



The Last **HUNDRED** YARDS

Basic Training

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Basic Training

Learn to Play the Last Hundred Yards

By David Reynolds with Mike Denson and Andrea Cantatore

Introduction

A key attraction of the *Last Hundred Yards* (LHY) is that it rethinks World War Two tactical combat to simulate this struggle in new and innovative ways. While the essential aspects of the game are not particularly complicated, they are often unique. The full rule book does an excellent job of laying out all aspects of the game in comprehensive detail. However, for new players unfamiliar with the innovative concepts in the game these details may seem overwhelming.

We designed this abbreviated ruleset to help you jump into games of LHY quickly and to become familiar with the central action/reaction system without having to swallow all the rules at once. It separates out the infantry and vehicle rules so that you can become familiar with the core game systems using infantry only missions before introducing the distinct aspects of vehicles into the game. Then once you are comfortable with both systems, we point you towards specific parts of the full rule book that add in additional specialized rules. The full rule book will then provide a comprehensive reference for looking up specific rules in their entirety.

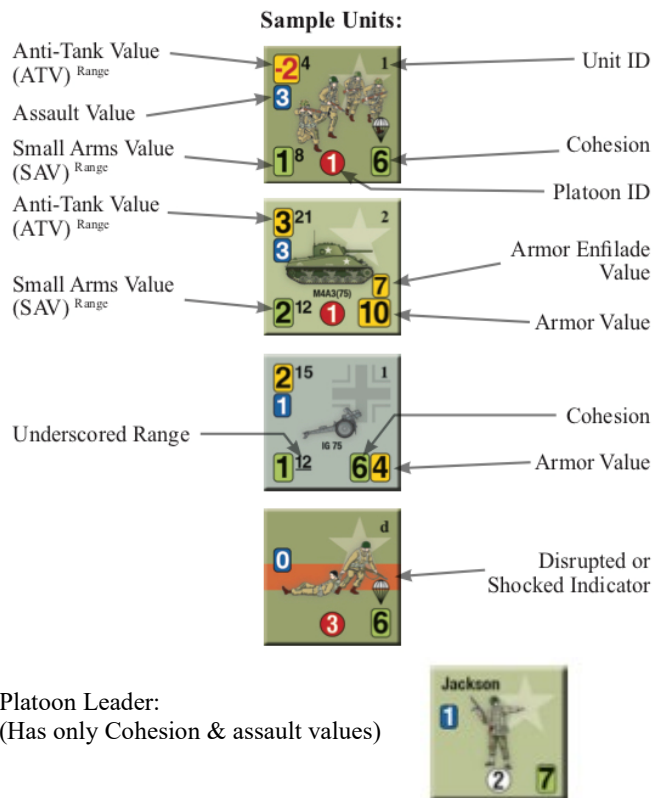
While the game has many innovative aspects (see the designer notes in the Playbook) three elements stand out at the outset:

1. **Action-Reaction Cycle:** Typically, games have one side take a turn then the other side, or one side activates one or more units then the other side does. LHY is different. Turn sequencing is asymmetric. The side with initiative starts by initiating actions with a platoon's units. These units' actions will then trigger a back forth series of reactions and counter-reactions from both sides.
2. **Fire Resolution is resolved all at once:** Part of the chaos of battle is not knowing immediately the effect one's forces are having upon the enemy. As units fire, they place numbered modifier counters on the targets. All fire then gets resolved in a later phase after both sides have taken all their actions for the turn.
3. **Victory, Casualties, and Passage of Time Linked:** For each game of LHY the attacking forces have a mission to complete. The game links relative casualties suffered by both sides with the variable passage of time to determine victory. Essentially, for the attacker your commander wants to know: did you complete the objectives in a timely manner and within acceptable casualty levels?

The Playbook's relevant Rule Example will be pointed out in light-gold shaded boxes like this, should you wish to investigate. Note: these Examples will use ALL the rules - so gloss over topics that are currently unfamiliar to you.

Understanding Your Units

In this Learn to Play you will be using units of infantry squads, machine gun sections, armored fighting vehicles (AFVs), and platoon leaders.



Unit Ratings:

Cohesion - Represents a unit's combat effectiveness attributed to training, experience, the psychological states of soldiers, level of influence of leaders, and motivation that can arise from fanatical patriotism or Nationalism.

Armor Value (AV) - Represents a unit's defense strength against anti-tank fire through its frontal arc.

Armor Enfilade Value (AEV) - Represents an AFV's defense strength against anti-tank fire through its rear arc.

Assault Value - Represents the unit's fighting capability during an Assault.

Small Arms Value (SAV) - Represents a unit's ability to project firepower against soft targets. Only applies against units with a Cohesion value.

Mortar Value (MV) - Represents the indirect fire capability of a mortar section or platoon and is the *base* mortar value listed on the *Mortar Fire Action Table* for primary and secondary impact hexes.

Anti-Tank Value (ATV) - Represents a unit's ability to attack armored (or "hard") targets and is the *base* ATV to which range and other DRMs are applied. The ATV is applicable only when firing against vehicles, towed guns, or Fortified Positions.

Range - Measure of how far a weapon can effectively suppress or inflict casualties in the heat of battle. It appears as a superscript number immediately to the right of the SAV or ATV. The range listed on a counter is the maximum effective range, in hexes, for that weapon type.

Unit ID -- The small black number or "alpha letter" (infantry sections) located in the upper-right corner of most units is to distinguish them from other units.

Platoon ID - This number designates the platoon number (1st, 2nd, or 3rd).

Company ID - The color of the circle behind the Platoon ID defines the company of the unit. (The color descriptors of the various companies are shown below.)

ALLIED			
Company	Infantry	Armor	SPG
<i>Able</i>	Red	Red	Black
<i>Baker</i>	White	White	Green
<i>Charlie</i>	Blue	Blue	
<i>Easy</i>	Yellow	Yellow	
<i>Fox</i>	Green	Green	

AXIS			
Kp./Co.	Infantry	Armor	SPG
1	Red	Red	White
2	Black	Black	
3	Blue	Blue	

Note: the fire values on units are color coded to the fire Die Roll Modifier counters you will be using to resolve the fire.

- Green is for small arms fire. You use green small arms fire values on the attacking unit, green Small Arms Die Roll Modifier counters, and green Cohesion value on the target.
- Yellow is for anti-tank fire. You use yellow fire values, Anti-Tank Die Roll Modifier counters, and armor values.

Small Arms



SADRM



Cohesion



Anti-Tank



ATDRM



Armor Value

Platoons: The basic fighting formation in the game is the platoon which consists of three or four squad counters and a platoon leader counter. An armored platoon typically has four or five vehicle counters. All counters used by a platoon have the platoon ID number in the circle with the same color. Infantry squads are two step units – meaning they are not eliminated the first time they suffer a casualty. The section counters (which have alphabetic unit IDs in the upper right corner) are used mainly to replace a squad counter (whose unit ID is a number) that has taken its first casualty (i.e., lost a step). As explained below, play revolves around the active player initiating actions by picking a platoon to activate, whose action then trigger reactions and counter-reactions by each side.

Leaders: Infantry platoons have leader counters who help units in Reactions, Recovery, Assault, and in Mortar Fire. Players will notice a tactical trade-off between stacking squads with leaders to make them more effective versus spreading them out to be less vulnerable to fire and to cover more ground.

Support Units: Some units -- such as machine guns, towed guns, and other heavy or specialized weapons -- do not have a platoon circle. These units can activate with and be rallied alongside a player's nearest platoon units as detailed later in these rules.

Combat & Non-Combat Units: The rules may refer to "combat" or "non-combat" units. Non-combat units include leaders, light-anti-tank weapons, flamethrower units, and trucks. Combat units include infantry squads and sections, machine gun sections, towed guns, armored fighting vehicles (AFVs), fighting vehicles (FVs), half-tracks, and Fortified Positions.

Basic Concepts

Dice: Unless otherwise specified all die rolls are made with a ten-sided die. The 0 is counted as a ten.

Cohesion Checks: In certain circumstances detailed later on, non-vehicular units may need to conduct a Cohesion Check by rolling a die for the unit. If the roll is less than or equal to the unit's Cohesion rating, the unit passes the check. If the result is greater than it, the

unit fails. Unless a rule details a different effect, failed Cohesion Checks cause a unit to flip to its disrupted side or take a casualty step loss if it is already disrupted. Platoon leaders do not aid Cohesion Checks.

Steps & Casualties: A casualty result eliminates a single step from a unit. Infantry squads have two steps, all other units have one. When an infantry squad first loses a step replace the counter with a randomly drawn section from the same platoon. Place the section on its disrupted side. All other units are eliminated if they take a casualty (lose a step). Eliminated sections go back to the section pool for that platoon. As will be explained later, each casualty step suffered by a player's combat units adjusts the Casualty Marker one place on the Casualty Track towards that side's end of the track, thus affecting game end and victory. Non-combat units do not cause any adjustment.

Platoon Leader Loss: Leaders may be temporarily removed from play when they - suffer a casualty, fail a Leader Loss Check during an assault, or are hit by a sniper. Remove the leader from play and place the counter on the Time Track seven minutes ahead of the current time. When the Time Lapse Marker reaches or exceeds this box then the leader is returned to play during the Clean Up phase. Place the leader with a unit from his platoon with the same Concealed/Hidden status as the unit. If no platoon units remain in play the leader is removed from play.

Marking Units That Have Completed an Action: Each unit can only do a single action during a game turn. Each player's forces comes with counters marked Fire Action on one side and Maneuver Action/Recover on the other. Once either player's immediate actions or reactions have been completed place a marker on the acting units with the appropriate side up. This affects subsequent reactions. At the end of that Platoon Activation Cycle (see below) remove the markers. We recommend rotating all previously marked units 90 degrees to remember that they have done their action, as a counter's facing by itself has no impact in *LHY*.

Cover Terrain: Units in a hex with terrain that has a negative small arms fire modifier on the Terrain Effect Table are considered to be in cover.

Basic Line of Sight: *Section 4.2 of the full rules lays out the complete Line Of Sight rules – including elevation, see over terrain, blind hexes, and hindrances. For your first few games use the basic rules here. We will add more about hills/elevation later in this Basic Training.*

Line of Sight (LOS) is traced from the center dot of a firing or spotting hex to the center dot of the target hex. If the line crosses any part of any hex (or along the hex side between two hexes) whose terrain is listed in **bold** on the Terrain Effect Table, then the LOS is blocked. For terrain listed in **red** the LOS line is blocked only if the line crosses the actual terrain feature (such as a building) drawn on the map. LOS that runs along a hexside is only blocked if blocking terrain artwork is drawn across the hexside.

The hex and surrounding hexsides occupied by the firing/spotting unit or the target unit never block LOS. Units always have LOS to an adjacent hex.

Stacking: A single hex may contain a maximum of three squads, two MG sections, two vehicles, one towed gun, one Fortified Position, and two non-vehicular non-combat units (such as leaders). Two infantry sections count as one squad for stacking. Each player checks stacking at the end of each Platoon Activation Cycle – eliminating any of their units until the stacking limit is reached.

Time Lapse: you will be tracking the passage of time using markers on the minutes, ten minutes, and hour spaces on the Time Track on the Game Tracks card.

Basic Training Missions

At the end of each stage of these rules we recommend a particular mission for applying what you have learned. These missions come from the original volume of *LHY*.

If you do not have this original, we will identify alternate units using counters from Volume 2. At the end of this document, we will also provide Missions 1, 3, and 5. The maps you will need are available as separate files.

If you have only volume 3, we provide notes after these missions for learning to play using the Pacific missions.

Stage One Infantry Combat

Sequence of Play

Each turn consists of the following phases taken in order involving both players.

- I. **Initiative Phase:** Players roll off to determine who is the active player and who is the non-active (reactive) player for this turn.
- II. **Activation Phase:** The active player picks one of their platoons to activate and conducts actions with some or all of its units. This triggers a Reaction Cycle. The non-active player may act with eligible units in reaction to the units that just performed actions. The active player may then have units conduct reaction actions to these specific reactions and so forth until both players are finished reacting to the other side's Activations. The active player then activates a different platoon, conducts actions, and repeats the Reaction Cycle. This player repeats this process until all of their platoons have activated. Regardless of the action/reaction opportunities each individual unit may only conduct one action per turn.
- III. **Fire Resolution Phase:** During the Activation Phase both sides' units will have placed fire Die Roll Modifier (DRM) markers on enemy units they have fired upon. During the Fire Resolution Phase players determine the results of this fire by rolling dice.
- IV. **Assault Resolution Phase:** During the Activation Phase units of either player may assault enemy units within one or two hexes of them. At this time, they will be marked with assault markers. These marked assaults are then resolved during this phase.
- V. **Mortar Fire Adjustment Phase:** Players roll to see if mortar support that began the phase in the pending box is now available. They then determine whether mortar barrages initiated during the Activation Phase will remain in play for the next turn or end. When they end, players place the mortar's Primary Impact Marker in the pending box on the Game Tracks card.
- VI. **Determine Time Lapse:** The active player rolls on the Time Lapse Table to determine how many minutes to advance the Time Lapse markers.
- VII. **Clean Up Phase:** Players place concealment markers on units not in line of sight of the enemy; place returning platoon leaders; remove various temporary markers; and check whether the Mission Objective or Victory Conditions have been met.

Initiative Phase

Both players make a die roll. The player that had the initiative on the previous game turn applies their Initiative Die Roll modifier if given in the mission. *Note if they did not have the initiative, they do not get this modifier.* The winner is the active player for the turn, loser is the non-active player. In the case of ties the Axis player wins if the final result is odd, the Allies if even.

Activation Phase

Overview

During the Activation Phase the active player picks one platoon at a time to activate and conduct actions by the platoon's units. Once these active player actions have been completed the player calls for reactions.

The non-active player then may conduct reaction actions by eligible units. Once they have conducted all of these actions the non-active player then calls for reactions. Play passes back to the active player who may now conduct reaction actions among eligible units and then calls for reactions. The non-active player may then conduct reactions to those reactions and so forth until the Reaction Cycle ends. The active player then activates another platoon.

Regardless of how many opportunities it has to act/react each unit can only conduct ONE action per turn.

Note that when the active player first conducts actions from a platoon they may not want to activate all of the platoon's units in order that these units can react to enemy reaction actions later in the Cycle. For example, a player moves unit 1 towards a woods hex with a concealed or suspected hidden enemy unit, but leaves unit 2 without an action. The enemy now reacts by firing at the moving unit. Unit 2 may now react to the fully revealed enemy, say by moving or firing.

In larger missions the active player may have more than one company, in which they must pick one company to activate all of its platoons before picking platoons from another company.

See 24.2 Platoon Activation in the Playbook for an example of the Activation Cycle.

Platoon Activation Procedure

I. Platoon Activation Cycle: Each Platoon Activation Cycle consists of one Activation Segment which is conducted by the active player followed by one or more reaction segments alternating between both the non-active and active players.

To start the Cycle the Active player selects one of their platoons and conducts a Platoon Activation Segment. (Note later you will learn about Coordination which provides the option to activate two platoons at the same time.)

1. **Platoon Activation Segment:** Active player conducts actions with units of the activated platoon. Platoon units not performing actions in this initial Segment will only be able to act as a reaction for the rest of the turn. The active player may choose not to activate any units, but then all the platoon's units will only be able to react. Each unit can conduct one of the following actions:

- Maneuver
- Fire
- Recover

2. **Reaction Segment, Non-Active Player:** Once the active player has carried out the actions of all selected units, the player calls for reactions. The non-active player may now elect to conduct actions for units able to react (see *When a Unit Can React* below). This is called a Reaction Segment. The possible actions are the same as #1 above, however, the reacting units may be more restricted in how they implement their action.

3. **Reaction Segments, Alternating Players:** Once all non-active player actions have been carried out, this player now calls for reactions from the Active Player – starting a new Reaction Segment. The active player may elect to conduct actions for eligible units. Note these reacting units can be any eligible unit on the Active side that has not yet performed an action – *not just those in the platoon selected in step 1*. Once these actions are completed the active player calls for reactions. This Cycle continues, with alternating Segments, until both players pass.

4. **Marker Adjustment Segment:** Remove any temporary markers, place any assaulting units in the assaulted hex, and check and enforce stacking limits.

II. Next Platoon Activation Cycle: Active player selects another platoon that has not yet been activated and carries out steps 1-4 above. This Cycle process continues until all of the active player's platoons have been selected.

Support units: (Which do not have a platoon ID on them) may be selected to conduct an action if they are stacked with or closest to units from a selected platoon. If they are of equal distance to more than one platoon, then they can activate once when either platoon activates.

Notes on the Platoon Activation Cycle

The primary difference between an Activation vs a Reaction Segment is that -

A unit conducting an action during the *Activation Segment*:

- has the freedom to fire at any enemy unit in its LOS
- (As we will see) has three maneuver points (MPs) to expend.

A unit conducting an action during a *Reaction Segment*:

- is limited to firing at enemy units that conducted an action in its LOS
- and has only two maneuver points (MPs) to expend.

A reaction to a given enemy action during an *Activation* or *Reaction Segment* must be taken in the immediately following *Reaction Segment*. Otherwise, the opportunity to react to the observed enemy

action is lost unless the unit observes another enemy action in a subsequent Segment. A unit can react by firing (*fire is limited to enemy units that conducted an action*), maneuvering, or recovering.

For an example: In the previous Segment, active-side enemy unit B conducted an action and was observed by friendly unit A. If friendly unit A does not fire at enemy unit B, (it could maneuver, or recover instead) in the current Segment, it has missed its opportunity to fire in response to enemy unit B for the balance of that game turn. However, if subsequently a different enemy unit moves into the same hex, then unit A will have a new opportunity to fire in response to that movement.

When a Unit Can React

Unit Observed an Enemy Action: Normally, a unit may only conduct a reactive action if it observed (had an unblocked Line of Sight to) an enemy unit that:

- Maneuvered into (but not from) a hex
- Fired from a hex
- Recovered within a hex

A reaction to a given enemy action must be taken once that enemy player calls for reactions. **If not taken in that subsequent Segment, then the reaction opportunity is lost.** A unit can react by maneuvering, firing, or recovering.

Note, that LHY is different from tactical games with "opportunity fire" that interrupts a moving unit. In LHY a unit can be eligible to react as soon as it has LOS to a moving enemy unit, but the actual fire action is made only once the enemy unit has completed its action (i.e., movement). Thus, the fire will be resolved in the hex where the enemy unit ends (for infantry this may mean no fire if the enemy is no longer in Line of Sight). As infantry movement rates are relatively low in LHY you can think of movement actions as quick dashes that troops cannot instantly react to.

Unit Did Not Observe the Enemy Action: Units that did not observe an enemy action may react only in the following circumstances (called a **Limited Reaction**):

- **Platoon leader:** As it's action for the turn, may conduct a Maneuver or Recover action itself and/or allow his platoon or support units to do so. Platoon and support units may act if they are either:
 - a) Stacked with the leader
 - b) In a hex adjacent to the leader and both the units and the leader are in open, orchard or palm grove hexes or connected via a road or path.

The units and leader do not have to do the same action but may each choose separately to Maneuver or Recover.

- **Non-vehicular units Withdrawal:** Can attempt to make a Withdrawal maneuver action (see below). To do so the controlling player makes a single Cohesion Check for all units attempting to Withdrawal from a hex using the value for the unit with the highest Cohesion. If successful, the unit(s) may conduct a withdrawal maneuver. If not, they remain in place and are marked (rotated) as having completed an action.

Other circumstances you will learn later: As detailed in the appropriate full rules, vehicles may have special reaction options, units may reinforce an adjacent hex under assault, units may mount and dismount, elite units may attempt recovery, and LATW have specific reaction rules.

When a Unit Must Be Selected for an Action (Mandatory Action)

Active player units that are disrupted or marked as regrouping when their platoon is activated must be chosen to conduct an action during Segment #1 if they are within Line of Sight of the enemy – typically to conduct a Withdrawal maneuver or a Recover action. Similarly, the opposing player must conduct reaction actions with disrupted or regrouping units that are within LOS of units in the active players currently activated platoon, and which meet the conditions for reaction above. Remember that each unit can only conduct one action per turn.

Maneuver Actions

A unit conducts a maneuver action by spending some or all of the Maneuver Points (MPs) allocated to it by its type of unit and whether it is acting or reacting. Each hex moved into will cost one or more MPs (see Terrain Effects Table and 4.1 for full effects of terrain). Normally, a unit can only enter a hex if it has sufficient remaining MPs to do so.

- **MPs during Platoon Activation Segment:** Active player non-vehicular units have 3 MPs and can always maneuver at least two hexes even if they cannot pay the full terrain maneuver costs.
- **MPs during a Reaction Segment:** Non-vehicular units have 2 MPs and can always maneuver at least one hex even if they cannot pay the full terrain maneuver costs.

Withdrawal Maneuver

Non-vehicular units only may use Withdrawal as a special form of maneuver that moves them closer to their Friendly Board Edge. Withdrawal allows:

- Units to maneuver in reaction even if they have not observed an enemy action.
- Disrupted units can generally only maneuver by Withdrawal.
- Units can move further than their normal MPs would allow them to.

Withdrawal Procedure: Units may conduct a Withdrawal maneuver individually or as a stack. They do not use MPs but move 1 to 4 hexes subject to the following restrictions:

- They can neither enter enemy-occupied hexes nor the primary impact hex of a mortar. (They can enter a secondary impact hex).

- Withdrawal into or through one or more River, Marsh, Jungle, Urban Building, or Sunken Road hexes reduces withdrawals to three hexes maximum. All Withdrawals at night are similarly three hexes.
- If the Withdrawal is a Limited Reaction maneuver, the reacting player must conduct a Cohesion check. A successful check allows the units to withdraw, failure mean they do nothing but are still marked as having conducted an action.
- For each hex moved the withdrawing units must follow the below rules for withdrawal hex priority.

Withdrawal Hex Priority: In general, each hex that a unit withdraws to must place it closer to their Friendly Board Edge (FBE – designated by the mission). They must avoid moving adjacent to enemy units if another hex is possible, otherwise they can move adjacent to the enemy. *[For full withdrawal priorities see 10.3.1.1]*. If a non-disrupted unit moves adjacent to an undisrupted/unshocked enemy unit then it is marked with a Regrouping marker unless the hex contains a non-disrupted/non-shocked friendly unit, or the enemy is in a Primary Impact hex or a hex under assault.

See 24.3 Withdrawal or Retreat in the Playbook for illustrated examples of withdrawal or retreat to Friendly Board Edge.

Fire Actions – Infantry Small Arms Fire

Small arms fire is used against, and only affects, non-vehicular units. Units can only conduct one type of fire per turn. Therefore, units that small arms fire cannot also anti-tank fire in the same turn. Units small arms fire against hexes, not individual enemy units. To fire the target hex must be within range and line of sight (LOS) of the firing unit. Terrain listed in **red** on the Terrain Effects Table blocks LOS that goes through the hex. It does not block fire from or into such hexes, however. *[For a full explanation of LOS, including the effects of elevation see 4.2]*. Units do not block LOS.

Placing Small Arms Fire Markers

To fire a unit, calculate the final die roll modifier and place a green Small Arms Die Roll Modifier (SADRM) marker for that number on the target hex. The fire potentially affects all non-vehicular units in the hex. The results of the attack will be determined later in the turn during the Fire Resolution Phase. Small arms fire cannot target a hex with friendly non-vehicular units. Each unit that fires places a separate SADRM.

Small arms modifiers: The modifier starts as a positive modifier equal to the Small Arms Value of the firing unit. Then apply any relevant modifiers from the Small Arms Fire DRM Table. All modifiers are cumulative. A fire attack whose final modifier is less than -4 is ineffective and places no marker and the firing unit is not considered to have fired. Regardless of individual modifiers the maximum total modifier is +3. Modifiers used for basic infantry combat are as follows. *[See 11.3.3 for a full explanation.]*

Range: Can lower the modifier by up to -3. Find the actual range under the column that matches the maximum range of the firing unit. Read down the column to the distance between the two units. The **red** (negative) die roll modifier is in the row to the left.

Suppressed fire: -1 for every two DRM markers in the firing hex of a type that can affect the firing unit. Small arms and mortars DRMs affect non-vehicular units, anti-tank DRMs affects vehicles. In the case of an odd number of DRM markers round up to the next -1 modifier.

Regrouping: -1 if the firing unit is marked with a Regrouping marker.

Terrain: The Terrain Effects Table lists any modifiers (TEM) provided by the terrain in the target's hex.

Hindrance: -1 per hex in the LOS that contains a hindrance (not including firing and target hex). Orchard and Palm Grove hexes are a hindrance if the LOS passes through them. A hex with a mortar die roll modifier marker (MDRM) or smoke marker is a hindrance if the LOS goes out of, into, or through the hex. A hex is not a hindrance if the LOS passes over the hindrance. Smoke and MDRMs have a height two levels above the hex. [See 4.2 for a full explanation of LOS.]

Friendly vehicle: Dismounted enemy non-vehicular units that are in the open and do not receive any other negative modifier for terrain receive -1 if they occupy a hex with a friendly vehicle.

Go to Ground: -1 if all combat non-vehicle units in the target hex are disrupted.

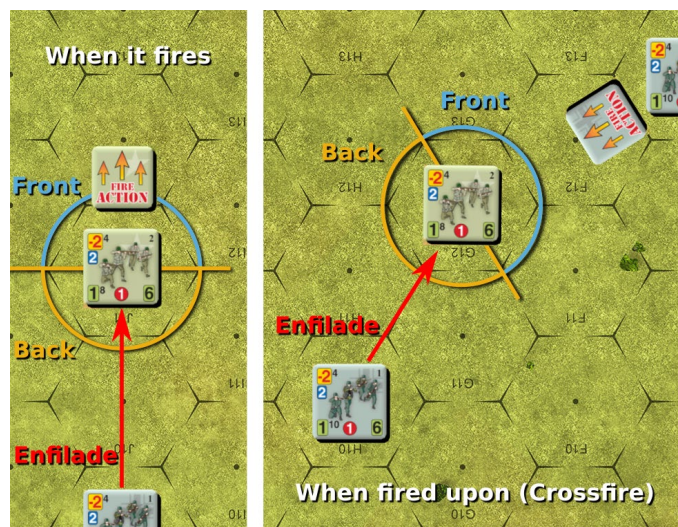
Concealment: -1 if the target unit is marked with a concealment marker.

Proximity fire: +1 for infantry, MG, and Fortified Position that fire as a reaction to enemy units that end their maneuver within two hexes.

Target density: If the target hex contains more than four steps of non-vehicular units (including rides/passengers) then the fire receives +1 for every two steps above four steps (round odd steps down). Remember that infantry squads generally start the game with two steps, all other units have one step.

Enfilade fire: See below.

Enfilade fire: Small arms fire receives a +1 modifier when the LOS traces through the target's rear arc. Non-vehicular units are immune to enfilade fire if their hex contains two or more non-disrupted combat units. *LHY* does not use physical unit counter placement for facing. Rather a unit's facing is determined at the moment it fires, is fired upon, or moves (in the case of vehicles). The front arc runs out from the three hex sides to the front of the unit, while the rear arc runs from the three other hex sides. The front arc includes the line between front and rear.



Determine a unit's facing:

- **When it fires:** Place a Fire Action marker with the arrows pointed toward the hex side crossed by the LOS to the target. This hex side forms the center of the firing unit's front arc. Small arms fire into this hex will receive the +1 enfilade modifier if the LOS enters the target hex through one of the 3 rear hexsides.
- **When fired upon (Crossfire):** If a Fire Action marker does not mark a facing for any enemy units in the hex, then see if more than one friendly unit is firing through different target hex sides at the same enemy occupied hex (either as the result of an action or reaction) during the same Platoon Activation Cycle. If this condition is met, then the enemy units must pick a common facing and any firing unit whose LOS traces into the rear arc will receive the +1 enfilade modifier.
- *Note vehicles have further facing considerations when moving (see vehicle rules).*

Resolving Small Arms Fire (Fire Resolution Phase III)

All small arms fire is resolved during the Fire Resolution Phase III. For each hex marked with one or more SADRMs, roll a die for each marker and apply that marker's modifier to determine the Final Fire Attack Result for each roll. Only the single highest Final Fire Attack Result is applied to the hex as follows:

- The Final Fire Attack Result is applied to the non-vehicular unit with the highest Cohesion value (best unit) in the hex in the following order of priority:
 - Among combat units that are undisrupted and unconcealed
 - Among combat units that are undisrupted and concealed
 - Among disrupted combat units.
 - Among non-combat units.

If two or more units are tied pick the one with the best Assault value, then Small Arms value, then randomly determine a unit.

- If the Final Fire Attack Result is greater than the Cohesion value of the selected unit then it becomes disrupted or suffers

a casualty step if already disrupted. If the selected unit is not already disrupted and the Final Fire Result is 10 or more then the unit also suffers a casualty.

- If the selected unit becomes disrupted or suffers a casualty, then all other non-vehicular units in the hex must each conduct a Cohesion Check.
- Platoon Leader Effect: if a hex contains a friendly non-disrupted platoon leader whose Cohesion is greater than that of the best unit then the Final Fire Attack Result is lowered by one before determining results.

See 24.8.1 Fire Resolution in the Playbook for an example.

Special Small Arms Fire Considerations

Units leaving a hex marked with small arms fire: If during the Activation Phase, a unit alone in a hex marked with one or more SADM markers leaves that hex simply move the markers with the unit. If more than one unit is in (or enters) a marked hex, then the opponent who placed the markers assigns which markers stay with each unit.

Split fire: Infantry, MG, and Fortified Position units with a small arms value of one or higher that fire as a reaction may split their fire against two separate hexes. The LOS for each target must trace out of the same or adjacent hexsides. Each of the two fire markers start with the full Small Arms Fire value of the unit, but then each receives a -2 modifier. Japanese and Russian units may not split fire.

Infantry Assaults

Assaults are a core part of the game. However, it is possible to play mission 1 without doing them – just doing ranged fire will give you a sense of the basic operations of the game. So, if you are feeling like you have bitten off enough rules, skip this section for your first play of mission 1. Note, not having assaults will make the attacker's job more difficult.

Assaults are made as part of a maneuver action or reaction. Units can initiate or reinforce an assault as long as they are not disrupted or regrouping. Note, units can assault as a reaction. Platoon leaders, LATW, and flamethrower units can enter an assault hex only if they are with a friendly infantry unit or such a unit is already in the assault hex. Machine guns cannot assault. Infantry and any accompanying units may assault from either an adjacent hex or two hexes away. In each case the units must have sufficient MPs to enter the assaulted hex. Remember that maneuver allowances differ based on whether a unit is acting or reacting.

Assault from an adjacent hex: Place assaulting units in the hex. Mark the hex with the assaulting side's Assault Nationality marker. This marker designates which side is the attacker. All enemy units in a hex marked with an Assault marker may not conduct any actions or reactions, except that a platoon leader may request mortar Fire on My Position. Neither side may fire into this marked hex.

Assault from two hexes away: Place the assaulting units in a hex adjacent to the hex being assaulted. Mark the units with an Assault

Arrow Marker of their nationality pointing to the target hex. During the Reaction Segment the enemy can make reactions normally. Enemy units in the target hex may only conduct the following reactions:

- Small arms fire to an adjacent hex.
- May attempt Withdrawal
- May request mortar fire or illumination.
- May attempt to Recover.

Once the current platoon's Platoon Activation Cycle is finished and players move to the Marker Adjustment Segment the assaulting units are moved into the assaulted hex and the hex is marked and treated as an assault from an adjacent hex. At this point the assaulting units **may declare a feint before being moved**. If a feint is declared assaulting non-vehicular units must conduct a Withdrawal or try to remain in their current hex. To remain in the hex, conduct a Cohesion Check for the unit with the best Cohesion. If passed the units may remain in the hex, otherwise they must withdraw.

Reinforcing an assaulted hex: Both sides may move units into the assaulted hex as an action or reaction using the same procedure as above, except that the hex is already marked with an Assault Nationality marker.

See 24.9.1 in the Playbook an example of an Activation Cycle involving an assault where you can see the flow of actions and reactions. 24.8.3 gives a complex example in which units fire into a hex that is then assaulted and assaulters who get fired upon while assaulting from two hexes away.

Resolving an Assault

All assaults are resolved during the Assault Resolution Phase in the order determined by the player with initiative (i.e., active player). Each side may only include a maximum of the following in the assault resolution:

- 4 steps of non-vehicular combat units
- 1 Platoon leader
- 1 LATW or flamethrower
- One vehicle

All other units in the hex do NOT add their assault strength to the resolution but ARE affected by the final result.

Assault Resolution Procedure:

1. Each player adds up the Assault Value of each of their *participating* units to arrive at their Total Assault Value .
2. Each player then separately applies the Assault Value Modifiers (see below) to their Total Assault Value to get the New Assault Value.
3. Subtract the defender's Net Assault Value from the attacker's Net Assault Value to get the Final Assault Die Roll Modifier. This can be a maximum of +4 to a minimum of -4.
4. The attacker rolls a die, applies the Final Assault Die Roll Modifier, and looks up the result on the Assault Resolution Table.

Assault Value Modifiers: All modifiers are cumulative. Modifiers are summarized on the Assault Value Modifiers Table.

Cohesion Differential: If both sides have at least one non-vehicular combat unit in the hex then compare the best Cohesion value among each side's combat units. The side with the higher value adds the difference between the two to their Total Assault Value to a maximum of +3.

Assaulting a Regrouping Force: If any defending units in the hex have a regrouping marker the attacker gets +1.

Attacker Envelopes Defender: If the attacker's combat units entered the assault hex from two different non-adjacent hexsides, then the attacker gets +2.

Attacker includes an undisrupted LATW or Flamethrower: If the defending hex is in an Urban Building or Urban Building Road or contains a Towed Gun or Fortified Position the attacker receives +1 if it has an undisrupted LATW or +2 if it has an undisrupted Flamethrower.

Fragmented Assault: If the attacking units are different companies the attacker receives a -1 penalty.

Defender is in a Rural Building, Improved Position, or the Attacker crossed a Wall hexside during its movement: The defender receives +1

Defender is in an Urban Building or Urban Building Road hex: The defender receives +2.

Defender on a hill: If any attacking units moved to the assaulted hex from a lower elevation, the defender receives +1.

Defender is Concealed: If at least one unit is concealed the defender receives +1.

Assault Results: The Assault Resolution Table (see below) gives one or more of the following results for non-vehicular units. *We have provided a Basic Training version here that rearranges the order of results and omits some of the more confusing details necessary for the full rules. Reading through this table and using it for a few games will give you a good sense of what is happening in the full rules table. Note that if you are playing with Japanese, you must use the full rules version.*

Casualty: Each affected unit loses one step.

Disrupts: Each affected unit flips to its disrupted side, if not already disrupted.

Cohesion Check: Each affected unit conducts a Cohesion Check. Unless specified otherwise failure results in a unit disrupting or taking a step loss if disrupted.

Retreat: Affected side must conduct a retreat move (see below).

Regrouping: Place a Regrouping marker on the affected units.

Advance: Some or all of the winning units may advance into an adjacent hex. If the hex contains enemy units, immediately resolve a new assault (or reinforce an existing assault that has yet to be resolved). Each unit may only advance once per game turn.

Urban Assaults: Applies if assaulting an Urban Building or Urban Building Road Hex **and** the *unmodified* die roll is either 6-7 or 4-5. Each side must pick the best non-vehicular combat units (the one with the highest Cohesion value) to suffer a casualty. Determine the casualty at random if multiple units

Assault Resolution Table

14	Attacker Crushing Victory Defender must retreat 4 hexes. Each defending non-vehicular unit suffers casualty and disrupts . Attacker conducts one Vehicle Destruction Attempt (see vehicle rules). Attacker may Advance
10-13	Attacker Significant Victory Defender retreats . Each defending non-vehicular unit: If disrupted suffers casualty . If undisrupted unit then disrupts & conducts a Cohesion Check . Fail = casualty. Both sides conduct one Vehicle Destruction Attempt .
6-9	Attacker Victory Check if Urban Assault result on unmodified 6 or 7. Defender retreats . Each defending non-vehicular unit conducts a Cohesion Check . Both sides conduct one Vehicle Destruction Attempt . Both sides mark undisrupted units as Regrouping .
2-5	Defender Victory Check if Urban Assault result on unmodified 4 or 5. Attacker retreats . Each attacking non-vehicular unit conducts Cohesion Check . Both sides conduct one Vehicle Destruction Attempt . Both sides mark undisrupted units as Regrouping .
-1 to 1	Defender Significant Victory Attacker retreats . Each attacking non-vehicular unit: If disrupted suffers casualty . If undisrupted unit then disrupts & conducts Cohesion Check . Fail = casualty. Both sides conduct one Vehicle Destruction Attempt .
Less than -1	Defender Crushing Victory Attacker must retreat 4 hexes. Each attacking non-vehicular unit suffers casualty and disrupts . Defender conducts one Vehicle Destruction Attempt . Defender may Advance
All	Passengers and Riders Dismount before retreats Check for Leader and Flamethrower Loss

have the same highest value. Note that while the affected unit suffers a casualty it is not disrupted.

See the last paragraph of 24.8.1 in the Playbook for an example of assault resolution.

Automatic Assault Results: In addition to the results on the assault table both sides must apply the following as part of assault results:

- **Check for Leader and Flamethrower Loss:** Roll a die for each leader and flamethrower in the assault hex. On a roll of 1 or 10 the unit is eliminated.
- Dismount all Passengers and Riders before any retreat is carried out

Retreats from Assault: Players retreat their own units. Retreats use the same rules as for Withdrawal with the following exceptions:

- Except for results of 14 or -1 or less, non-vehicular units must retreat between 2-4 hexes (owning player's choice). They may choose to retreat only one hex if that hex is cover terrain (has a Terrain Effects Modifier of 1 or higher), contains a friendly vehicle, or the hexside to that hex crossed has a Wall.
- Retreats do not trigger enemy reactions.
- Retreating units are eliminated if they are a Fortified Position or have to enter or cross a prohibited hex or hexside.
- Retreating units must enter hexes with minefields or wire if the retreat priorities require them to do so.
- If no other option is possible retreating units can enter a primary or secondary impact hex. They cannot end their retreat in such a hex and will be attacked by the MDRM when they exit.
- If at any point during their retreat units move adjacent to an undisrupted, non-shocked enemy unit then each retreating unit must make a Cohesion Check at the end of their retreat. Failure results in the unit becoming disrupted. They do not need to make a check if they are already disrupted, the enemy is in a primary impact or marked assaulted hex, an undisrupted friendly combat unit is in the hex, or the hex is an Urban hex.
- If no other option is possible retreating units may enter an enemy occupied hex. They must conduct a Cohesion Check at the end of their retreat and may not end the retreat in the enemy occupied hex.

Assault hex contains only non-combat units: Skip the above procedure. Compare the best Cohesion Value on each side. The side with the lesser value must retreat. In the case of ties randomly determine who must retreat.

Disruption, Regrouping, and the Recovery Action

Disrupted Units: Disrupted units are flipped to their disrupted side as a result of fire or assault. Remove any regrouping marker. The only actions a disrupted unit can take are Recover and Withdrawal.

However, as an exception they may instead make a one hex Maneuver into an adjacent hex provided that the hex is cover terrain or behind a cover terrain hex and not adjacent to enemy units.

Regrouping Units: Units become Regrouping when called for by an assault result or by withdrawing adjacent to an enemy unit. Regrouping units are limited to the following actions: conducting small arms fire at an adjacent hex with a -1 penalty, Recover action, or Withdrawal. Remove the Regrouping marker automatically if the unit withdraws.

Recover Action – Disrupted Units: To make a Recover action roll one die for each disrupted unit and apply the modifiers on the Disruption/Regrouping Recovery Table (summarized below)

- If the roll is equal to or less than the unit's Cohesion, then the unit is flipped to its undisrupted side.
- If the modified roll is a 1 or less the unit "rallies" – flip it to its undisrupted side and the unit is now eligible to conduct an additional action, either immediately or in a subsequent Reaction Segment. *Note, this is an exception to the rule that a combat unit can only do one action per turn.*
- If the modified roll is 10 or more the unit becomes heroic [we recommend omitting this rule in your first games, then once you are familiar with play see 12.6 of the full rules].
- Unless a unit rallies, it is marked as having conducted a Recover action regardless of success or failure.

Recover Action – Regrouping Units: Use the same procedure as for disrupted units, however only a single roll is made for all regrouping units in the hex. Use the highest Cohesion among the combat units in the hex, or the highest of any non-vehicle unit if no combat units are in the hex. Apply the results to all regrouping units. However, if using the heroism rules only one random unit becomes heroic. If the roll is successful all regrouping units are considered to have "rallied" – i.e. eligible to conduct an additional action, either immediately or in a subsequent Reaction Segment. If the roll is unsuccessful, the units remain regrouping and have spent their action for the turn.

Recover Modifiers:

- +1 to the die roll if the hex is suppressed (i.e., has any effecting DRM markers.)
- 1 to die roll if units are Elite [see 15.1].
- 1 if a platoon leader is in the same hex as a recovering unit from his platoon (or is a support unit) and the leader spends an action he may help one disrupted unit or the regrouping stack. The leader may conduct a free maneuver action first to enter the hex. Disrupted leaders (including those that just recovered from disruption) may not assist another unit.

Time Lapse Phase

The active player rolls on the Time Lapse Table on the Game Tracks sheet to determine how many minutes to advance the Time Lapse markers. The track has spaces for minutes, tens of minutes, and hours. The attacker loses the scenario, in part, if they take too much time to complete the mission objectives.

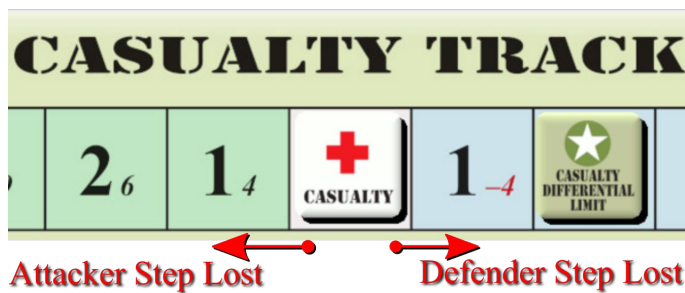
The Clean Up Phase

During this phase players place returning platoon leaders; remove various temporary markers; and check whether the Mission Objective or Victory Conditions have been met.

See 25.1 Extended Examples of Play in Playbook for four-turn example of infantry combat. Note, the example included mortar fire which you will learn about in the next stage.

Ending the Game and How to Win

LHY is distinct in that missions do not have a fixed number of turns. Rather the mission end in one of three ways. The way it ends also determines the victor.



Casualties become too lopsided: At the start of the mission place the Casualty Marker on the Casualty Track on the zero space. Each time a combat unit suffers a step loss (including when destroyed) move the casualty marker one place left, for an attacking unit, or right, for a defending unit. If the marker moves past the Casualty Differential Limit specified for that side by the mission, then the game ends with the other side winning.

Attacker Completes the Mission in a Timely Manner and Within Acceptable Losses: The mission specifies the objectives that the attacking player needs to achieve. Once these objectives have been achieved the game ends. The attacker wins if the Attacker's Final Score is sufficiently low.

- Start with the time elapsed on the Time Track.
- To this add or subtract the small number specified by the location of the Casualty Marker on the Casualty Track. (A marker on the defender side of the track subtracts from the total, thus benefiting the attacker.)
- Finally, apply any score modifiers if specified by the mission. These are called Mission Objective Points. When

achieved by the attacker they subtract from the total. When achieved by the defender they add to the total.

Find the Attacker's Final Score total on the Victory Level table given for the mission to determine which side won or if the mission was a draw.

Defender Causes Too Much Delay and Inflicts Too Many Losses: If at the end of any turn a calculation of the Attacker's current Final Score would result in a total that is listed as a defender victory by the mission then the game ends immediately in a defender win.

Mission Objectives Involving Control: The last player to occupy an objective hex with a non-vehicular combat unit is considered to be in control of that hex. For multi-hex objectives the last player to have sole control of at least one hex is in control of that objective. At the start of the mission all hexes in a player's set up area are considered controlled by that player. If the attacking force does not set up on the board then the defender starts in control of all hex objectives. (*Note there are special considerations for vehicles and bridges/fords specified in the full rules in 21.1 that you do not need for now*)



You Are Almost Ready to Play Mission 1!

You now understand enough of the rules to play *Mission 1: On Their Own*. Below we provide basic set up rules for this scenario. The details of the mission are found on the scenario card. If you only have *LHY Volume II* you can find the scenario and maps in separate documents. Note, the map PDF splits each map into two 8'5"x11" pieces that can be printed on a regular-sized printer and then taped or laid together. Below we also detail which counters you can use from volume two to represent the forces.

Hidden Units: For this and the other Basic Training missions we recommend not using hidden units. Once you are comfortable with the mechanics of game read Hidden Placement 20.9 in the full rules to play the scenarios adding this key fog of war element as specified in the mission.

Mission Set Up

Setting Up the Game Tracks: Each mission tells you how to set up the markers used on the Game Tracks.

Casualty Track: Place the Casualty Marker on zero and each side's Casualty Differential Marker on the space specified by the mission. For Mission 1 this is space 4 for the attacker (Germans) and space 2 for the defender (Americans).

Time Track: Place the minutes and tens of minutes markers on the yellow and green zero spaces accordingly. The red 1, 2, and 3 hour spaces are not needed in this scenario.

Initiative Box: Since the mission specifies that the attacking Germans start with initiative, place the initiative marker on this box with the German side up. Mission always specify which side has initiative on the first turn, rather than players rolling.

Starting Forces: Missions specify forces as a line of text that gives the following information in order.

Which companies: Mission 1 refers to Baker Company for the Americans and 2 Kompanie (Kp.) for the Germans. Looking at the company ID tables given on 1.9 of the full rules we see that the Americans will use the forces with a white circle ② and the Germans those with a black circle ②.

Which platoons from that company: The designations in bold italics identify which platoons are in play. Platoons generally consist of a leader and three squads (each of which have a numerical unit ID in the upper right corner of the counter.) The platoon will also have counters for sections (with letters for their unit ID). These sections are drawn randomly to replace the counter of a squad that has lost a step (*or to split one platoon squad into two sections as given in the full rules 10.3.2 Deploying Squads*).

For Mission 1 the platoon counters are:

Americans:

2nd platoon ② = Leader Jackson and squads 1, 2 and 3.

Germans:

2nd platoon ② = Leader Lang and squads 1, 2, and 3

3rd platoon ③ = Leader Rolfe and squads 1, 2, and 3.

Some missions give a number of steps in parenthesis right after a platoon's listing. This means the platoon starts under strength. See full rules 20.6 Starting Forces for how to handle this set up.

Attached units: After specifying all the platoons for a company the mission typically designates additional support units which can be activated with the company's platoons. For mission 1 each side has a single MG section.

Total combat steps: The final piece of a force listing gives the number of combat unit steps in the force in brackets. Note leaders (and mortars) are not combat units. This is why mission one gives the Americans as 7 (2 steps for each squad plus the single step MG) and the Germans as 13 (2 steps for six squads plus the single step MG).

Using Volume 2 Units:

Which companies: Use Airborne Baker Company for the Americans and 1 Fallschirmjaeger Kompanie (Kp.) for the Germans. Looking at the company ID tables given on 1.9 of the full rules we see that the Americans use the

forces with a white circle ③ and the Germans those with a red circle ②.

Americans:

3rd platoon ③ = Leader Stillwell and squads 1, 2 and 3.
One Machine Gun as support

Germans:

2nd platoon ② = Leader Muller and squads 1, 2, and 3

3rd platoon ③ = Leader Kubler and squads 1, 2, and 3.
One Machine Gun as support

Deploying Forces: The mission details how each side deploys their forces on the board. Note the map also identifies each side's Friendly Board Edge (FBE). This is used for withdrawal and retreats and sometimes is referenced for set up purposes.

Improved Positions: Unless specified otherwise by the mission all defending non-vehicular combat units and leaders may set up in Improved Positions (IPs), unless they set up in a building hex. As shown on the Terrain Effects Table IPs give a -2 Terrain Effect Modifier for non-vehicle units. Note this modifier is not cumulative, so fire against units in IPs in woods suffer -2 (the higher modifier), not -3, for example. IPs remain on the board even if not occupied and can benefit either side. They also provide cover terrain for concealment purposes (see later rules).

Mission Special Rules: This section details any special rules for the mission. Note, for this Basic Training you can ignore special rule 2. You will learn about concealment in the next stage.

Stage Two

Adding in Coordination, Mortars, Hills and Concealment

Coordination

There may be times when the active player wants to act with units from more than one platoon at the same time (same Activation Segment). To do so the active player picks two platoons, rolls one die and consults the Coordination Table. A roll of 8-10 means the two platoons activate together. A 1-7 roll means the coordination fails and each platoon must be selected to activate separately and sequentially. The player may pick which platoon activates first.

As long as your mission has a player's units all part of a single company only one coordination roll can be made per turn. Once you have more than one company on a side (including vehicle companies) read the full Coordination rules 7.1 that will allow you to coordinate infantry and vehicle platoons cross companies.

Fire Actions – Mortars

A Mortar Fire Action (MFA) comes from mortar units located off the battlefield area represented by the game board. Mortar fire is initiated by friendly units acting as spotters. Mortar fire is resolved alongside small arms fire during the Fire Resolution Phase. Mortar fire may involve more than one Die Roll Modifier marker, affect more than one hex and prevent non-vehicular units in the primary impact hex from firing or conducting any action except withdraw. While mortar attacks can be devastating, they use a great deal of ammunition, and they can be called on to support action not represented on the tabletop. Thus, once a mortar unit has finished firing its mission it isn't available to fire again right away.

Each mortar unit consists of a marker for the forward observer (FO) and one for the primary impact hex. Mortars come either in sections or platoons. Fire from sections can only be requested by units of that same company, while any friendly unit can request a mortar platoon's fire.

Placing Mortar Fire Markers

Requesting Mortar Fire: Platoon leaders and non-vehicular units may request mortar fire while their platoon is activated. The act of requesting mortar fire is not an action and so the unit or leader may conduct an action normally. Similarly, units that are eligible for reaction may request mortar fire. The eligible units do not conduct an action to request fire but need to be eligible for action/reaction and have a LOS to the primary impact hex. A unit or platoon leader cannot request mortar fire if it is disrupted, regrouping, heroic, mounted, or in a primary impact or assault hex. Normally, you cannot request mortar fire onto a hex containing a friendly non-vehicular unit.

Placing Mortar Fire: Place the mortar's FO, initial side up, onto the hex of the requesting unit. Place the primary impact marker on a target hex within LOS of the observer. This is known as the primary impact hex. You cannot normally target a hex that contains friendly units. Declare whether the fire is High Explosive or Smoke (for smoke see below).

For high explosive fire, place a red Mortar Die Roll Modifier (MDRM) marker on the primary impact hex. The base value of the marker is listed on the Mortar Fire Action Table under "Primary." Apply the following modifiers:

- # for Terrain Effects Modifier in the attacked hex given on the Terrain Effects Table. Note assaulting units do not receive any benefits of terrain.
- +1 Airburst – if the hex contains a forest, tree line, or tree lined road.
- +1 for every two steps above four of non-vehicular units in the hex (round up).

After placing the initial MDRM in the primary impact hex, for most mortar fire you place one or more additional MDRM marker on or around the primary impact hex. The number of markers placed is listed under "# of Accuracy Die Rolled" on the Mortar Fire Action Table. For each additional marker roll an Accuracy Die. For results of 7-10 place another modified MDRM as above in the primary impact hex. For each 1-6 result place a new MDRM in the adjacent hex corresponding to the Mortar Fire Impact Diagram on that map board. The base value of these "Accuracy" MDRMs is listed under "Secondary" on Mortar Fire Action Table and uses the same modifiers as above.



For example: an 81mm mortar section fires on hex H5 on map 4 [note on this map H5 and all surrounding hexes are open terrain]. A primary impact marker has been placed on the hex. There is just a single enemy unit in the hex. No modifiers apply to the fire. The 81mm mortar has a Mortar Value of 2 so a 2 MDRM is placed in the hex. The Mortar Fire Action Table lists one Accuracy die under HE, so one die is rolled. The result is a 4 so a MDRM marker is placed in H6 as a secondary impact hex. This marker is value of 0 since this is what is listed for the mortar's Secondary value. Note,

even if no units are in H6 you still place the MDRM marker since any units that enter that hex later in the turn will be affected.

Hindrance: If the Line of Sight passes through a hindrance (see 4.2.4) then do not place an initial MDRM in the primary impact hex but increase the number of accuracy die rolls by one.

Effects of being under a MDRM: Non-vehicular units in the primary impact hex with a MDRM may not fire, have no Line of Sight out of the hex, and may only conduct a withdrawal action. Non-vehicular units may not enter a primary impact hex with a MDRM. Units in a secondary impact hex do not suffer these penalties, but the DRM does count for suppression normally.

Leaving a MDRM hex: Units that leave either a primary or secondary impact hex will be attacked immediately using the MDRM(s) with no TEM benefit from the terrain. If such units become disrupted, then any maneuver turns into a Withdrawal. Unlike other fire, keep the MDRM in the hex. Any units remaining in the hex during the Fire Resolution Phase are attacked normally.

Resolving Mortar Fire

Mortar Fire Resolution: Mortar fire is resolved in the Fire Resolution Phase alongside and using the same procedure as small arms fire.

Mortar Fire Adjustment Phase: During this phase players first check to see if mortars used on previous turns become available again, then either remove or extend mortar fire that is on the board.

Mortar recovery: Roll one die for each mortar section or platoon whose markers are in the Mortar Support Pending box. If the roll is equal to or less than 4 for sections or 3 for platoons, then move the unit's markers to Mortar Support Available where they may be requested next turn.

Mortars whose markers are on the board: Each player must decide whether to remove or extend each MFA on the board. To remove the MFA, place each mortar's two markers in Mortar Support Pending. To extend the fire, flip the FO marker to its Final side. It may be moved up to two hexes (remaining in LOS) and then roll a die. If the result is equal to or less than 4 for sections (3 for platoons) then extend the fire as specified below. If the roll is higher than the MFA is removed and placed as if the player had chosen to cancel it, but the FO remains flipped in place on the board – thus preventing any attempt to return the mortar to the available box next turn. If extended the MFA may not be further extended but must be removed during the next *Mortar Fire Adjustment Phase*.

Extended mortar fire: When an MFA is successfully extended the owning player may leave the primary impact hex where it is or move it up to two hexes. The final location of the primary impact hex must be within the LOS of the FO. The player then goes through the procedure described under *Placing Mortar Fire* above to place the MDRMs. They are resolved in next turn's Fire Resolution Phase but can affect units that maneuver into or out of the marked hexes before that time.

Smoke: Instead of placing MDRMs a mortar unit may fire smoke. Use the same procedure to place smoke markers as for MDRMs except use the number of accuracy rolls listed under smoke rather than HE on the Mortar Fire Action table. Smoke markers have no effect on the units in the hex, however they do provide a hindrance to fire. During each *Mortar Fire Adjustment Phase* remove one (and only one) smoke marker from each hex.

Fire on My Position: A Platoon Leader may request mortar fire against their own hex provided he is not Disrupted, Regrouping, or in a Primary Impact hex. If the Leader makes a successful die roll equal to or less than his cohesion value, then the mortar fire is activated and placed as above.

Concealment

While the hex location is known for units that are placed on the board, these forces may still not be completely visible to enemy units – thus affecting fire and exact knowledge of the units. Concealment is when a side has a general sense of enemy's location but does not know the particulars.

Concealment Effects: Concealed units in a hex are marked with a single concealment marker. Any unconcealed units are placed on top of this marker. Small arms (and anti-tank) fire against concealed units suffers a -1 penalty. In addition, the enemy player may not look at the units beneath the concealment marker. The enemy may ask for general information of what is below the marker. The controlling player then gives the number of units in the hex that fall into each of the following categories: Armored Fighting Vehicles, Fighting Vehicles, Carriers, Towed Guns, Fortified Positions, and non-vehicular units.

Concealment Loss: All units automatically lose concealment when they flip to their disrupted side or maneuver adjacent to or enter an enemy occupied hex. In addition, non-vehicular units lose concealment when they:

- Maneuver into or fire from an open hex within 8 hexes and LOS of an enemy unit.
- Maneuver into a cover terrain hex within 3 hexes and LOS of an enemy unit. LATWs only lose concealment from 1 hex away.
- Conduct fire from cover terrain hex within 2 hexes and LOS of an enemy unit.
- The result of a Fire Resolution die roll against it equals or exceeds the unit's Cohesion.
- Remains in an Assault hex after assault resolution.

Concealment Gain: During the Clean Up phase all units that are not within LOS of an enemy unit may be marked with a concealment marker provided they are not disrupted, regrouping (or Heroic). Unless the mission explicitly says otherwise all units begin the game concealed.

Hidden Units & Concealment: When a hidden unit is revealed it is marked concealed unless the criteria for concealment loss has been met. At any time, a player may voluntarily reveal one of their hidden units in order to cause an enemy to lose or not gain concealment.

Starting the Game Concealed: Units that set up on the board or enter play from off board may do so concealed.



You are almost ready to play Mission 3.

To play *Mission 3: At Least It's Quiet Here* you need to understand some basics of hills (marked by contour lines). We have provided simple rules below with references to the map for this scenario. In later plays you want to read the full rules 4.2 for LOS involving different levels, seeing over terrain, and blind hexes.

Hills and Contours

Hills: Consist of two types of contour lines – those in bold and those with thin lines. The bold lines denote a rise that has reached a higher level. The level is the number marked as part of the bold line. For map 4 these are levels 1 and 2. The thin lines represent elevation change less than a level.

Seeing Over Terrain (simplified rule): For the purpose of playing mission three on map 4 terrain that is on a lower level than both the firing/seeing unit and target unit does not block LOS. If either unit is on the same level (0, 1, or 2) as blocking terrain, then that terrain blocks LOS. The level of a hex is determined by the level of the center dot in the hex. *Note that using these simplified rules that mission special rule 3 about hill levels being twice as high will not affect your play.*

How Contour Lines Can Block LOS: All contour lines (whether bold or thin) represent changes in elevation that are individually less than a complete change of level. Therefore, there is no numeric value given to thin contour lines. They only come into play for units at the same level. The relative elevation of thin contour lines is considered to increase with each line moving from the outside to the inside of a hill. The relative elevation of a hex is determined by the contour that encompasses the dot in the center of the hex. Thus, on map 4, hex H3 is at a higher elevation than H4 and I4 is higher than H3.

The LOS is blocked between two units by hexes that are on an elevation equal to or higher than the elevation of the higher unit. Thus, (A) the LOS is blocked between J4 and H3 because it crosses a contour that denotes a higher elevation. By contrast (B) the LOS between G3 and I4 is not blocked because even though it crosses a contour line in H3 this line is at a lower elevation than I4.

If the LOS runs along a hexside then count the elevation using the contour line that encompasses that hex side. Thus, (C) the hexside between D10 and D11 blocks LOS between C11 and E11 because both of these hexes are lower than the contour line within which lies the hexside. *Remember: a unit always has LOS to an adjacent hex regardless of blocking terrain, contours, or other considerations*



Mission Set Up Notes

Improved positions: Unless they set up in a building hex, the Americans start with an Improved Position in their hex. Capturing these IPs (being the last side to occupy them) gives the Germans one Mission Objective Point for each. Since the Germans are the attackers, this will lower the victory point count.

Other Notes: The Americans set up with concealment markers and the Germans enter play with them as well. Both sides' mortars are not combat units and are not counted in the 7 and 14 step counts of the two sides. Thus, the Americans have a full platoon of three squads plus the MG section steps. The Germans have two full platoons plus the two MG steps. For the Hill and Contour rules you are using right now the hill level x2 reference makes no difference. For the mortars you two counters each (a Forward Observer plus a Primary Impact marker): The Americans are marked with the red A (A), the Germans with the red 1 (1).

Using Volume 2 Units:

Americans:

Able Airborne Co. *1st Infantry Plt* (1), supported by 1 MG section and 1 60mm Mortar section [7 steps]

Germans:

1. FJ Kp., *1st and 2nd FJ Plt* (1)(2), supported by 2 MG sections and 1 8cm [14 steps]

Stage Three Vehicle Combat

Now that you have the basics of the infantry game down, you can add in vehicles. Vehicles have additional considerations when acting or reacting, attacks against them involve a different type of fire, they have special considerations in assault, they can transport other units, and so forth. Unless designated as something different below, vehicles use the same rules as given for infantry combat.

Types of Vehicles: as detailed in the full rules 2.2 each vehicle unit is either an Armored Fighting Vehicle (AFV), a Fighting Vehicle (FV – has a white oval behind its unit ID), or a Carrier. For the terrain effects on maneuver Fighting Vehicle are either Half Tracks or Trucks.

Unique Aspects of Conducting Actions with Vehicles

The actions for vehicles are the same as other units. Each turn they may either Maneuver, Fire, or Recover.

At the Start of a Platoon Activation: When a vehicle unit is part of the activated platoon, the active player **must** choose it for an action if:

- It is within range and LOS of an unconcealed enemy unit capable of conducting Anti-Tank fire.
- It is marked as “in motion” (see below).
- It is shocked (see below).

React Actions: Vehicle units may react normally to observed enemy actions.

When they do not observe an enemy action (Limited Reaction): Vehicular possibilities for reaction are different from non-vehicle units. They do not have platoon leaders, nor can they conduct Withdrawal maneuvers. Instead, they may conduct a reaction action under the following circumstances:

- They may conduct a Maneuver action if they are already marked as “in motion” (see below).
- They may choose to go “in motion” as their sole action for the turn.
- If they are shocked, they must conduct the Recover action during the first non-active player’s Reaction Segment of the game turn.

Vehicle Maneuver Action

Maneuver Points (MPs): As show on the Maneuver Point Allowance Table, active player Armored Fighting Vehicles, Tracked Fighting Vehicles, and Half Tracks receive five MPs when they maneuver during the Platoon Activation Segment. Trucks and Wheeled Fighting Vehicles receive six. When reacting all vehicular units receive four MPs. Alternatively, a vehicle may instead receive three MPs in order to move in reverse. This reverse maneuver allows them to establish a different facing for any reaction fire. Vehicles cannot combine forward and reverse movement nor may they reverse into an enemy occupied hex. As given on the Terrain Effects Table, terrain maneuver costs are broken out by the categories:

AFV, Half Track, and Truck (*which you can think of as fully tracked, half-tracked, and wheeled*).

Vehicle Motion: Unlike other units, when traveling vehicles must be marked as “in motion” or become stationary (unmarked). Vehicles are considered stationary unless marked with a green or red motion (arrow) marker. Vehicles cannot both go “in motion” and stop during the same turn.

Stationary Vehicles: Must pay one maneuver point when conducting a maneuver action to go “in motion” by placing a green motion arrow on the unit. If a stationary vehicle has not observed enemy actions, it may react only by becoming marked as in motion (Limited Reaction) – it does not actually maneuver, however, but will now be considered in motion.

In motion Vehicles: May maneuver normally and retain their green marker. Alternatively, at the end of their maneuver they may stop. Flip the green motion marker to its red arrow side. The unit is still considered a moving target until the red arrow is removed in the Marker Adjustment Segment at the end of the current Platoon Activation Cycle.

Special Options for Vehicles to Combine Fire and Motion: Normally vehicles cannot maneuver and fire in the same turn. However, under the circumstances below a vehicle may, as a Maneuver Action, combine motion with fire, or the potential to fire, during the same turn. This can be done as an action or reaction.

Shoot & Scoot: A stationary vehicle may fire and be marked as in motion if it fires with a penalty. A vehicle that fires with a -1 DRM motion penalty remains in its hex but may then receive a green motion marker. If a vehicle fires with a -2 DRM motion penalty it may in addition move to an adjacent hex.

Halt & Fire: A vehicle in motion may go stationary in its hex and fire with a -1 DRM motion penalty. Alternatively, it may move one hex, go stationary, and then fire with a -2 DRM.

Overwatch: An active player’s “in motion” vehicles are required to conduct an action when their platoon is activated. When conducting this mandatory action, the vehicle may stop or move one hex and stop. Replace the motion marker with an Overwatch marker. Vehicles marked Overwatch may later conduct an anti-tank fire action, but only as a react action. Remove the marker when such fire is conducted.

See 24.5 and 24.6 in Playbook for examples of Shoot & Scoot and Halt & Fire.

Bypass – Vehicles Maneuvering Through Enemy Occupied Hexes: Vehicles in some cases may maneuver through an enemy occupied hex. To do so they must have sufficient MPs to both enter and exit this occupied hex. Armored fighting vehicles may always bypass through a hex. Other vehicles may only bypass if there are no enemy-free hexes the unit may enter instead. Bypassing costs no additional MPs. To bypass:

1. Move the vehicle or stack of vehicles into the hex.

- Each undisrupted/ non-shocked enemy unit in the hex may conduct Anti-Tank reaction fire against one vehicle (if it has anti-tank fire values and has not conducted an action this turn). Alternatively, each such enemy unit may conduct small-arms fire against Riders on the vehicle(s).
- The vehicles complete their maneuver. However, those vehicles that have become shocked remain in the bypass hex and the hex is marked with an Assault Nationality marker of the enemy units in the hex.

Overrun – Vehicles Attacking Enemy Units While Moving Through Their Hex:

Any AFV or other vehicle with a Small Arms Value may overrun a hex that is open terrain. Overrun is different from a vehicle assaulting a hex – in which case it enters and remains in the hex. Each vehicle may only overrun one hex per turn, may not overrun the same hex twice, and each hex can only be overrun once per turn. Hexes containing a Fortified Position or AFV may not be overrun (you have to assault them). *Note you can overrun in hexes with vehicles that are not AFVs.* FV and halftracks cannot overrun hexes with Towed Guns, AFVs, FV, or halftracks. AFVs carrying Riders and halftracks towing guns cannot overrun. To overrun together vehicles must start their maneuver in the same hex. To conduct an overrun:

- Declare the overrun and move the vehicle or stack of vehicles into the overrun hex – spending one MP to enter the hex and one MP to conduct the overrun.
- Enemy vehicles in the overrun hex may immediately react by maneuvering to avoid the overrun. Such a maneuver may not be combined with any kind of fire, overwatch, or load/unload.
- Each overrunning vehicle conducts one of the following attacks:
 - Anti-tank fire:** Place an unmodified ATDRM marker of 2 on a single towed gun or vehicle in the hex if the overrunning AFV has an ATV ≥ 0 .
 - Small arms fire:** Place a SADRm marker equal to the small arms value of the overrunning vehicle (minus any terrain modifiers only). If the vehicle is a halftrack carrying an infantry unit with a small arms value of at least one, then place a 2 SADRm.
- Each enemy unit in the hex must reaction fire at the overrunning vehicles if they are eligible for an Anti-Tank Fire action. This attack is resolved immediately. To fire at an AFV the ATV must be 0 or higher. If no unit in the hex has an ATV or 0 or higher than a single squad may attempt to Shock one AFV. Roll one die – a roll of 10 Shocks the AFV. All units in the hex are marked as having completed an action.
- Once the overrun is complete the overrunning vehicles must exit the hex and complete their maneuver. However, those vehicles that have become Shocked remain in the overrun hex and the hex is marked with an Assault Nationality marker of the enemy units in the hex.

See 24.4 Overruns in Playbook for examples.

Anti-Tank Fire

Anti-tank fire is used against enemy vehicles, Fortified Positions, and Towed Guns. Note that Towed Guns (and any non-vehicle unit with both an Armor Value -- i.e., a yellow box -- and a green Cohesion box) can be fired upon either with small arms/mortar or anti-tank fire at the firing player's option and based on the fire unit's capabilities.

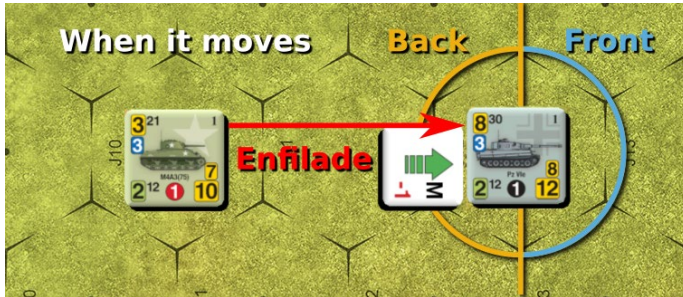
Basic Procedures: Anti-tank fire uses the same methods as small arms fire with the following changes:

- The target of Anti-Tank Fire is always an individual unit, not a hex.
- A unit may anti-tank fire into a hex containing friendly units.
- Anti-tank fire uses the yellow DRM markers and has its own set of modifiers. (See below).
- You must determine if Anti-Tank Fire benefits from an "enfilade." (See below)

Anti-Tank Modifiers (cumulative):

- Terrain:** Note that Anti-Tank fire does NOT use the terrain effects modifiers.
- Suppressed fire, concealed target, and hindrance** are all the same as small arms fire.
- Split fire:** to anti-tank fire at two separate enemy units the LOS to both targets must cross the same hexside.
- Range:** Use the Anti-Tank DRM Table to determine any negative modifiers for range.
- Motion fire:** -1 or -2 for using Shoot & Scoot or Halt & Fire as specified above.
- Obscured target:** -1 for fire from a vehicle which did not have LOS to its target but used a Halt & Fire to maneuver to place the target in its LOS. Both the Halt & Fire unit and any enemy reactions to this unit receives a -1 modifier (For the Halt & Fire unit this comes in addition to the motion fire modifier.)
- Motion target:** -1 if target is marked with a green or red "in motion" marker.
- Opportunity fire:** A unit may anti-tank fire at a maneuvering enemy vehicle that ends its move not in LOS if during that maneuver the enemy entered three continuous hexes of open terrain that were in LOS. The fire is then resolved using one of those open hexes (chosen by firer) for determining modifiers and facing.
- Firing at Towed gun in Improve Position or Building hex:** -2.
- Hull down:** -1 if target vehicle is behind a wall, at a higher level, or in a building hex. (The target does not get a modifier for buildings if it is on a road and the fire comes through a hex side along the road)
- A Hidden Towed Gun** That fires immediately upon being revealed receives a +1 benefit to its anti-tank fire.

Facing and Enfilade Anti-Tank Fire: Using the enfilade rules outlined for small arms fire to determine if any fire comes through the rear arc of the target vehicle. If so, such fire uses an ATDRM marker with an “e” – which denotes that you will resolve the fire against the target’s Armor Enfilade Value rather than regular Armor Value. In addition to the 2 causes of enfilade presented for small arms vehicles introduce a 3rd



- **When it moves:** If fired upon while moving forward, a vehicle’s rear facing is centered on the last hexside crossed plus the two adjacent hexsides. Vehicles that conduct reverse movement are always considered to be facing in the opposite direction to their movement.

Anti-Tank Fire Results: As with other fire, roll one die per ATDRM marker. Against vehicles any unmodified roll of ≤ 2 is an automatic no effect. For markers with an “e” for enfilade compare each modified roll to the target’s enfilade armor value, otherwise compare the roll to the regular armor value. If any roll is greater than the target’s appropriate armor value, then the target is destroyed. Otherwise, if at least one of the rolls is equal to the target’s appropriate armor value the target is Shocked if it is an AFV. Shocked targets that are already Shocked simply remain Shocked. Non-AFV vehicles with a roll equal to their armor value suffer no effect.

Collateral damage: When a vehicle is destroyed in an open hex then one random friendly non-vehicular unit (one not being transported by the destroyed vehicle) in that hex becomes disrupted. (Note, in the full rules passengers and riders are also impacted.)

Anti-tank Fire Under Special Circumstances:

- Units with an ATV of less than 0 cannot anti-tank fire at an AFV but may anti-tank against all other vehicles.
- Anti-tank fire at Towed Guns or Fortified Positions always reduce the base ATV to 1.
- When conducting multiple anti-tank fire actions against two enemy AFVs in the same hex the fire actions must be distributed as evenly as possible between the two targets – effectively alternating the shots.

Effects of mortar fire: if the Mortar Fire Value is 2 or higher and the final modified mortar fire result is an unmodified 10 then a single randomly selected stationary vehicle in the hex will be affected by the fire. If the vehicle is an AFV it becomes Shocked, otherwise it is destroyed.

See 24.8.2 Complex Fire Resolution in Playbook for examples involving anti-tank fire and collateral damage.

Shock and Recovery

Instead of becoming disrupted, AFV units may become Shocked. Maneuvering AFV must stop immediately when becoming Shocked. Shocked AFVs may only conduct Recover actions. When a Shocked vehicle does a Recover action roll on the Shock Recovery Table.

- Roll of 1: The vehicle Recovers AND is not marked as having conducted an action.
- 2-4: Recover -- remove the Shock marker.
- 5-7: Remains Shocked.
- 8-10: Remove the vehicle (it was abandoned).

Vehicles Losing Concealment

Vehicles loses concealment immediately when they:

- Maneuver into, fire from, or are in-motion in an open terrain hex and within LOS of an enemy unit.
- Maneuver into, fire from, or are in-motion in a cover terrain hex and within 8 hexes and LOS of an enemy unit.
- The Final Fire Resolution die roll value is equal to their appropriate armor value.
- An enemy unit is in an adjacent hex.

Vehicles in Assault

Vehicles use the same rules for assault as specified in the infantry rules with the following exceptions.

Vehicles Assaulting: Only AFVs may conduct assaults and only if they have no Riders. Only one AFV may participate in each assault. AFVs may begin an assault from three, rather than two hexes away. Use the same rules as infantry assaulting from two hexes away. If the assaulting player chooses to declare a feint, the AFVs may choose either to remain in place or conduct a reverse movement.

Vehicles Assaulted: Regardless of whether or not assaulters come from an adjacent hex or not vehicles may always choose to Maneuver in reaction. They may fire instead (including Shoot & Scoot or Halt & Fire), but any anti-tank fire is limited to firing against AFVs in the assaulting force. If the assaulters have no AFVs then vehicles may anti-tank reaction fire normally.

Assault Resolution: Shocked vehicles are immediately destroyed at the beginning of assault resolution if they are in a hex with a undisrupted combat unit or a non-shocked enemy AFV. The Cohesion differential modifier is ignored if one side does not have any units with a Cohesion value. Vehicles participating in assault suffer a -1 to their assault value if they are “in motion.”

Vehicle Destruction Results: If the assault result allows a side to conduct a Vehicle Destruction Attempt then that side may pick ONE enemy vehicle. Roll one die and apply each relevant modifier listed on the Vehicle Destruction DRM table. If the modified result is 10 or more then the vehicle is destroyed.

Retreating Vehicular Units: Shocked vehicles are destroyed. Retreating vehicles receive 5 MPs and must move at least one hex. Vehicles forced to move into or through terrain prohibited to them are destroyed. Vehicles retreating through an enemy occupied hex use the Bypass rules. Vehicles are not affected when retreating adjacent to enemy units.

Assaults Involving Only Vehicles: Skip the assault resolution procedure. Instead compare the best ATV value of each side. The side with the lower value must retreat. In the case of a tie determine who must retreat randomly.

See 25.8.2 in Playbook for an example of an assault with infantry and AFVs. 24.8.3 gives vehicle destruction attempts.

Light Anti-Tank Weapons

LATWs can only fire anti-tank fire. They can fire from their current hex or as a special fire option may Maneuver one hex and fire. This option may be taken if the hex entered is a cover hex or behind a cover hex side or contains an Improved Position or friendly combat unit. LATW anti-tank fire does not suffer the obscured target modifier.

If defending LATWs are alone in an assaulted hex and the enemy has at least one undisrupted or unshocked combat unit then the LATWs are destroyed. No assault resolution roll is conducted.

Transporting Other Units

Carrier vehicles may transport non-vehicular units as Passengers (for non-towed guns) or as Towed Guns. AFVs may transport non-towed guns as Riders.

Passenger/Rider Transport Capacity:

- Each unit may transport the following number of steps of non-vehicular combat units:
 - AFVs and Halftracks – 2 steps
 - Trucks - 4 steps
 - Jeeps/Kubelwagen – 1 step
- In addition, all Carriers and AFVs may transport one platoon leader and one LATW (or Flamethrower if Truck).
- Alternatively, a Carrier may transport one Towed Gun unit.

Loading Passengers and Riders: A vehicle may load passengers or riders that are in the same hex as part of a Maneuver action (including Shoot and Scoot). To do so it must start its action stationary. The loading costs the vehicle no additional cost, but the passengers/riders are considered to have used their entire Maneuver Allowance to load. Units in an adjacent forest or building hex may load as if they were in the same hex as the transport.

Unloading Passengers and Riders: A transporting vehicle must be stationary, or stop if in motion, to unload passengers/riders as part of a Maneuver action (including Halt & Fire) at no additional cost, but the passengers/riders count as having used their entire Maneuver Allowance to do so.

General Restrictions: Passengers/riders cannot both mount and unmount in the same turn. For reaction fire purposes they are considered in the state they have ended their action in. Immediately place passengers under the Carrier transport, riders go on top of the AFV. Disrupted units may not mount. Transported units cannot mount or voluntarily dismount in or adjacent to a hex occupied by enemy units. If forced to dismount in such a situation the unit becomes disrupted, unless already disrupted. With the exception of riders, mounted units cannot be attacked, but are affected if their transport is destroyed. During assault resolution all passengers and riders must dismount as part of the assault result.

Transport Destroyed: If the transport vehicle is destroyed, then all passengers/riders must immediately dismount, disrupt, and conduct a Cohesion Check, suffering a casualty if they fail (this is collateral damage).

Riders: AFVs carrying riders cannot conduct overrun. Riders must dismount in their current hex if the AFV transporting them fires, becomes Shocked, or if any riders become disrupted or suffer a casualty. Riders are subject to small arms and mortar fire resolution and count for density modifiers.

Towed Guns

Towed guns may only move by being transported by a Carrier. They are assumed to have an inherent truck that is placed on the board only when the towed gun mounts. Mounting and dismounting takes place as the sole action for both the towed gun and the carrier.

To mount: Place a truck counter under the towed gun in the same hex. If the towed gun is in forest, tree-lined road, or urban building hex the towed gun and its carrier may be placed in an adjacent hex.

To dismount: Remove the carrier unit and keep the towed gun in the hex, or place it into an adjacent forest, tree-lined road, or urban building hex. Dismounted towed guns are destroyed if they are the sole defending unit in a hex assaulted by at least one non-shocked AFV.




You are now ready to play

Mission 5: Counterattack at Hatten

Mission 5 provides a tank versus tank game that allows you to focus on this aspect of the rules. Subsequent missions, such as 6 and 7, will then allow you to add in vehicle – infantry interactions. As with Mission 1, we recommend not playing with the Hidden Placement rules for your first game. Instead mark the Germans as concealed. The American HQ tank (company command tank) can be activated when one of its platoons activates. The AFVs may only occupy river hexes if they are crossing the river on a bridge.

Using Volume 2 Units:

Americans (Allied):

Baker Company *1st platoon* ① = 5 Sherman M4A3/75
 British Able Company *1st/2nd platoon* ①② = 2 British M4A4 (76), 3 M4A4 (75) [use the ATVs from the M4A4 (76)s.]
 British Command Tank  [11 steps]

Germans:

SPG Kompanie (Kp.) *2nd platoon* ② = 4 StuG III [all use ATV of 5/24]
 SPG Kompanie (Kp.) *3rd platoon* ③ = 1 JgdPz 38t #3 [use AV 9/6] [5 steps]

Stage 4

Adding in Other Rules

You are now familiar with the basic mechanics of the game. Generally, you will want to read those sections of the full rules when you find that you need them for a given mission. For example, if you have volume two, many missions require you to read about elite units (15.1), night rules (17.0), airborne landings (16.0) and so forth. If you are playing a missions with mines or wire read 19.0.

Aside from rules needed for specific missions, below we list rules that we skipped over for the purpose of learning the game that you can now incorporate as you are ready.

20.6 Starting Forces: Often the mission involves forces that are not at full strength. Read the full rules of 20.6 to understand how to add or subtract steps and units from platoons. Essentially players will randomly draw for weakened forces.

22.4 Fortified Positions: This rules section allows you to use these units.

4.0 Terrain: We explained terrain effects as they affected a particular mission. Here you can read the comprehensive terrain rules.

4.1 Terrain Types: Explains in detail how each type of terrain effects play. This includes details on roads. In this Basic Training we skipped over the road bonus movement rules.

4.2 Line of Sight: Reading the full rules allows you to add in more complex ways of seeing over terrain. This section also has rules for hindrances – terrain and other game elements that affects LOS differently than simple blocking LOS. The playbook provides extensive LOS examples in 24.1

10.2 Exiting the Map: Explains what happens to units that maneuver off the map through hexes that are not in their side's Friendly Board Edge.

10.3.2 Deploying Squads: Each platoon may split (deploy) one of its squads into two sections before or during the game. This is especially useful for defenders to cover more area of the map or for sweeping an area to find hidden units.

12.6 Heroism: Explains how to introduce extreme and possibly risky bravery as a result of Recovery Rolls of 10.

18.0 Random Events: Adds special effects when a side rolls a 1 or 10 for initiative.

20.8 Dummies and 20.9 Hidden Placement: Allows you to better create the “fog of war” through the full rules for obscuring the location of units.

22.0 Optional Rules: Allow you to add in units being “out of command” as well as “roleplaying” elements to the game.

23.0 Design Your Own Missions: For creating you own scenarios.

MISSION 1: On Their Own

December, 1944: The Elsenborn Ridge will always be known as one of the few sectors of the American lines that held during the Battle of the Bulge. Just east of the Elsenborn Ridge lies the twin Belgian villages of Rocherath-Krinkelt. At 0530 a barrage of rockets, artillery and mortar fire woke the thinly spread green troops of Company K, 393rd Infantry Regiment, 99th Infantry Division. The 90 minute barrage knocked out the telephone network and in many cases radio communications to supporting mortar and artillery batteries. As soon as the barrage lifted, snow camouflaged elements from the 277th Volksgrenadier Division moved quickly towards the American lines. The remaining elements of K Company, commanded by Captain Stephan B. Plume, were isolated and alone.

Mission Objective: The mission ends if at the end of the game turn the German player controls 5 Wooden Building hexes and the Church (hex E4), or one side *exceeds* its Casualty Differential Limit, or the Final Score is ≥ 46 .

Forces:

- ★ **American:** Baker Co., *2nd Infantry Plt.*, supported by 1 MG section [7 steps]
- ✚ **German:** 2. Kp., *2nd and 3rd Infantry Plts.*, supported by 1 MG section [13 steps]

Initiative DRM: German (+2)

Casualty Differential Limit: German [4]; American [2]

Disposition of Forces: The Germans are the attackers and have the Initiative at start. The Americans set up first, hidden [see 17.9, *Hidden Placement*], in any hex North of hex row 11. The German force enters anywhere along the Southern board edge.

Mission Special Rules:

1. Half hexes along the East and West board edges are not in play.
2. German units enter unconcealed.

American FBE



German FBE



Victory Level:

- 0-35 German Victory
- 36-45 Draw
- 46+ American Victory

MISSION 3: At Least It's Quiet Here

December, 1944: Corporal Cecil Hannaford was not happy. As the assistant squad leader in the 3rd Platoon, A Company, 110th Infantry Regiment, he had just learned that his platoon had been ordered to leave the warm-safe shelter of their buildings in Heinerscheid, to set up a roadblock nearly a mile away in Kalborn. Reluctantly, Hannaford and the others moved out into the cold night. "We ran a phone line to our outpost as our only communication with the company HQ" in Heinerscheid. When they got to their OP position, Hannaford was dismayed to see that it was "in plain view of the road on the next hill." As he and his foxhole buddy dug in and set up their position, Corporal Hannaford could only think of the rest of the company, cozy and dry back in Heinerscheid. They finished digging in, and Hannaford took the first watch. Oh well, he thought, at least it's quiet here.

Mission Objective: The mission ends if at the end of the game turn there are no American undisrupted combat units within two hexes and LOS of the Church, or either side exceeds their Casualty Differential Limit or the Final Score is ≥ 46 .

Forces:

- ★ **American:** Able Co., *1st Infantry Plt.*, supported by 1 MG section and 1 60mm Mortar section [7 steps]
- ✚ **German:** 1. Kp., *1st and 2nd Infantry Plts.*, supported by 2 MG sections and 1 8cm Mortar section [14 steps]

Initiative DRM: German: (+2); American (0)

Casualty Differential: German [3]; American [1]

Disposition of Forces: The Americans set up first in any hex in Sector 4 North of hex row 10. The Germans are the attackers, have the Initiative at start and enter anywhere along the Southern board edge of Sector 4.

Mission Special Rules:

1. *Mission Objective Points (MOP):* The German player receives one MOP for each captured Improved Position.
3. The American 60mm mortar recovers on a die roll of 5 or less [not applicable to Mortar Extension die rolls].
3. Hill levels are x2.
4. Half hexes on the East and West board edges are not in play.

American FBE



German FBE



Victory Level:

- 0-35 German Victory
- 36-45 Draw
- 46+ American Victory

MISSION 5: Counterattack at Hatten

January, 1945: By December 21st, the German High Command had realized that the Ardennes Offensive was not going to reach its objectives. A sudden attack on the southern Allied front might damage the gap that Patton's Third Army had left on its shift north into the Bulge. Part of this offensive fell on the small towns of Hatten and Rittershoffen. Colonel Hans von Luck had dispatched reduced elements of the 25th Panzer Grenadier Division to take the towns, and after several days hard fighting—the American garrison surrendered. On January 9th, 1945, elements of the 14th Armored Division reacted quickly, with Sherman tanks equipped with the new 76mm guns, in an attempt to take it back.

Mission Objective: Mission ends if at the end of the game turn there are no German tanks in Sector 12 south of the river and within 2 hexes and LOS of hexes D6 and G2, or when one side *exceeds* its Casualty Differential Limit, or when the Final Score is ≥ 36 .

Forces:

★ **American:** Able Co., *2nd and 3rd Tank Plts.*, and 1 HQ tank [11 steps]

✠ **German:** 1. Kp., *3rd Tank Plt.*, and 1 StuG IIIg from 1st Assault Gun Plt. [5 steps]

Initiative DRM: American (+1)

Casualty Differential Limit: American [4]; German [2]

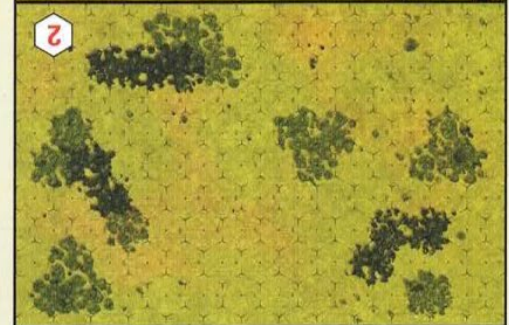
Coordination DRM: American (+1)

Disposition of Forces: The Americans are the attackers and have the Initiative at start. The Germans set up first, hidden [see 17.9, *Hidden Placement*], in any hex in Sector 12. Each German vehicle must set up in LOS of a bridge hex. The American force enters anywhere along the Southern board edge of Sector 2.

Mission Special Rules:

1. Half hexes along the East and West board edges are not in play.
2. German StuG IIIg activates with the 1st Tank Platoon.
3. Hill levels are x2.

German FBE



American FBE



Victory Level:

0-25	American Victory
26-35	Draw
36+	German Victory



Learning to Play in the Pacific

Key Special Rule for Japanese: To represent Japanese tactics their units never disrupt in *Last Hundred Yards*. When any form of Fire result requires the best unit to test cohesion, make the cohesion check. If failed - the unit suffers a casualty instead. Then all other units in the hex, which would normally be required to check cohesion, are instead marked as Regrouping. For Assault results use the exceptions for Japanese units described for that result on the full rules *Assault Resolution Table 14.0*.

Stage 1:

To learn Stage 1 play Mission 34: the Lost Patrol.

Forces:

Americans (white circle company):

1st platoon ① = Gaston and squads 1, 2 and one infantry section.

2nd platoon ② = Lewis and squad 1 and one infantry section.

Plus, one MG unit.

Japanese (red circle company):

1st platoon ① = Adachi and squads 1 and 2 plus one MG unit.

2nd platoon ② = Fukuda and squads 1, 2 and 3 with one squad flipped to its back side.

Other Considerations: For the purposes of learning the game ignore the American's being elite. To enter the river hexes you can use these simplified rules: a unit pays 1.5 maneuver points to enter and all of its points to leave. For Japanese Force B, place the units on the board, but they only come into play once the survivors have been revealed. In other words, they are marking the position of the units which will then become real once the survivors are revealed.

Stage 2:

To learn stage 2 play Mission 33: *The Outpost*.

Note the Japanese platoons are understrength since they normally have four combat units – three infantry squads and a knee mortar unit. For the first platoon randomly select one unit to start the game flipped to its reduced side. For the second platoon one random unit is not used.

Japanese Knee Mortars: Such units represent infantry also equipped with Type 89 Grenade Launchers. They can use a single fire action either as small arms or mortar fire (but not both). In either case they use the same fire value – which is shaded in both green and red. Small arms fire is resolved normally. For mortar fire, use the mortar rules with the following exceptions:

- The unit must have direct LOS to the target hex.

- The target hex is treated, while marked with the unit's impact marker, as a Secondary Impact Hex for the purposes of its effect on units.
- Place a single MDRM counter for the fire. In addition to the Mortar Fire modifiers, knee mortars will also suffer negative modifiers if suppressed or if the LOS is traced through the hinderances of a MDRM or smoke.
- As with regular mortars the unit's impact marker will be placed in the Mortar Support Pending box and will be subject to a recovery die roll as normal. Knee mortar fire cannot be extended.
- Knee mortars may use their mortar fire to instead place a single smoke marker in the target hex.

Other considerations: For the purpose of learning the game ignore the night and twilight rules as well as the mines. Set up both sides with concealment markers, ignore the hidden rules. All American units can start with Improved Positions. The x2 reference for contours makes no difference given the simplified hill rules you are using.

Stage 3:

Tank versus tank battles, such as in Volume One's Mission 5, were rare in the Pacific. Volume three mission more commonly have one side with tanks and the other having to figure out how to deal with them. *Mission 35: The Ambush* will help you learn to play with vehicles.

Scenario Notes: You can do the hidden set up for the Japanese because they are revealed after the American set up. For American Easy Company and the Japanese 1st Company players place the combat unit counters in a mug and randomly pull out units until you have the listed number of steps. Use only the platoon leaders who have units in play.