1 | B DEF M4A1 | A DEF M4A1 |
| A DEF M10 | E DEF M4A3 | D DEF M4A3 | C DEF M4A3 | B DEF M4A3 |

| C DEF M26 | B DEF M26 | A DEF M26 | C DEF M10 | B DEF M10 |
| F DEF M3 | C DEF M8 | B DEF M8 | A DEF M8 | D DEF M26 |

| J TOW 76mm ATG | I DEF M3 | I DEF Jeep | H DEF Truck | G DEF M3 |
| DEF L PzIV | AA Half Squad | K DEF Truck | K TOW 76mm ATG | J DEF Truck |
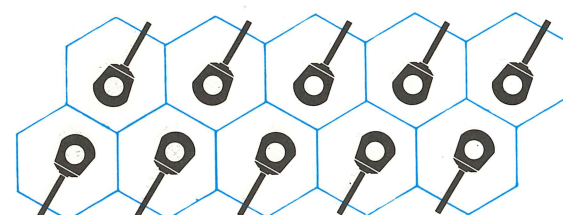
P-38 | Haycart

Notes counters:

| NOTE 13 / 12 NOTE | NOTE 14 / 11 NOTE | NOTE 15 / 10 NOTE | NOTE 16 / 9 NOTE | NOTE 17 |
| NOTE 22 / 21 NOTE | NOTE 23 / 20 NOTE | NOTE 24 / 19 NOTE | NOTE 25 / 18 NOTE | NOTE 26 |

| NOTE 4 / 5 NOTE | NOTE 3 / 6 NOTE | NOTE 2 / 7 NOTE | NOTE 1 / 8 NOTE |

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