



HETZER SNIPER!

GAME OF MAN-TO-MAN COMBAT IN EUROPE, 1940-45

Special Rules

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[101.0] Introduction

Hetzer is a SNIPER!™ series game about the fighting in western Europe during World War II. All games in the SNIPER! series focus on combat as experienced by the individual soldier. Hetzer examines the problems and situations peculiar to the war and its combatants in France, along the German border, and in Italy.

Players who are familiar with the first editions of the SNIPER! game and PATROL should read the standard rules thoroughly. There are many differences between the games published in 1973-74 and this edition. Players who are familiar with the second edition of the SNIPER! game should read the following sections of the standard rules carefully; an additional year of playtesting has led to some changes in the rules which, while seemingly small, have a significant effect on play. These sections are:

- 7.0, Facing and Sighting;
- 8.2, Stacking Effects on Movement;
- 8.3, Stacking Effects on Activation;
- 9.5, Carrying Incapacitated or Killed Men;
- 11.8, Terrain Effects on Combat;
- 12.6, How to Resolve Direct, Opportunity, and Quick Fire (paragraph 8);
- 12.8, Automatic Weapons (paragraph 6);
- 13.4, Fragmentation Grenade Effects;
- 22.3, Leader Restrictions;
- 28.3, Rocket Launcher Effect Against Buildings and Pillboxes;
- 31.3, Anti-Vehicle Mine Effects;
- 32.2, How to Execute Sniper Fire;
- 33.2, Effects of Body Armor;
- 34.1, Vehicle Movement;
- 34.6, Vehicles in Combat;
- 35.1, Tank Movement;
- 35.2, Tank Crews;
- 35.3, Tank Combat.

[102.0] Game Equipment

A. Inventory of Game Parts

This game should include:

- 24-page Standard Rules book
- 16-page Special Rules book
- 8-page Scenarios book
- 400 die-cut counters
- 2 identical full-color, double-sided map sheets
- 4 card-stock sheets of tables, displays, and vehicles
- 1 counter tray with lid
- 2 six-sided dice
- 1 box

If any of these components are missing or damaged, please write to:

SPI Consumer Service Dept.
P. O. Box 756
Lake Geneva, WI 534147

Short rules questions should be sent, along with a stamped, self-addressed, return envelope to the address above and marked "SPI Game Questions: SNIPER! Game."

B. The Game Maps

Two identical map sheets are included with this SNIPER! game. One side depicts a small village typical of France or Italy during the war, and the other side depicts a section of Norman countryside: bocage country.

C. The Playing Pieces

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

- Green: United States
- Tan: United Kingdom and Commonwealth
- Brown: France and Free France
- Gray: Nazi Germany

Vehicles occupy more than one hex simultaneously, so they are printed on card stock sheets. These must be cut apart along the dotted lines before play. Most vehicles occupy six hexes; some very large vehicles occupy eight hexes, while some very small vehicles occupy only four, or even two.

D. Sample Playing Pieces

See diagrams.

[103.0] Terrain

Hetzer uses several types of terrain which are not explained in the standard rule book: hedgerows (bocage), hedges, stone walls, and peaked roofs. The game also uses slightly different definitions for the three terrain modes.

Open Terrain Mode represents late fall, winter, and early spring conditions when trees and hedges are defoliated and fields are barren.

Mixed Terrain Mode represents spring and fall conditions when hedges and trees are in foliage but fields are still clear, either because crops haven't come up yet or have already been harvested.

Dense Terrain Mode represents summer condition when trees and hedges are in foliage and fields contain standing crops.

CASES


























[103.1] Stone Walls














Stone walls are found in towns, where they serve as fences. They obstruct movement but provide excellent cover.

All stone walls are assumed to be about 4 feet tall.

A soldier adjacent to a stone wall is assumed to be crouching and concealed by the wall unless indicated otherwise with a sighting or exposed marker; the wall provides complete concealment.

A grenade can be tossed any distance across a stone wall hexside (subject to normal throwing distance limits). Two must be subtracted from the scatter dice roll when a grenade is

Soldier, standing			Soldier, prone
Nationality marker			
Turret (opened up)			Turret (buttoned down)
Nest			Pillbox
Wounded			Incapacitated
Wounded			Killed
Sighting marker			Exposed marker
Stunned			Panicked
Basement			Second floor
Attic			Third floor
Offensive grenade			Unarmed
Defensive grenade			Armed grenade
Rifle grenade			Unloaded

Smoke grenade		UNA	Unarmed
Prepared satchel charge			Breach
Burning hex			Breach
Smoke			Foxhole /Crater
Smoke			Starshell
Smoke			Barbed Wire
Smoke		Clear	Clear hex
Movement	Move (x4)	Evade (x6)	Evasion
Immobilized	Immo-bilized	Gun Disabled	Gun Disabled
Burning vehicle		Buttoned Down	Buttoned Down
Quick fire prepared	QF	QT	Quick throw prepared
Activation chit	2		
Preservation chit	2		

tossed across a non-adjacent stone wall hexside. A standing soldier can drop a grenade across an adjacent wall hexside without exposing himself to enemy fire or sighting. A prone soldier cannot do this, nor can he throw a grenade across an adjacent stone wall hexside.

If a soldier is facing toward an adjacent stone wall hexside and places a sighting or exposed marker, the marker is placed directly on the soldier's counter. The soldier has an unrestricted field of vision.

A stone wall has no effect on LOS between two standing soldiers if neither of them is adjacent to the wall. If one soldier is adjacent to the wall and the other is not, the wall blocks LOS unless the soldier adjacent to the wall has a sighting or exposed marker. If both soldiers are adjacent to the wall, the wall does not block LOS if either soldier has a sighting or exposed marker.

A stone wall always blocks LOS to or from a prone soldier unless one end of the LOS is a standing man, adjacent to the stone wall, with a sighting or exposed marker.

A stone wall has no effect on LOS to or from a higher level unless the soldier at ground level is adjacent to the wall. In this case, the soldier is concealed unless he has a sighting or exposed marker. If the soldier is prone, he cannot see across the wall to a higher level, nor can he be seen from a higher level.

A machine gun can be fired across a stone wall hexside the same as a window hexside; i.e., it fires as an MG, not as an AR.

Crossing a stone wall costs three additional movement points; i.e., it costs four movement points to cross a stone wall hexside and enter a clear terrain hex.

A stone wall can be breached by three hits from a rocket launcher or tank gun, or a single hit from a panzerfaust. A breach does not change the wall's effects on combat, but does allow a soldier to cross the wall hexside at a cost of only two additional movement points rather than three.

If a tank runs into a stone wall, roll one die. Subtract one from the result if the tank is light and add one if the tank is heavy. Find the result below:

- 0-2 Tank immobilized
- 3-7 Wall crushed, tank continues moving

If the wall is crushed, all four hexsides crossed by the tank are breached. Place breach markers appropriately.

[103.2] Hedges

Hedges also serve as fences. They obstruct movement and provide moderate cover. They do not provide perfect concealment as does a stone wall.

All hedges are assumed to be about 4 feet tall.

A hedge, like rough #1 and rough #2, has a variable effect depending on the terrain mode.

A soldier is normally considered to be crouching below the top of the hedge. He is still visible through the hedge, however, and can be attacked (with the hedge defense multiple).

A soldier who is adjacent to a hedge can fire (direct or opportunity fire) through the hedge or over the top of the hedge. The soldier can fire over the top of the hedge only if he is standing; he can fire through it if standing or prone.

By firing through the hedge the soldier:

- gives his target the benefit of hedge cover;
- need not place an exposed marker on his counter;
- maintains the benefit of rough #1 cover if someone fires back at him.

By firing over the hedge the soldier:

- avoids giving his target hedge cover;
- must place an exposed marker on his counter to indicate that he is visible over the top of the hedge;
- does not receive the benefit of hedge cover if someone fires back at him.

Any vehicle can drive through a hedge without any risk. Place Clear markers on the hexsides crossed by the vehicle; for the rest of the game, treat those hexsides as normal, clear hexsides.

[103.3] Peaked Roofs

All of the buildings on the village map have peaked or sloping roofs. Peaked roofs are treated very differently from flat roofs.

When tracing a LOS across a peaked roof, treat the roof as if it is one-half of an elevation level higher than the rest of the building. For example, the peaked roof of a two-story building is at the same elevation as a soldier standing at third level (a flat roof on a two-story building is at third level—a peak raises that by one-half of an elevation level).

The peaked roofs represented are too steep for soldiers to clamber around on. Soldiers cannot get onto the roofs of buildings on the village map.

However, all two-story and three-story buildings have an attic. The attic is one level above the top floor of the building. The only access into the attic is via the staircase. There are no interior walls in the attic; it is one, large room. Neither are there any windows in the attic. The only way to turn an attic into a firing platform is by breaching the roof with a satchel charge or by loopoling a section of exterior wall (see 109.0, Fortifications).

[103.4] Hedgerows (bocage)

The wine country of France was (and is) crisscrossed by hedgerows. These are not like the hedges used as fences in town or growing around your driveway. The hedgerows of

France were 10 to 15 feet tall, many feet thick, tangled, impossible to see through, and full of tree roots, mounds of earth, and rocks. They were generally impassable to all vehicles except specially modified hedge-cutting tanks.

All hedgerows on the map are two hexes wide (the hedgerow consists of two adjacent, parallel hex rows). The line of hexsides running down the middle of the hedgerow (between the two rows of hexes) forms a ridge. This ridge provides complete concealment to any adjacent soldier, standing or prone, who does not have a sighting or exposed marker.

A soldier can sight through one hex of bocage. This limit does not count the hexes containing the soldier or his target. If a LOS crosses two or more hexes of bocage, none of which contain either the attacker or his target, the LOS is blocked.

Bocage is impassable to all wheeled and halftrack vehicles. A hedge-cutting tank can move forward through bocage one hex per round (hedge-cutting equipment is specified in the scenario, if it is available). If any other tank tries to enter bocage, the player must roll one die and find the result below. Add one to the roll if the tank is heavy; subtract one if the tank is light.

0-3 Tank does not advance; may try again on later round

4-7 Tank advances one hex into bocage

When a tank moves into a bocage hex, place a Clear marker in that hex; it is no longer bocage. The clear marker remains in place for the rest of the scenario.

No vehicle—neither a tank clearing bocage nor any vehicle entering a cleared bocage hex—can straddle the ridge hexsides and orient itself parallel to the hedgerow. Any vehicle which finds itself in this situation is immobilized.

Any hex cratered by artillery is cleared of bocage. If heavy or superheavy artillery is used, the six surrounding hexes are also cleared.

A satchel charge explosion has no effect on bocage hexes. Soldiers receive the normal protection from bocage against the blast, but the blast does not clear away the bocage.

Some scenarios allow the bravo player to place a specified number of Clear markers before the game begins. These can be used to create movement lanes through the bocage which allow defenders to shift positions quickly.

Other effects of bocage are specified on the Terrain Effects chart, and vary slightly by season.

[104.0] Heavy Machine Guns

Most machine guns carried at the squad level are light machine guns. Heavy machine guns (HMGs) are available at a higher organizational level, but are occasionally attached to individual squads.

Two things differentiate a heavy machine gun from a light machine gun: the gun's caliber and its firing platform. Heavy machine guns typically fire a larger round (something in the .50 caliber range). They also are mounted on sturdy tripods or swivel mounts and often are equipped with sophisticated optical range finders and traverse adjustments.

An HMG has the same firepower as a standard MG at all ranges. Its extra power lies in its ability to penetrate and destroy cover.

When an HMG fires at any target which is receiving a defense multiple for terrain, that multiple is halved: a window or door is worth only 1; a nest is worth 3; a pillbox firing slit is worth 10; etc.

In addition, an HMG performing direct fire (but not opportunity fire) can fire through exterior building walls the same way a rifle fires through interior walls. The target receives a defense multiple of 10 for terrain.

A heavy machine gun cannot be fired without a loader. Neither the firer nor the loader can be prone (both can drop prone at any time, but the gun cannot be fired unless both are standing). It can be fired in the open or across any sort of adjacent aperture hexside or stone wall hexside. It always fires as an HMG.

Moving a heavy machine gun requires two soldiers. They must begin the round in the same hex as the HMG. Both become activated when either one is activated. They move as a unit, and have four movement points. A wounded soldier cannot help carry a heavy machine gun.

After a heavy machine gun is moved, the firer must spend one round (active) setting up the gun before it can be fired.

A heavy machine gun cannot be used for quick fire.

[105.0] Bren Light Machine Guns

Because it is clip fed, the Bren light machine gun is considered an automatic rifle. However, it could be reloaded very quickly by a second man. Because of this, all British, Commonwealth, and Canadian ARs do not become unloaded if a second soldier is in the hex and acting as a loader. The firer must be prone or firing across a window, stone wall, or nest hexside.

[106.0] Hand Grenades

Two new rules apply to grenades: random availability and bundling to form ad hoc satchel charges.

[106.1] Random Grenade Availability

This is a change from the optional Grenade Limits rule (38.0).

When setting up a scenario, determine randomly how many fragmentation and rifle grenades are available to each squad. Each player rolls a number of dice and adds the number of men in his squad to determine how many grenades his squad carries. The number of dice depends on the nationality of the squad.

German squad: 2 dice plus number of men in squad.

French squad: 2 dice plus number of men in squad.

American squad: 3 dice plus number of men in squad.

British/Commonwealth squad: 3 dice plus number of men in squad.

The result is the total number of offensive, defensive, and rifle grenades available to the squad. The player decides which types of grenades are carried and assigns them to soldiers before the game starts.

Each squad, regardless of nationality, also has one to six smoke grenades available. Roll one die to determine the exact number. These are also distributed before the game begins.

[106.2] Grenade Bundles

Three fragmentation grenades can be bundled together to form a demolition charge. This is a time-consuming process, however. A soldier who possesses three fragmentation grenades must spend three rounds preparing all three grenades. Then he must spend another round preparing a satchel charge (he doesn't need a satchel charge to perform this task; in this case, it represents bundling the three grenades together and linking them to a common fuse).

Any time after completing these four tasks, the soldier can throw or place the grenade bundle. It can be thrown just like a satchel charge. A moving soldier can drop off the bundle as he moves, also just like a satchel charge.

Unlike a satchel charge, a grenade bundle explodes at the end of the round in which it was thrown or placed; its detonation cannot be delayed.

Against personnel, an exploding grenade bundle is identical to an exploding satchel charge. It has a burst radius of 10 hexes. Consult the Burst table to determine its strength at any particular range.

Against structures and vehicles, the grenade bundle is less effective than a satchel charge.

The explosion creates a breach in every adjacent interior wall hexside and floor hex. It does not breach exterior walls or stone walls, or clear barbed wire, or detonate land mines, or damage vehicles, or have any other structural effect other than to breach interior walls and floors.

[107.0] Ability Ratings

Rather than drawing soldiers randomly from a pool and finding their ability ratings on a list, players can create unique soldiers for their squads with random dice rolls.

(Tables and instructions are included for wars and World War II theatres which are not covered in this game. They can be used by players who also have the SNIPER!™ game.)

[107.1] Activation Ratings

To determine a soldier's activation rating, roll one die and consult the Random Activation Ratings table.

[107.2] Panic Ratings

To find a soldier's panic rating, roll one die and consult the Random Panic Ratings table.

[107.3] Ability Ratings

Ability ratings vary from army to army. To determine your soldiers' ability ratings, roll two dice three times for each soldier. Find the results on the appropriate Random Ability Ratings table. If the number rolled falls in the first listed range, the soldier has a penalty in that ability. If the number falls in the second listed range, the soldier has a bonus in that ability.

Some troop types receive modifiers on their random ability rating dice rolls. These are listed below:

Regular infantry	0
Elite infantry	+1
Conscript infantry	-1

For example, when determining the ability ratings for a German soldier, assume the dice rolls are 8, 5, and 9. The soldier receives no firing modifier, a grenade throwing penalty, and a hand-to-hand fighting bonus. If the soldier was part of an elite squad his dice rolls would have been modified to 9, 6, and 10, giving him a firing bonus, a grenade throwing penalty, and no hand-to-hand modifier.

[108.0] The Squad Roster

The squad roster form is printed on the back of the activation tracks. Players should photocopy this form before starting to play.

When listing soldiers on the roster, it is best to assign ID numbers to soldiers in ascending order according to their activation ratings. This greatly simplifies the job of determining which soldiers are active. Instead of hunting over the board and checking each soldier's listing individually, the player can look at his

Random Activation Ratings

Soldier	Die Roll					
	1	2	3	4	5	6
BR, SR, AW	1	2	3	4	5	6
AR, MG, HMG	1	1	2	2	3	4
MP*, SG	1	2	3	3	4	5
RL, GL, FT	1	2	2	3	3	4
Vehicle Driver	2	3	3	4	4	5
APC, Tank Cmdr.	1	2	2	3	3	4
Tank Crewman	1	2	3	4	5	6

* Soviet MP-armed soldiers use the "BR, SR, AW" line.

Random Panic Ratings

Soldier	Die Roll					
	1	2	3	4	5	6
Regular infantry*	2	3	3	4	4	5
Elite infantry**	2	2	3	3	4	5
Conscript infantry	2	3	4	4	5	5

* Includes vehicle drivers.

** Includes APC and tank commanders and tank crews.

Random Ability Ratings

U. S. Army, World War II			Soviet Army, World War II		
	Penalty	Bonus		Penalty	Bonus
F	4-5	8-9	F	5-6	8
G	7	8-9	G	5-6	9-10
H	6-7	8	H	7	8-9
British Army, World War II			German Army, World War II		
	Penalty	Bonus		Penalty	Bonus
F	3-4	8-9	F	7	9-10
G	7	9-10	G	5-6	8-9
H	6-7	8	H	4-5	9
Commonwealth Forces, World War II*			Japanese Army, World War II		
	Penalty	Bonus		Penalty	Bonus
F	4-5	8-9	F	4-5	9-10
G	7	9-10	G	4-5	7
H	6-7	8	H	7	8-12
* except Gurkhas					
Gurkhas, World War II			Chinese Communist Army		
	Penalty	Bonus		Penalty	Bonus
F	5-6	9-10	F	5-6	9
G	5-6	7	G	5-6	9
H	6	8-12	H	7	8-9
French Army, World War II			North Vietnamese Army		
	Penalty	Bonus		Penalty	Bonus
F	4-5	8-9	F	4-5	7
G	7	9-10	G	4-5	7
H	6-7	8	H	2-4	7
Free French Forces, World War II			United States Army, Modern		
	Penalty	Bonus		Penalty	Bonus
F	5-6	9-10	F	4-5	8-9
G	5-6	10-12	G	6	8-9
H	4-5	9	H	4-6	8
			Soviet Army, Modern		
				Penalty	Bonus
			F	4-5	7
			G	4-5	8-9
			H	7	9-10

roster and see which active soldier has the highest ID number. He then knows that every soldier with a lower ID number is also activated. (Because of how ID numbers are assigned to counters, it is necessary to do this separately with each type of weapon. A squad usually contains few special weapons, however, and by their nature they are easier to keep track of; few players forget where their machine gun is.)

[109.0] Fortifications

A new sort of fortification is available in Heter: a loophole. A loophole is a small firing aperture in the side of a building. Loopholes usually are created in shaded or torn-up sections of wall for better concealment. A defender usually makes several loopholes and then moves frequently from one to another to make his position harder to locate. Well concealed loopholes can make a defender almost impossible to defeat without either entering the building or destroying it completely.

[109.1] Deploying Loopholes

Only a defender who sets up on the map before play begins can use loopholes. Loopholes can be cut into any wall, interior or exterior. Unlike windows and doors, loopholes are not located in specific hexsides; if a wall has loopholes, all hexsides of that wall have loopholes. (For purposes of this rule, a "wall" is defined as a straight section of wall uninterrupted by intersections with other walls. Doors and windows do not terminate the wall. Interior walls do not terminate an exterior wall.)

When the bravo player is allowed loopholes, he must note on his roster sheet which walls are loopholed. Loopholes are not revealed until an enemy soldier observes someone firing or tossing a grenade through one, or approaches within five hexes of the wall.

[109.2] Fighting Through Loopholes

A soldier sighting through a loophole always has a restricted field of vision. A sighting or exposed marker must be placed on the soldier's counter, never in front of him on the other side of the loophole (a loophole is too small to stick your head through). A loophole provides complete concealment to any soldier without a sighting or exposed marker.

A grenade cannot be tossed through a loophole, but it can be dropped through the loophole from an adjacent hex into an opposite, adjacent hex with no chance to scatter. An explosion does penetrate a loophole and can affect sighting or exposed soldiers. The soldiers receive the defense multiple of the loophole against the burst. However, the burst does not stun soldiers protected by a loophole unless the combat resolution dice roll is 5 or more.

No movement is allowed through loopholes.

If a nest is combined with a loophole, the combination provides defense multiple 10.

[109.3] Nests

Only full (six-sided) nests are included in this game. Partial nests are not used in any of the scenarios. Players who own the SNIPER!™ game may use partial nests from that game in scenarios of their own devising.

[110.0] Rocket Launchers

There were great differences in the rocket launchers used by the Western Allies and the Axis in World War II. Their effects on the game are outlined below.

[110.1] Reloadable Rocket Launchers

All rocket launchers used by the allies (American bazooka, British PIAT) are reloadable. The German panzerschreck, in SNIPER! game terms, is functionally identical. All are fired and reloaded according to the standard rules on rocket launchers (28.0).

Each reloadable rocket launcher comes with six rounds (rockets). These need not be carried solely by the RL man; they can be assigned as the player sees fit. Rockets serve no purpose other than to be fired from a rocket launcher; they cannot be detonated any other way. When determining anti-vehicle damage, a reloadable rocket launcher is equivalent to a medium tank gun (see the Vehicle Damage table). Three hits from a reloadable rocket launcher are required to breach a wall.

A soldier armed with a reloadable rocket launcher carries no rifle. The rocket launcher is his only weapon. He can carry hand grenades in addition to rockets (but is limited to a total of six explosives, counting both grenades and rockets).

[110.2] One-Shot Rocket Launchers

Dissatisfied with the performance and production requirements of the panzerschreck, German engineers designed the panzerfaust, a one-shot, disposable rocket launcher.

A soldier armed with a panzerfaust also carries a rifle (a BR in the case of a German soldier) which he can use at any time (after rearming). The rocket launcher can be fired only once.

The panzerfaust fires a much larger warhead. When determining anti-vehicle damage, a panzerfaust is equivalent to a heavy tank gun (see the Vehicle Damage table). A single hit from a panzerfaust breaches a wall hexside.

[111.0] Combat Formations

Many formations are available to an infantry squad besides the squad file. Each is designed to deal with a specific situation. This rule allows players to maneuver their squads prior to contact in a formation more suitable to the situation.

The formations are: file, extended file, column, line, wedge, and vee.

[111.1] File Formation

File formation is used when enemy contact is considered extremely unlikely.

In file formation, each soldier follows directly behind the soldier ahead of him. Separation between soldiers can be one to three hexes. All soldiers follow precisely the same path of hexes as the point man and maintain their spacing. The point man is within three hexes of the main body. He can move four to eight hexes per move.

[111.2] Extended File Formation

Extended file formation is used when the squad is marching ahead of a larger body or acting as an advance guard.

Extended file is identical to file, with one exception: the point man can be as much as 10 hexes ahead of the main body.

[111.3] Column Formation

Column Formation is used when enemy contact is considered unlikely but possible.

Column formation consists of two files, side by side. The files can be separated by as much as 10 hexes, but some element of each file must maintain visual contact at all times. The files may be extended.

[111.4] Line Formation

Line formation is used in assault when the enemy's position and strength are known.

In line formation, the line is formed perpendicular to the axis of advance. Soldiers stand side by side, separated by one to five hexes. Prior to contact, the line can advance two to four hexes per move.

[111.5] Wedge Formation

Wedge Formation is used in assault when the enemy's location is known but his strength is not.

Wedge formation is similar to line, but the two flanks of the line bend back, away from the enemy. Prior to contact, the wedge can advance two to four hexes per move.

[111.6] Vee Formation

Vee Formation is used when contact with the enemy is imminent but his location and strength are unknown.

Vee formation is similar to line, but the two flanks bend forward, toward the enemy. Prior to contact, the vee can advance two to four hexes per move.

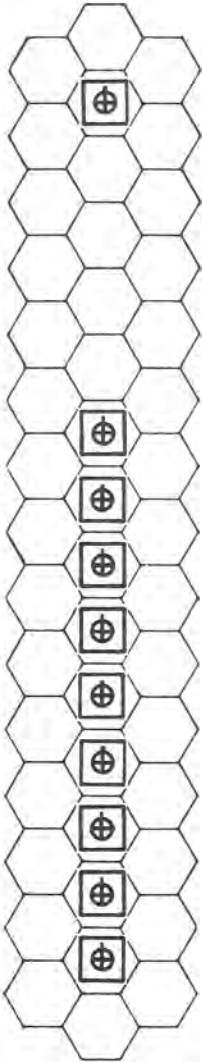
[111.7] Formations in Play

Each scenario specifies whether a squad can move in formation and which formations are allowed.

Prior to contact, soldiers in formation move according to the normal rules for pre-contact movement. After contact, formations allow certain movement bonuses.

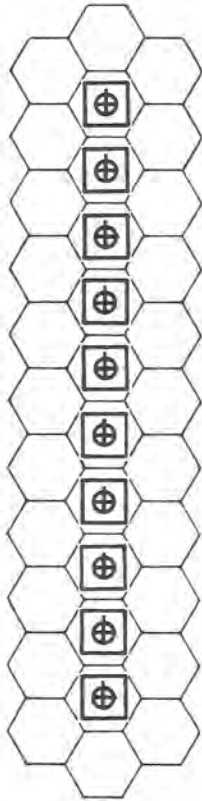
Formations

Extended File



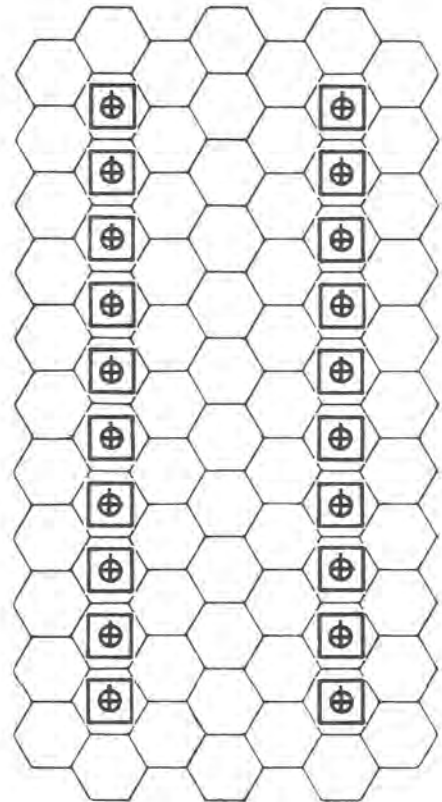
Separation: 1-3 hexes
Point: 1-10 hexes ahead

File



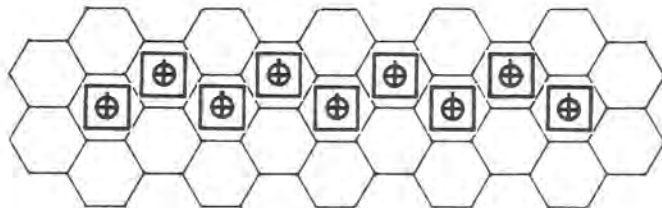
Separation: 1-3 hexes

Column



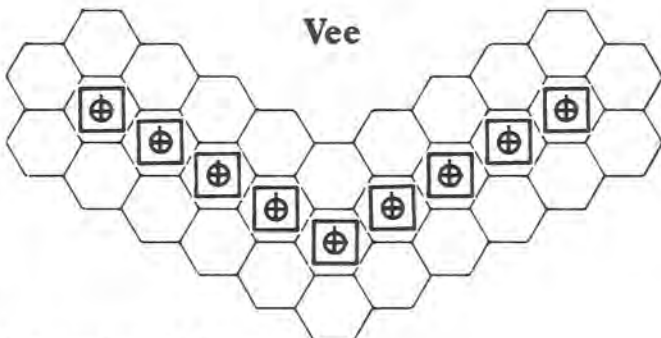
Separation: 1-3 hexes between soldiers,
1-10 hexes between files

Line



Separation: 1-5 hexes

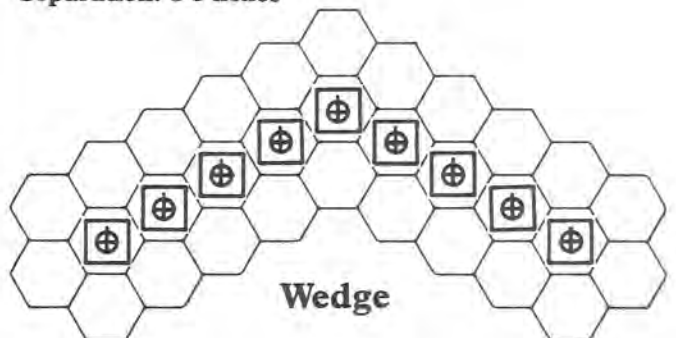
Vee



Separation: 1-5 hexes

Separation: 1-5 hexes

Wedge



As long as soldiers maintain formation, they can be activated to move by their squad leader. The squad leader can activate every man in the formation to move, even if the soldier would normally be too far away for the leader to activate or there are more soldiers in the formation than the leader could normally activate. Soldiers activated this way can move or evade, stand up or fall prone. They don't all have to use the same sort of movement; some could evade while others move and another moves and falls prone.

This form of activation is allowed as long as soldiers remain in formation. A soldier is in formation until:

- he activates and moves without the formation;
- the formation activates and moves without him;
- he performs a movement task other than move, evade, stand up, or fall prone;
- he becomes isolated;
- the separation between him and the main body of the formation exceeds the maximum allowed for that formation. The main body of the formation is always that portion containing the squad leader. Incapacitated and killed men are ignored as formation links; stunned, panicked, and wounded men can be part of a formation.

Once a soldier falls out of formation, he cannot get back in. He must be activated by himself or by his leader.

The squad leader can either activate the formation to move or activate individual soldiers for any tasks. Remember, however, that any soldier who moves in any way (other than changing facing) without the rest of the formation is no longer part of the formation. Also remember that removing one soldier from the formation may remove several other soldiers as well, if they are no longer within the maximum allowed separation from the main body.

The leader can activate the entire formation only for the four movement tasks listed above. All other tasks require individual activation.

Once the enemy is contacted, a formation becomes a loose, malleable thing. The only restriction on placement of soldiers is that, in order to remain part of the formation, they must remain within the allowed separation distance for the formation and must not become isolated. Beyond this, the physical arrangement of the formation is not important. If a wedge gradually turns into a vee, it is still a formation and still gives formation benefits.

EXAMPLE: A squad of 10 men is advancing in a wedge formation. The squad leader is at position 5 (5th from the left). Each soldier is two hexes from the men to his right and left. An enemy sniper fires at the 3d man from the left, killing him. The two soldiers on the far left—positions 1 and 2—are still part of the formation, because soldier 2 is four hexes from soldier 4, who links him to the squad leader

(the maximum allowable separation for a wedge formation is five hexes). Everyone in the squad must check for panic, because the sniper's shot was the first of the scenario. Two men—positions 6 and 10—panic and fall prone. The player now faces a choice. If he moves the squad, the two panicked men (who cannot move) are cut out of the formation. If he stays put, waiting for the panicked men to recover, he risks losing more men to the sniper. In the Initial Sighting phase he places sighting markers on two men who are in cover—positions 1 and 8. In his first operations round, he moves the squad, leaving the two panicked men and the two sighting men behind. There are now five men in the formation, counting the squad leader—positions 2, 4, 5, 7, and 9. Another sniper fires, wounding the soldier at position 7. Without thinking about what he is doing, the squad leader orders everyone in the formation to fall prone. This effectively disintegrates his formation. By falling prone, soldiers 2, 7, and 9 become isolated, leaving only the squad leader and soldier 4 still in formation.

[112.0] Wheeled Vehicles

Wheeled vehicles are divided into two categories: road vehicles and off-road vehicles. Road vehicles are primarily trucks. Off-road vehicles include jeeps and armored cars. Each vehicle card lists its type on back.

All wheeled vehicles move according to rule 34.1, Vehicle Movement. In addition to rough #2 and slopes, wheeled vehicles are prohibited from entering bocage or from crossing stone wall hexsides. If a wheeled vehicle tries to enter or cross prohibited terrain for any reason, the vehicle stops moving and is immobilized. (In the case of bocage, the vehicle is not damaged but is considered bottomed out or mired.)

[112.1] Armored Cars

Many armored cars are equipped with turrets. These function identically to tank turrets: i.e., they must spend one round aiming at each new target; they have elevation limits when firing at targets above ground level; they can be opened up or buttoned down. Essentially, an armored car is treated like a tank with mobility restrictions.

[113.0] Halftracks

Halftracked vehicles can enter bocage hexes but cannot cross the ridge which runs down the center of a hedgerow. In order to enter a bocage hex, the player controlling the halftrack must roll one die. On a result of 1-3, the halftrack advances one hex. On a result of 4-6, the halftrack does not advance at all. If the halftrack does not advance, it does not receive a Move marker. However, if soldiers on the halftrack try to fire or throw, their attack is handled as if the halftrack is moving.

[114.0] Tanks

Tanks are divided into three categories: light, medium, and heavy. These distinctions are

based on the tank's front armor. If any of its front armor is soft or light, it is a light tank. If its weakest front armor is medium, it is a medium tank. If all of its front armor is heavy, it is a heavy tank.

[114.1] Turretless Tanks

Turretless tanks were quite common in World War II. A turretless tank is easily identified; its information card lists no turret armor.

A turretless tank functions just like a turreted tank, with this exception: its main gun and coaxial machine gun always point in the same direction as the hull.

[114.2] Crew Positions

Crew positions on the Vehicle Display are identified by letter. Positions A, B, F, and G are in the hull; positions C, D, and E are in the turret. Normally, these positions are assigned to the following crewmen:

- A Driver
- B Hull Machine Gunner
- C Loader
- D Main Gunner
- E Commander
- F Assistant Loader
- G Assistant Gunner

Positions F and G are used on very few vehicles: those with very large caliber guns, mostly.

A few vehicles alter this arrangement, switching the driver's and gunner's position, for example. These exceptions are noted on the vehicle statistics. They have no effect on play, with one exception: The hull machine gun is always on the same side of the vehicle as the hull machine gunner. This will have a minor effect on the gun's field of fire.

[114.3] Barrel Length

Many tanks carry guns with barrels more than 2 meters long (the length of one SNIPER![™] game hex). Normally, this presents no problem. In the often restricted areas of a SNIPER! game, however, a long barrel can interfere with gun traverse.

Each vehicle with a main gun lists the main gun's length. These range from 0 to 2. The numbers correspond to the length of the gun barrel in hexes. A barrel of length 0 is contained in the turret's hex; a barrel of length 1 extends one hex ahead of the turret hex; a 2-hex-long barrel extends two hexes ahead of the turret.

The turret cannot be rotated or positioned in such a way that the barrel would extend into the interior of a building or rough #2 terrain. It cannot be rotated through a bocage hex, but can be in a bocage hex if it was driven straight in. If this ever happens inadvertently, or is discovered after the fact to be the case, the tank's main gun is destroyed and cannot fire for the remainder of the scenario.

Barrel length has no effect on the gun's field of fire.

Barrel length restrictions apply to armored cars and turretless tanks as well as turreted tanks.

[115.0] Vehicles in Combat

All standard rules concerning vehicles in combat apply.

All vehicles are rated according to their armor protection in the following areas: hull front, flank, rear, and top; and turret front, flank, rear, and top. Armor ratings can be heavy, medium, light, soft (enclosed but unarmored), and open.

All anti-vehicle weapons are also rated according to their lethality: light, medium, or heavy.

[115.1] Vehicle Combat Procedure

When any weapon fires at a vehicle, use the Scatter table to determine whether the target vehicle is hit. Rockets which miss their targets are explained in rule 28.0. If a tank gun is fired at a vehicle and misses, the round has no effect; ignore it.

If the vehicle is hit, determine which aspect the target is presenting to the attack—front, flank, or rear—by consulting the Vehicle Hits diagram.

Once the target aspect is known, roll one die and consult the appropriate Target Angle table. This determines whether the round hit the target's hull or turret. Turret hits are treated as such even if the vehicle has no turret (no turret armor is listed on its card). In this case, some results from the Vehicle Damage table may not apply.

Once the hit is located on the vehicle, consult the Damage Table Index. Cross reference the size of weapon which is attacking with the weight of armor which was hit. The result states which Vehicle Damage table to use.

Roll two dice and find the result on the appropriate Vehicle Damage table. The damage result is implemented immediately. The results are explained below.

If a result affects a component which the vehicle doesn't have, the hit has no effect.

[115.2] Turret Damage Results

-: No Effect. The shot bounced off the vehicle's armor without causing significant damage.

C: Coaxial Machine Gun Destroyed. The coaxial machine gun cannot be fired for the remainder of the scenario.

S: Swivel Machine Gun Destroyed. The swivel machine gun cannot be fired for the remainder of the scenario.

G: Main Gun Destroyed. The vehicle's main gun cannot be fired for the remainder of the scenario.

T: Turret Disabled. The turret cannot rotate for the remainder of the scenario. This result has no effect on vehicles without turrets.

P: Turret Crew Attacked. The round pierces the turret and may cause crew casualties. Each

member of the crew in the turret is attacked once on the 7 column of the Combat Results table. If the vehicle has no turret, every crew member is attacked.

D: Destroyed. The round pierces the turret's armor and causes catastrophic damage. The vehicle is destroyed. It is immobilized and all weapons are unable to fire. All members of the crew are attacked once on the 11 column of the Combat Results table. All survivors must abandon the vehicle as soon as possible.

B: Burning. The vehicle is destroyed and is burning. All members of the crew are attacked once on the 11 column of the Combat Results table. Those crew members who can, must abandon the vehicle as soon as possible. Thereafter, roll one die during the Artillery Impact and Satchel Charge Explosion phase of every turn. On a result of 1 or 2, the vehicle explodes. Everyone within range is attacked as if a light artillery round had struck the right rear hex of the vehicle.

[115.3] Hull Damage Results

-: No Effect. The shot bounced off the vehicle's armor without causing significant damage.

I: Immobilized. The vehicle stops moving immediately and cannot move for the remainder of the scenario.

H: Hull Machine Gun Destroyed. The hull machine gun cannot be fired for the remainder of the scenario.

P: Hull Crew Attacked. Each crew member stationed in the hull is attacked once on the 7 column of the Combat Results table. If the vehicle has no turret, every crew member is attacked.

D: Destroyed. The round pierces the hull armor and causes catastrophic damage. The vehicle is destroyed. It is immobilized and all weapons are unable to fire. All members of the crew are attacked once on the 11 column of the Combat Results table. All survivors must abandon the vehicle as soon as possible.

B: Burning. The vehicle is destroyed and is burning. All members of the crew are attacked once on the 11 column of the Combat Results table. Those crew members who can, must abandon the vehicle as soon as possible. Thereafter, roll one die during the Artillery Impact and Satchel Charge Explosion phase of every turn. On a result of 1 or 2, the vehicle explodes. Everyone within range is attacked as if a light artillery round had struck the right rear hex of the vehicle.

X: Explodes. The vehicle explodes immediately. Everyone inside is killed. Everyone within range is attacked as if a light artillery round had struck the right rear hex of the vehicle.

[115.4] Top Armor

In addition to front, flank, and rear armor, all vehicles in Hetzer list top armor. Top armor comes into play in only three situations: when

the vehicle is attacked by satchel charge, grenade, or artillery.

A satchel charge tossed onto a vehicle attacks the vehicle's top armor. The attack resolution procedure is as described above, except that the normal scatter procedure is used to determine which hex the satchel charge lands in. A satchel charge is equivalent to a heavy gun.

A fragmentation grenade never has any effect on a vehicle. It can, however, be tossed into a vehicle through an area indicated to be Open. The grenade then attacks the vehicle's occupants normally (according to rule 13.0). Subtract 1 from the scatter dice roll when a grenade is tossed into a stationary vehicle; subtract 2 if the vehicle is moving.

An artillery round striking a vehicle also affects the vehicle's top armor. The attack resolution procedure is unchanged, but the different rounds have the following effects:

- A light artillery round is resolved as a light round against soft armor or an open top. Against any other type of armor, it automatically uses Vehicle Damage table 6.
- A medium artillery round is treated as a light anti-tank round.
- A heavy artillery round is treated as a medium anti-tank round.
- A super-heavy artillery round destroys any vehicle automatically and kills its crew.

[115.5] Smoke Tubes

Many AFV descriptions (printed on the backs of the vehicle pieces) list smoke dischargers as part of the vehicle's armament. Smoke dischargers, or smoke tubes, can be used to obscure the vehicle when it is threatened.

A particular vehicle's smoke tubes can only be discharged once per scenario. When fired, they create smoke in every hex of the vehicle and in every hex within two hexes of the vehicle (though the smoke does not cross building walls). This smoke does not travel with the vehicle if the vehicle moves. The smoke dissipates normally, but does not drift. All other standard smoke rules apply.

[115.6] Unusual Characteristics

Some vehicles in the game have unusual characteristics which make them difficult to model with one all-encompassing set of rules. The following cases can be applied when specific, unusual vehicles are in play.

M5A1: The M5A1 tank's swivel machine gun was mounted behind the turret. It does not have a 360-degree field of fire. Its field of fire is identical to the main gun's, but it extends to the rear of the turret instead of the front. In order to fire this weapon, the commander must face the rear of the turret.

Churchill: The special assault version of the Churchill tank—the "Flying Dustbin"—was quite rare. This modified tank had its main gun replaced with a spigot mortar. The mortar fires like a normal tank gun, but has a range of only

40 hexes. The round detonates with the same effect as a medium artillery round. Unfortunately, there is no way to reload the mortar from inside the tank. Once fired, the spigot mortar cannot be fired again until the loader climbs out of the turret hatch and spends one round (active) reloading.

Sd Kfz 138/1: This vehicle's weapon was an infantry support howitzer which did not fire armor piercing ammunition. Treat it as a light gun when fired at enemy vehicles.

Jagdpanzer 38(t), Hetzer: When buttoned down, this vehicle had very poor visibility. The commander's activation rating is increased by three rather than two when the vehicle is buttoned down. However, the swivel machine gun could be fired by remote control while the vehicle was buttoned down. Its firepower is halved when doing so.

Pz Kpfw II: This vehicle's gun could not fire high explosive rounds, making it much less useful against infantry. When fired at infantry targets, treat its main gun as a direct fire weapon with firepower 5. However, all results from the Combat Results table are increased one level in severity: P becomes W, W becomes I, I becomes K.

[115.7] Pushing Vehicles

In some cases, it may be necessary for one vehicle to push another out of the way. (This usually comes up when one vehicle is immobilized in a narrow road and others need to continue through.)

A vehicle's pushing ability depends on its 'weight' and the manner in which it is pushing. For simplicity, weight is assigned according to mobility type. In ascending order (from lightest to heaviest), weights are: wheeled, halftracked, and tracked.

Pushing straight ahead: Any wheeled vehicle or halftrack can push another vehicle of equal or lesser weight if their wheels (or tracks) are aligned. To be aligned, the wheels must be parallel, but not necessarily in the same hexes. The relative sizes of the two vehicles don't matter.

A tracked vehicle can push one or two wheeled or halftracked vehicles straight ahead. A tracked vehicle can push another tracked vehicle straight ahead only if the pushing vehicle is at least as big as the disabled vehicle. In this case, size is judged simply by counting the number of hexes the vehicles occupy.

Pushing sideways: If the wheels (or tracks) of the two vehicles are not aligned, then the disabled vehicle is either being pushed sideways or pushed aside.

The vehicle is pushed sideways if the pushing vehicle is pushing against the middle side hex of the disabled vehicle. If the disabled vehicle is four hexes long, both middle hexes must be in contact with two hexes of the pushing vehicle. If the disabled vehicle is three hexes long, the middle hex and one end hex must be in contact

with two hexes of the pushing vehicle. If the disabled vehicle is two hexes long, both hexes must be in contact with two hexes of the pushing vehicle. If these conditions are not met, the vehicle is pushed aside rather than ahead.

A wheeled vehicle or halftrack can push sideways a vehicle of equal or lesser weight. In addition, the pushing vehicle must be at least as large as the disabled vehicle.

A tracked vehicle can push any wheeled or halftracked vehicle sideways. The only tracked vehicles which can be pushed sideways or aside are the British Mk I carrier and Mk VI B tank, the Allied M5A1 tank, and the German PzKpfw IB tank.

Pushing aside: If the vehicles do not meet the requirements for pushing straight or pushing sideways, the disabled vehicle is pushed aside. The weight restrictions on pushing a vehicle aside are the same as for pushing it sideways. However, instead of moving along with the pushing vehicle, the disabled vehicle pivots around one of its side hexes.

The Pushing Vehicles diagram shows four examples of a disabled vehicle being pushed aside. In one of these cases, after pivoting, the vehicle is in position to be pushed sideways. In most cases, however, the disabled vehicle will be pushed out of the way.

If a situation arises that does not seem to be covered by these rules or by the Pushing Vehicles diagram, both players should look at the situation and decide what seems most logical. If players cannot agree how the disabled vehicle should be moved, both players roll one die; reroll ties. Whoever gets the higher die roll determines how the disabled vehicle is moved.

To push another vehicle, the pushing vehicle must move adjacent to the disabled vehicle and stop. The vehicle can keep its Move marker (it hasn't actually stopped, but must position itself to push the disabled vehicle without damaging itself). The next time it moves, the vehicle can push the disabled vehicle at one-half its normal movement allowance.

Neither vehicle can turn while one is pushing the other. The pushing vehicle must move straight ahead, and the disabled vehicle must retain its position relative to the pushing vehicle. (Exception: if the disabled vehicle is being pushed aside, ignore this restriction.)

If the pushed vehicle collides with a building or another vehicle, the pushing vehicle is not damaged. The vehicle which was hit is treated as if a normal collision had occurred. Any passengers in the pushed vehicle are stunned.

If the disabled vehicle is being pushed by a tank and it collides with an obstacle which a tank could crush or break through (stone walls, hedges, barbed wire, hedgerows), both vehicles proceed as if the tank was operating alone: roll a die to cross a stone wall or bocage, automatically crush hedge and barbed wire. A tank is never immobilized by pushing another vehicle

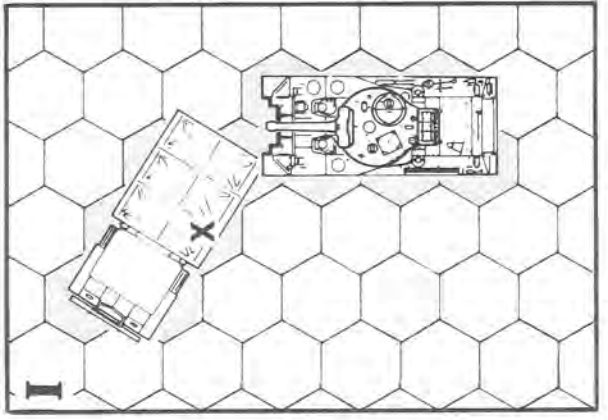
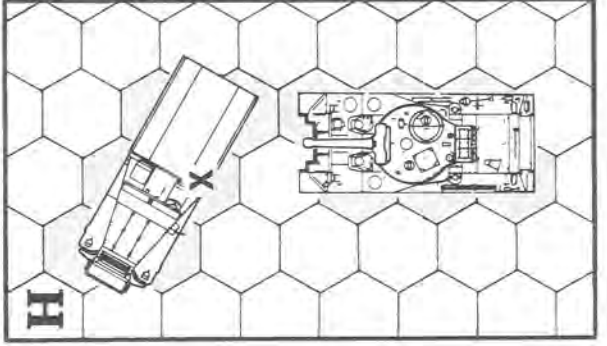
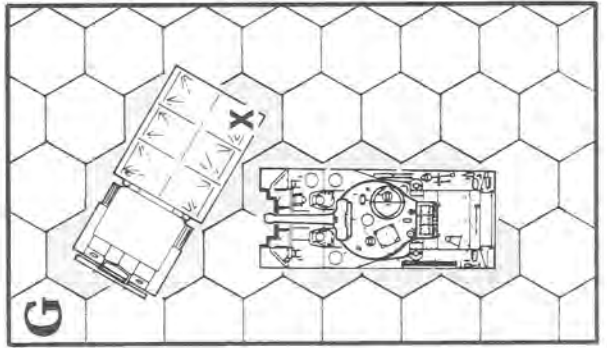
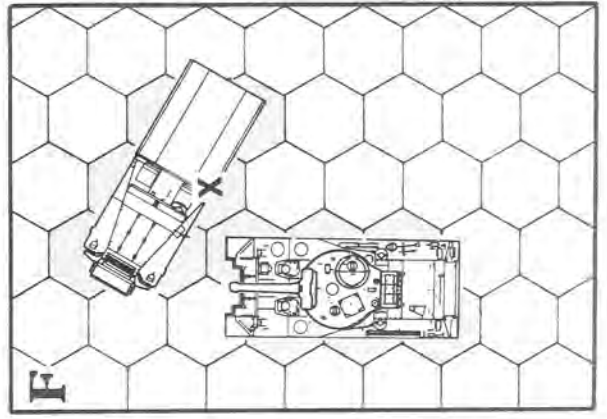
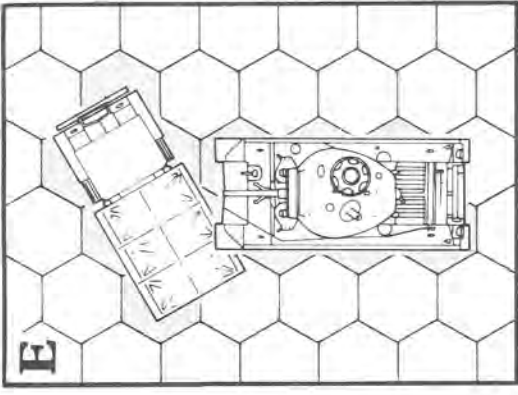
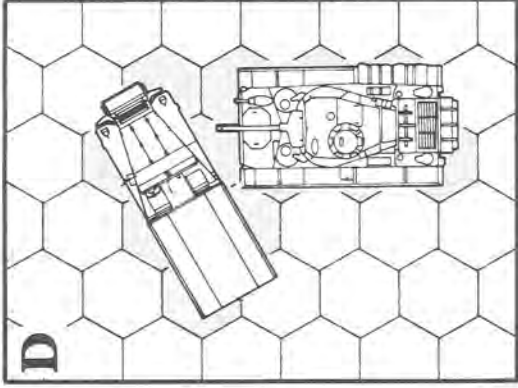
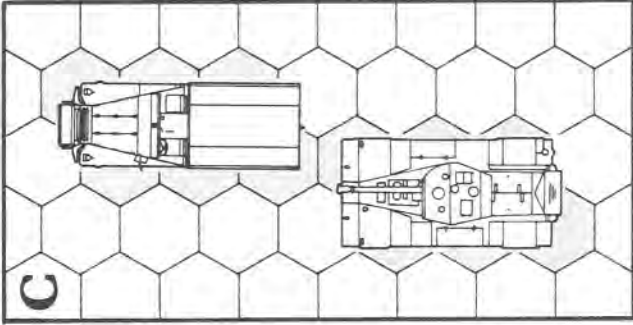
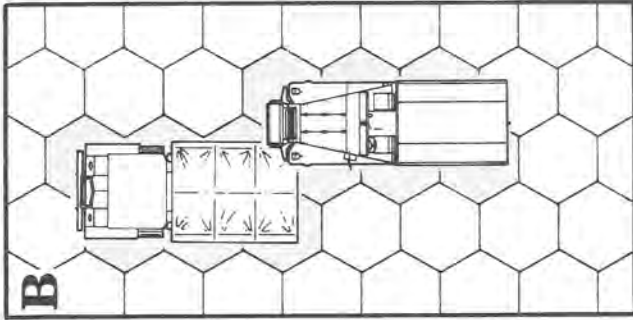
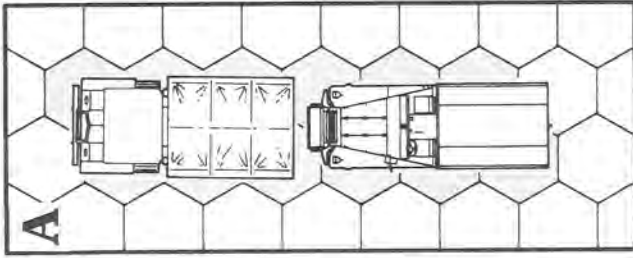
through a stone wall. This is the only way a wheeled or halftracked vehicle can be forced through a stone wall or into bocage (a halftrack can enter bocage, but cannot cross the center ridge on its own). Hedgecutters have no effect in this case, whether they are on the disabled vehicle or the pushing vehicle.

Pushing Vehicles

A, B, C: The lead vehicle is being pushed straight ahead.

D, E: The lead vehicle is being pushed sideways.

F, G, H, I: The lead vehicle is being pushed aside. In all four cases, the vehicle pivots around the hex marked "X." In situation H, the vehicle pivots into a position where it can be pushed sideways.



PART 3: CAMPAIGN PLAY

The standard scenarios with the OBs provided can be played almost indefinitely without exhausting the play possibilities of Hetzer. However, an alternative to playing one-shot scenarios is to play a campaign. In a campaign, players keep the same squad (or several squads) and use it in repeated encounters with the enemy. The squad develops and changes through the course of campaigning, losing soldiers to injuries and gaining combat experience. Perhaps the biggest advantage to a campaign is that players develop ties to their squads and to individual soldiers. This changes tactics during the game; it's much harder to send a soldier on a suicide mission knowing that a) that soldier saved the entire squad on a previous patrol and b) the squad probably will be a man short the next time you play the game.

There are two ways to play a campaign. In the first, each player creates a squad and then uses that squad in a series of randomly-created scenarios. Each scenario takes place in the same region and same general time period: i.e., Italian campaign, German blitz through France, or Allied liberation of France. The second sort of campaign is much broader; each player has an assortment of many squads, from both sides of the war. Scenarios are created randomly and the players use whichever squads are most appropriate to that scenario. Scenarios can be set anywhere and anytime in the western theater. Players watch squads come and go, coping with and surviving (or not) the rigors of war.

[116.0] Random Scenario Procedure

Creating a random scenario is a ten-step process:

1. Determine the date of the scenario.
2. Determine which player controls the Axis.
3. Determine what type of squad each player controls.
4. Determine the specific attributes of each squad.
5. Choose a scenario type.
6. Determine which map the scenario will be played on.
7. Determine which side is Alpha and which is Bravo.
8. Determine whether this will be a day or night scenario.
9. Purchase support equipment for both squads.
10. Set up the scenario.

[116.1] Scenario Date

To determine the date of the scenario, roll one die:

1	France 1940
2-3	Italy 1943
4-5	France 1944
6	France 1945

[116.2] Forces

Each player rolls one die. The player with the highest roll is the Axis. Low roller is the Allies. If the dice are tied, then the player who owns this copy of the game gets his choice. If that criterion doesn't apply, use one of the following, in order: player who is hosting the game gets his choice; oldest player gets his choice; roll again.

Once the sides are known, each player rolls one die and checks the listing under the appropriate year to determine which type of squad to use.

German Forces

1940-43	
1-5	Wehrmacht (infantry)
6	SS
1944	
1	Volksgrenadiers
2-4	Wehrmacht
5-6	SS
1945	
1-2	Volksgrenadiers
3-4	Wehrmacht
5-6	SS

Allied Forces

1940	
1-3	French
4	French, elite
5	British
6	British, elite
1943	
1-4	United States
5	British
6	Commonwealth* (see below)
1944-45	
1-4	United States
5-6	Roll Again (below):
1-2	U.S. Paratroopers
3	Free French
4	British
5	British Paratroopers
6	Commonwealth* (see below)
*Commonwealth (Roll Again)	
1	ANZAC
2	Gurkhas
3	Indian
4-6	Canadian

[117.0] Creating the Squad

Whether playing a campaign where each player controls only one squad or many, each squad is created the same way.

[117.1] Squad Composition

Each newly-created squad has the number of soldiers and weapons listed on its Table of Organization and Equipment (TO&E). TO&Es vary according to nationality, year, and type of squad.

Germany

Infantry, 1940-43:	9 BR, 2 MG
Infantry, 1944-45:	6 BR, 2 MP, 1 MG
SS, 1940-43:	6 BR, 2 MP, 2 MG
SS, 1944-45:	6 BR, 2 MP, 2 MG, 1 RL(r)
Volksgrenadiers:	3 BR, 5 MP, 1 MG

France

French Infantry, 1940:	10 BR, 1 AR
Free French, 1944-45:	8 BR, 2 MP, 1 AR

British and Commonwealth

Infantry, 1940-42:	8 BR, 1 MP, 1 AR
Infantry, 1943-45:	5 BR, 4 MP, 1 AR
Paratroops, 1943-45:	5 BR, 4 MP, 1 AR
Canadian Infantry	5 BR, 4 MP, 1 AR
ANZAC Infantry	8 BR, 1 MP, 1 AR
Gurkha Infantry	8 BR, 1 MP, 1 AR
Indian Infantry	8 BR, 1 MP, 1 AR

United States

Infantry, 1943-45:	10 SR, 1 AR
Paratroops, 1943-45:	6 SR, 5 MP, 1 AR

[117.2] Ratings

Each soldier's activation, panic, and ability ratings are determined normally, according to case 107.0.

The following types of squads are considered elite: paratroopers, Gurkhas, ANZACs, SS, and any squads listed on the force tables as elite. Volksgrenadiers are considered conscripts.

[117.3] Activation Tracks

When a squad is newly created, its activation track must be determined. This is a random determination which varies by nationality and year.

First, check the Activation and Preservation Die Roll Modifiers table. Find the nationality of the squad and the year it enters the game. This gives an activation modifier.

Next, roll one die and add the modifier to the die roll. Find this number on the Activation Track column of the Activation Tracks and Base Preservation table. The result is the activation track used by this squad. Note this information on the squad's roster. The squad's activation track can change as a result of its performance during games.

[117.4] Preservation Limits

Every time a squad is used in a scenario, its preservation limit must be determined. The first time the squad is used, this determination is random.

First, find the squad's Preservation Modifier on the Activation and Preservation Die Roll Modifiers table.

Next, roll one die and add the modifier to the die roll. Find this number on the Base Preservation Limit column of the Activation Tracks and Base Preservation table. The result is the squad's base preservation limit. Record this on the squad's roster.

The base preservation limit is per four soldiers in the squad. The squad gets that number of preservation points for every complete group of four soldiers in the squad. One additional point is added for every man who doesn't fit into a four-man group. For example, a squad contains 11 soldiers. Its base preservation limit, determined by die roll, is 9. Dividing the squad into groups of four gives two groups with three soldiers left over. The squad's preservation limit is 21 (2x9 = 18; 18 + 3 = 21).

The number of soldiers in the squad can change from game to game. Because of this, the squad's preservation limit must be refigured, using the same base, before every game. Also, the squad's base preservation limit can change through experience (becoming better or worse).

Activation and Preservation Die Roll Modifiers

	Army	Year	Act. Mod.	Pres. Mod.
US Army		1943	+5	+12
		1944-45	+3	+10
US Paratroopers		1944-45	+1	+8
	British Army	1940	+1	+6
		1941-42	+3	+8
	1943-45	+3	+10	
British Paratroopers		1944-45	+1	+6
	Canadian Army	1943	+5	+10
		1944-45	+3	+10
ANZACs		1943-45	+3	+8
	Gurkhas	1943	+3	+4
		1944-45	0	+4
Indians		1943-45	+3	+8
	German Wehrmacht	1940-41	-2	+8
		1942	0	+8
		1943	+1	+8
		1944	+3	+8
German Volksgren.		1945	+5	+8
		1943	+3	+10
		1944	+5	+6
	1945	+7	+12	
German SS		1940	-4	+4
		1943	-2	+2
		1944-45	-2	0

Activation Tracks and Base Preservation

Die Roll	Activation Track	Die Roll	Base Pres. Limit
1	A	1	14
2	A	2	13
3	B	3	12
4	B	4	11
5	C	5	11
6	C	6	10
7	D	7	10
8	D	8	9
9	E	9	9
10	E	10	8
11	F	11	8
12	F	12	7
13	G	13	7
14	G	14	6
15	H	15	6
16	H	16	5
17	I	17	4
18	I	18	3

[117.5] Other Equipment

A squad starts with only the equipment listed on its TO&E, and grenades. Determine the number of grenades carried by the squad using rule 106.1.

As the squad accumulates experience, it may also earn points which can be spent for support equipment. This procedure is explained in cases 119.0 and 120.0.

[118.0] Choosing a Situation

Four situations are used in random scenarios: patrol, infiltration, raid, and assault. These are roughly equivalent to the patrol, flying column, raid, and assault scenarios from the Scenarios Book, but with very different set-up parameters.

To determine the situation, roll one die.

- 1 Patrol
- 2 Patrol
- 3 Infiltration
- 4 Raid
- 5 Raid
- 6 Assault

[118.1] Maps

To determine which map is used, roll one die.

- 1-4 Town
- 5-6 Hedgerows

[118.2] Alpha/Bravo

If the situation is infiltration, raid, or assault, determine which player is the attacker (Alpha) and which the defender (Bravo). First, compare the number of support points available to each squad (see case 121.0); a new squad has no support points. Then each player rolls one die. The player with more support points adds 1 to his die roll. The player with the highest die roll is the Alpha force. If the dice rolls are tied, then the Allied force is attacking. (In a 1940 scenario, the Axis attacks if the dice rolls are tied.)

[118.3] Day/Night

Determine whether the scenario occurs during day or night. Each player rolls one die. The attacking player adds 1 to his die roll. The high roller gets to choose day or night. If the dice rolls tie, the lighting condition is determined by the number on the dice: if both dice show an even number, play a day scenario; if both show an odd number, play a night scenario.

[119.0] Setting Up and Winning

The set-up for each situation varies randomly.

[119.1] Patrol

The Patrol situation is set up and played exactly like the standard Patrol scenario. See case 127.0 for details. Victory conditions are exactly as listed in 127.0.

[119.2] Infiltration

In this situation, the Alpha force must cross from one side of the map to the other and exit the map. The Bravo force, of course, must stop Alpha from accomplishing its mission.

First, determine where the Alpha force sets up by rolling one die. The result indicates which map sections the Alpha force can be set up in.

Die Roll	Town Section	Hedgerow Section
1-2	A, B, C, D	A, B, C
3-4	E, F, G, H	E, F, G, H
5	A, H	A, I, H
6	D, E	C, D, E

The Bravo force sets up first, using concealed deployment, in any map sections where Alpha cannot. Bravo soldiers can set up in hedgerow hexes. When Bravo is deployed, the Alpha squad is placed on the map. Alpha soldiers cannot be placed in hedgerow hexes initially. There is no pre-contact movement; the full sequence of play is used throughout the scenario. However, Alpha automatically gets the initiative on the first turn, with up to four sighting markers. Bravo receives two sighting markers.

Alpha's mission is to cross to the opposite side of the map and exit via that map edge. Alpha soldiers can leave the map only across their objective map edge or across the map edge bordering all of their set-up areas. Bravo soldiers can exit the map across any edge bordering their set-up areas.

The scenario ends when only one side has any healthy or wounded soldiers on the map. The player with the most victory points at the end of the scenario is the winner. Victory points are awarded as follows:

- 1 point per enemy wounded
- 3 points per enemy killed or incapacitated
- 5 points per healthy or wounded soldier exited across the objective map edge or still

on the map when the scenario ends (Alpha only)

5 points per incapacitated Alpha soldier left on map at end of scenario (Bravo only, and only if healthy or wounded Bravo soldiers remain on map at scenario's end)

[119.3] Raid

The raid situation is very much like the standard raid situation, but with random deployment.

The Alpha force's mission is to attack a known Bravo position, inflict casualties, take prisoners, and withdraw behind friendly lines before Bravo forces can react in strength.

The Bravo force sets up first, using modified concealed deployment. All Bravo forces are placed on the map, but a smoke marker is placed atop each stack. If Bravo has a vehicle, it can be concealed. The vehicle must be placed on the map as soon as any Alpha soldier can trace a line of sight to it, or it moves, fires, or rotates its turret.

Soldiers of Bravo force cannot react to the presence of Alpha soldiers until an Alpha soldier is seen, or until an Alpha soldier fires his weapon or throws a grenade. If Alpha has a vehicle, Bravo is immediately alerted.

Roll one die to determine which map sections Bravo can set up in. Alpha can set up in any other map sections. Bravo soldiers can set up in hedgerow hexes; Alpha soldiers cannot.

Die Roll	Town Section	Hedgerow Section
1	B, C	B, C
2	C, E	D, E, F
3	C, D	G, H
4	E, F	H, I
5	F, G	I, J
6	A, H	C, D

Bravo soldiers can withdraw from the map across any map edge except those adjoining sections where Alpha set up. Alpha soldiers can withdraw from the map across any edge adjoining a section where Alpha soldiers were set up.

A special withdrawal/preservation rule affects the Alpha force in this scenario. Each game turn counts as one preservation point against the Alpha squad. For example, at the start of turn 5, the Alpha squad has five preservation points in addition to any preservation chits which were drawn. The squad is subject to preservation effects when the number of points drawn on chits, plus the current game turn, equals or exceeds its preservation limit. (The squad does not lose cohesion points unless it exceeds its preservation limit on chits alone; see Cohesion, case 120.0).

The scenario ends when only one player has healthy or wounded soldiers on the map. The winner is the player with the most victory points. Victory points are awarded as follows:

- 1 point per enemy wounded
- 5 points per enemy killed or incapacitated
- 10 points per incapacitated Bravo soldier carried from map, or remaining on map at end of scenario if Alpha controls map (Alpha only)
- 10 points if Bravo controls map at end of scenario and no Bravo soldiers captured (Bravo only)

[119.4] Assault

In this situation, Alpha's mission is to capture the terrain occupied by Bravo.

Roll one die to determine where Bravo can set up and what building or map section Alpha must capture.

Town Map

Die Roll	Objective Building	Bravo Set-up
1	hex 2430	B, C, F
2	hex 2038	B, C, E
3	hex 3246	C, D
4	hex 1543	C, E, F
5	hex 0734	E, F, G
6	hex 1122	F, G

Hedgerow Map

Die Roll	Objective Section	Bravo Set-up
1	B	B, C, D
2	F	E, F, G
3	G	F, G, H, I
4	H	G, H, I
5	I	B, G, I, J
6	J	B, D, F, I, J

Bravo force sets up first in the areas listed under Bravo Set-up. Bravo force need not set up in all the listed areas; it has the option of utilizing any or all of them. Use modified concealed deployment (place a smoke marker atop each stack). Bravo soldiers can set up in hedgerows.

Alpha force can set up in any section not listed as one of Bravo's set up sections. Alpha soldiers are deployed openly. They cannot be set up in hedgerow hexes.

Alpha's objective is the listed section, or the building containing the listed hex (not just that one hex). Alpha controls a section on the hedgerow map if no healthy or wounded Bravo soldiers are in the section or in the hedgerows bordering it, and the last soldier in the section was a member of the Alpha force. A building is controlled if the last man to be in the building was from the Alpha force. Buildings which adjoin the objective building but which are separated from it by exterior walls need not be controlled.

Alpha soldiers can withdraw from the map across any hexside adjoining a section where Alpha set up. Bravo soldiers can withdraw from the map across any hexside adjoining a section where Bravo set up.

The scenario ends when either of the following conditions is satisfied:

- Alpha controls its objective and Bravo has reached its preservation limit;
- Bravo controls the objective and Alpha has reached its preservation limit;
- Only one side has healthy or wounded soldiers remaining on the map.

The winning player is the one with the most victory points at the end of the scenario. Victory points are awarded as follows:

- 1 point per enemy wounded
- 3 points per enemy killed or incapacitated
- 10 points for controlling the objective at the end of the scenario, or for possessing the field if the enemy withdrew.

[120.0] Cohesion

Cohesion is a squad's ability to work as a team. It improves through battle experience and the flush of victory. It declines when the squad loses key members or is repulsed in battle. Cohesion manifests itself in the squad's activation track and base preservation limit.

[120.1] Cohesion Point Adjustments

Each player must keep track of cohesion points for each of his squads. A squad gains and loses cohesion points during the campaign. At the end of a scenario, both players adjust their squad's cohesion point totals according to the following menu:

Cohesion Point Adjustments

- +5 Squad won scenario
- +3 Squad destroyed enemy AFV
- +2 Enemy squad withdrew from map
- 1 Squad receives three or more replacements at one time.
- 1 Each squad member lost
- 2 Squad member with activation rating 1 lost
- 2 Squad reached its preservation limit
- 5 Squad leader lost

A squad member is lost if he is killed, captured, or incapacitated and left behind when the squad withdraws. A squad member who is incapacitated but who does not fall into enemy hands is not counted as lost, even if he subsequently cannot return to the squad. Losing the squad leader or a soldier with an activating rating of 1 costs only 5 or 2 cohesion points; an additional point is not subtracted for losing a squad member.

[120.2] Using Cohesion Points

When a squad's cohesion point total equals or exceeds 10, the player subtracts 10 points from the total. He can then either:

- improve the squad's activation track by one letter, or;
- increase the squad's base preservation limit by one.

When a squad's cohesion point total falls to or below -10, the player adds 10 to the total. He then must either:

- decrease the squad's activation track by one letter, or;
- decrease the squad's base preservation limit by one.

An activation track cannot be shifted above A or below I. The base preservation limit cannot be shifted above 14 or below 3. If these limits make a called-for shift impossible, ignore the shift.

[121.0] Heroism

Soldiers can improve their activation and panic ratings through individual acts of heroism. At the end of a scenario, each player assigns hero points to soldiers according to the following menu:

- +1 Soldier pulled (or helped to pull) an incapacitated friendly man to safety at risk to himself
- +2 Soldier passed a P2 panic check without panicking
- +3 Soldier destroyed two enemy MGs or ARs (weapons were silenced for duration of scenario)
- +5 Soldier destroyed enemy AFV without using a rocket launcher
- +5 Soldier destroyed enemy pillbox or nest
- +2 bonus if soldier performed any of the actions listed above while isolated

When a soldier accumulates 10 hero points, the player subtracts 10 points from his total. He can then either:

- lower the soldier's panic rating by 1, or;
- lower the soldier's activation rating by 1.

An activation rating cannot be lowered below 1. A panic rating cannot be lowered below 2.

[122.0] Support

A squad does not generally operate alone. It may have support in the form of armored vehicles, artillery, special weapons, defensive preparations, or reinforcements.

[122.1] Support Points

Victory points serve a dual purpose. Besides determining who wins a scenario, they also can be saved as support points. At the end of a scenario, subtract the losing side's victory points from the winning side's. The victorious squad receives this many support points. Record the number on the squad roster.

Support points can be accumulated from game to game. At the beginning of a scenario, both players can spend any of their squad's support points on supporting equipment or personnel. The prices for various items are listed on the Support Point Costs table.

Support Point Costs

Item/Soldier	GB/			
	US	Com'w	France	Ger
BR	—	3	3	3
SR	3	—	—	—
AW	—	—	—	10
MP	5	6	6	5
AR	6	6	6	—
MG	9	9	8	7
HMG	12	12	12	—
RL(s)	6	6	7	7
RL(r)	—	—	—	4
FT	6	6	6	6
SG	—	—	—	—
GL	—	—	—	—
SC ¹	4	4	4	4
Mine	1	1	1	1
Wire	1	1	1	1
Foxhole	5	5	5	5
Nest	8	8	8	8
Pillbox	5	5	4	5
LT	15	15	15	15
MDM	20	20	20	20
Called ²	+3	+3	+3	+4
Transport ³	5	5	5	5
AFV ⁴	30	30	30	30

— Weapon not available to this army.

- 1 Satchel charge only, must be assigned to soldier.
- 2 Add the indicated points to the cost of each artillery round.
- 3 Comes with driver or crew.
- 4 Comes with commander and crew.

[122.2] Support Personnel

The only piece of support equipment which is issued directly to a squad member is a satchel charge. All other man-portable support weapons—MGs, HMGs, RLs, FTs, etc.—come with a soldier.

Additional soldiers bought with support points can be treated as supplementary squad members or as reinforcements. The cost is the same in both cases.

Supplementary squad members act just like other members of the squad. They are set up for the scenario with the squad. They are activated at the same times and are subject to the squad leader's influence. Preservation chits must be drawn when supplementary squad members are wounded, incapacitated, or killed. (Their loss does not affect squad cohesion, however.) At the end of the scenario, surviving supplementary squad members are removed from the roster.

Reinforcements act as a separate squad under the player's control. They do not set up with the squad. They are not under the squad leader's control. A reinforcement squad must include at least four soldiers; if the player purchased fewer than four additional soldiers, they must be treated as supplementary squad members. A reinforcement squad has its own squad leader and assistant squad leader. Its activation track and preservation limit are determined according to cases 117.3

and 117.4. Even though the two squads may be on different activation tracks, they share the same activation chit.

A reinforcement squad does not set up on the map at the start of the game. Instead, the player rolls one die in the Recovery phase of each turn. If the result is equal to or greater than the reinforcement squad leader's activation rating, the reinforcement squad enters the map this turn. It can enter in any formation, along any map edge adjoining a section where the other friendly squad set up (or, in a Patrol situation, where the other friendly squad entered the map).

[122.3] Static Support

Mines, wire, foxholes, nests, and pillboxes are static support. They must be deployed on the map during set-up. They can only be deployed in sections where the player can set up his squad. Static support cannot be used in the Patrol situation.

[122.4] Artillery Support

Only light and medium artillery is available. The listed cost is for one planned round. Each round must be paid for individually. Called artillery costs slightly more.

[122.5] Vehicle Support

When a support vehicle is purchased, the player subtracts the support points from his total. Then he rolls two dice on the appropriate table to determine what sort of vehicle is sent in support. All vehicles come with a full crew. A vehicle can be set up with the squad or brought in as reinforcements. If it is the only reinforcement, it uses the squad's activation track. If it is brought in with a reinforcing squad, it uses the reinforcing squad's activation track.

[123.0] Promotions

Eventually, a squad will lose its leader. At that time, another soldier must be promoted into a leadership position.

If the squad leader's position becomes vacant, the assistant squad leader is automatically promoted to squad leader. If both positions are vacant, or only the assistant's position is vacant, replacements must be drawn using the standard procedure for selecting leaders. However, the player is restricted in which soldiers are eligible for selection.

The three soldiers selected for possible promotion must be:

- the soldier with the most combat missions;
- the soldier with the lowest activation rating;
- the soldier with the lowest panic rating.

If a soldier qualifies in more than one category, the player decides which category the soldier goes in for. He then selects the next most qualified candidate in the other cate-

gory. If more than one candidate qualifies in a particular category, the player decides which goes into the promotion pool.

Obviously, this rule requires that players keep track of how many combat missions (scenarios) each soldier participates in. This can be done easily on the squad roster.

[124.0] Casualties and Replacements

Infantry squads positioned on the front lines experience a constant turnover of personnel. Soldiers are killed or seriously wounded, and their places are filled by fresh replacements.

If a soldier was wounded or incapacitated during a scenario, that information must be recorded on the squad roster. The soldier may recover from his injuries before the next scenario, or his injuries may be serious enough to prevent his ever returning to combat duty.

[124.1] Recovering from Injuries

At the end of a scenario consult the Recovery Chart and roll one die for each injured man on the squad.

[124.2] Replacements

When a soldier is lost from the squad, whether through death, capture, or serious incapacitation, he can be replaced.

If a squad is below its listed TO&E strength, it may receive replacements. After checking for wounded and incapacitated soldiers' recovery, roll one die for each missing soldier (not counting incapacitated soldiers).

- 1-3 squad receives replacement
- 4-6 squad does not receive replacement; may try again after next engagement

When a replacement is received, create all the soldier's ratings using the standard procedure. The soldier will be armed with the same type of weapon as the soldier he is replacing.

[125.0] Ranks

Ranks have no effect on playing the campaign. Most players give their soldiers names (some wait until after the soldier has survived his first combat mission), so ranks add some color to the squad. However, players are free to promote and demote their soldiers as they see fit, within the following guidelines:

- no soldier in the squad can have a rank as high or higher than the squad leader;
- only the squad leader can have a rank as high or higher than the assistant squad leader;
- replacements should have one of the two lowest ranks.

The ranks, from highest to lowest, are listed below for the various nationalities.

US	France	GB, Com'w	Indians, Gurkhas	Germany
Staff Sergeant	Adjutant	Sergeant-Major	Havildar-Major	Feldwebel
Sergeant	Sergent-chef	Sergeant	Havildar	Unterfeldwebel
Corporal	Sergent	Corporal	Naik	Unteroffizier
Private First Class	Caporal-chef	Lance-Corporal	Lance-Naik	Gefreiter
Private	Caporal	Private	Sepoy	Obersoldat

Recovery Chart

Die Roll	Wounded	Incapacitated
1	No change	Serious wound; remove from roster
2	No change	No change; withhold from combat
3	Recovers full health	No change; withhold from combat
4	Recovers full health	Returns to squad, wounded
5	Recovers full health	Returns to squad, wounded
6	Recovers full health	Recovers full health

A wounded soldier fights with his squad. An incapacitated soldier is still recovering. He remains on the squad roster (and cannot be replaced), but he takes no part in any scenario until he recovers to at least wounded status.

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The cover photograph shows U.S. infantry in Pontfarcy, France, in August, 1944. The destroyed PzKpfw IV and smoldering buildings in the background testify to the intensity of the American artillery barrage. U.S. Army photo.

Dedicated to Gerald Winter and 291,557 others like him.



GAME OF MAN-TO-MAN COMBAT IN EUROPE, 1940-45

PART 2: SCENARIOS

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The Hetzer game has dozens of scenarios. These are grouped into six general situations: Patrol, Raid, Wreck Recovery, Relief, Flying Column, and Assault. A variety of nationalities and troop types are presented for each situation, allowing players to create scenarios for actions in Sicily, Italy, France, the Low Countries, and Germany from 1940 to 1945.

The description of each situation states generally what that situation involves and what it is trying to simulate, along with special rules that apply to that group of scenarios, and how to determine the winner. Orders of battle then break the situation into scenarios for various fronts.

[126.0] Setting Up

Lay out the map on a flat surface. Place the activation tracks alongside the map. The players should sit on opposite sides of the map. The map edge closest to each player is that player's home edge. Separate the counters needed for the scenario and sort them into the counter storage tray by weapon type.

Consult the order of battle that is being used. Each player selects counters to represent his soldiers and enters their ID numbers on his roster. Then, using rule section 107.0, Ability Ratings, each player determines the

characteristics for each of his soldiers and completes his squad roster.

When the order of battle lists a vehicle for a scenario, it states that the squad receives either an AFV (armored fighting vehicle—tank, halftrack, or armored car) or a “soft-skin” vehicle (jeep, truck, or tractor). The player who receives the vehicle(s) rolls two dice for each. Then consult the Vehicles table to determine the specific vehicle received. Roll separately for each vehicle. If a result indicates a piece that is not available because all the vehicle pieces for that type of vehicle are already used, roll again for a different vehicle.

Every vehicle comes with a complete crew. All crew positions are listed in the vehicle statistics (printed on the backs of the vehicle pieces).

Where the German squad has one or more rocket launchers, the type is indicated by the abbreviation RL(s) or RL(r). RL(s) represents a single-shot rocket launcher (panzerfaust). RL(r) represents a reloadable rocket launcher (panzerschreck). The use of these two weapons is described in case 110.0, Rocket Launchers.

[126.1] Secret and Concealed Deployment

In most of the situations the Bravo player is instructed to deploy his force before the

game begins in a specific part of the map. This deployment is done secretly—the Alpha player should not know the location of the Bravo player's men or weapons until they are revealed during the course of play.

The Bravo player may write the locations of his men by hex number on the roster. If permitted, he may indicate which men are sighting and eligible for opportunity fire, along with their facings. Alternately, if space permits, the Bravo player may simply place his units on a second copy of the map, hidden from the view of the Alpha player, and then watch as the Alpha forces move onto the map that will serve as the actual playing surface. A third alternative is to use the rooftop cutouts included with the game to conceal soldiers inside buildings. Obviously, these are of no use on the hedgerow map. If the rooftop cutouts are used, the Bravo player can also use dummy counters of a third nationality to mislead the Alpha player about the setup.

Even if the Bravo force is not allowed to move before contact with the enemy is made, the Bravo player can change the facings of his men between Alpha moves.

A concealed soldier is revealed when he moves, fires his weapon, or throws a grenade. Once revealed, the soldier's counter must be placed on the map.

[127.0] Patrol

This situation simulates what is probably the most common type of squad level combat. Two opposing infantry squads meet by chance in the no-man's land between the front lines. Both squads are on a general patrol—their only specific task is to gather information on enemy troop placements, defensive positions, or activities. Most patrols of this nature are inconclusive. From an intelligence standpoint, however, the fact that such a patrol did not run into the enemy, did not walk into a minefield, did not find enemy troops within abandoned buildings, did not draw long range fire, etc., can be as important as information gained when the squad does encounter trouble.

Aggressive patrolling of this sort produces the information that headquarters needs to paint a picture of the enemy's front line, locate his listening posts, pick probable routes of attack, and gain as detailed a picture as possible of what the troops are facing out there.

The firefight that results when two such patrols chance to meet is usually brief and half-hearted. Neither patrol is interested in exterminating the enemy—they are more likely to exchange a few shots and withdraw.

Each side has the same overall mission: enter the map, sweep through the area, and get away with the squad intact to make a useful report of the encounter.

[127.1] Set-Up

The patrol situation is unlike the other situations in that neither force is set up on the map when the game begins. Both squads enter the map during the game.

Step 1: Determine where each patrol enters the map. Place one side's activation chits numbered from 1 to 4 into a cup. Each player draws one chit at random. Do not show the chit to your opponent. This chit determines where soldiers can enter the map. The entry hexes are:

Town Map

Chit	Alpha Entry	Bravo Entry
1	0301-0601	0554-0853
2	1201-1401	1754-2053
3	1901-2201	2853-3053
4	2901-3201	3554-3853

Hedgerow Map

Chit	Alpha Entry	Bravo Entry
1	0101-1401	0154-0954
2	1701-2501	1253-1453
3	2801-3001	1754-2954
4	3301-3901	3935-3948

Step 2: Determine the patrol's path. Each player knows where his patrol enters the map. He now writes orders describing the path his patrol will follow across the map. This movement order simply lists the order

in which the lettered sections of the map will be entered. In addition, the following restrictions must be observed.

1. Every section of the map must be entered by every man in the patrol.
2. The patrol must move in formation. File, column, and vee formations are allowed.
3. All movement must be through clear or rough #1 terrain, and no elevation changes are allowed.
4. The patrol may not reenter a map section which it has already traversed until all the map sections have been traversed or an enemy man has been spotted.
5. All firearms are presumed to be loaded but no man can have a prepared hand grenade or rifle grenade.
6. No soldier can enter a building.

Step 3: Determine which side enters the map first. After plotting their respective paths, each player rolls a die once. The player with the lowest roll begins moving his patrol onto the map immediately. The player with the highest roll allows the other player to make a number of moves equal to the difference between the two dice rolls, and then begins moving his patrol onto the map. If the dice rolls are the same, roll again.

For example, the Alpha player rolls 5 and the bravo player rolls 2. The difference between the two rolls is 3, so the Bravo player moves his soldiers three times before the Alpha force enters the map.

[127.2] Movement To Contact

Until the patrols spot each other, players should use this abbreviated sequence of play.

1. The player whose patrol entered the map first moves his formation. The distance the formation can move is determined by the formation. Remember, this is not an expenditure of movement points, but a simple hex count. The patrol must head generally toward its next listed sector.
2. The second player moves his patrol when the first player has finished moving, following the same procedure. Players alternate in this fashion until the point of contact.

Prior to contact, players need not draw activation chits. All soldiers can move automatically.

Contact occurs at the exact moment when at least one soldier sights at least one enemy soldier. All movement stops at this point. Both players set aside their movement orders and play switches to the normal turn sequence (4.0).

If contact occurs before all men have entered the map, then continue alternating movement according to the written movement orders until all men are on the

map. At that point, movement ceases and the normal sequence of play begins.

After contact, players ignore all provisions of Step 2. The patrol no longer needs to move through every map section, remain in formation, etc.

[127.3] Game Length

The game can run any number of turns. It continues until only one side has a healthy or wounded man on the map.

[127.4] Victory Conditions

The winning player is the one with the most victory points when the game ends. Players earn victory points according to the following schedule:

- 3 points per enemy soldier wounded
- 10 points per enemy soldier incapacitated
- 10 points per enemy soldier killed
- 5 points per incapacitated friendly soldier carried from the field by comrades*
- 10 points for possessing the field (having at least one healthy or wounded man on the map when the game ends)
- 30 points if a friendly soldier reaches the opposite map edge (where the enemy entered the map) and survives to the end of the game

*The team that controls the field also earns 5 points per incapacitated friendly man as if those men had been carried off.

Soldiers can leave the map anywhere along the edge where they entered. They cannot leave along any other map edge.

The greater the difference in victory points between the two sides, the greater the victory:

VP Margin	Victory Level
10 or less	Marginal
11 to 20	Substantial
21 or more	Major

If a force reaches its preservation limit it cannot collect points for wounding, incapacitating, or killing enemy soldiers. It still collects points for possessing the field, reaching the opposite map edge, and evacuating its own incapacitated casualties.

[127.5] Notes

An interesting feature of this situation is that either player can determine when the game ends by voluntarily leaving the map. Of course, the player who decides to leave concedes 10 points. Sometimes it will not be easy, or even possible, to leave—your men may be pinned down by enemy fire, or find their exit paths blocked. As a general guide, it is best to shoot and run, assuming you can concede the field of battle and still have some victory margin. If you get the best of the initial exchange of fire, or you have a man close to the enemy's map edge, it might be worth trying to hold out for a big win.

[127.6] Orders of Battle

Choose one of the following orders of battle for the scenario. Each is from a different phase of the war in western Europe. Each OB indicates the side of the map that is used, how many soldiers with each type of weapon a player receives, and which activation track is used. The preservation level is used with the Intermediate and Advanced rules.

FRANCE, June 1940

Town Map

French: 10 BR, 1 MG; track E; pres 18

German: 6 BR, 2 MP, 1 MG;
track C; pres 20

SICILY, August 1943

Town Map

American: 7 SR, 3 AR; track C; pres 20

German: 5 BR, 1 MP, 3 MG;
track C; pres 20

NORMANDY, June 1944

Hedgerow Map (mixed Terrain)

American: 8 SR, 2 AR; track C; pres 20

German: 7 BR, 2 MP, 1 MG;
track E; pres 20

UPPER RHINE, February 1945

Town Map

French: 10 BR, 2 AR; track D; pres 20

German: 6 BR, 2 MP, 2 MG;
track C; pres 20

ARDENNES, December 1944

Town Map

American: 12 SR, 1 MP, 3 AR;
track E; pres 20

German: 9 BR, 3 MP, 2 MG;
track C; pres 20

[128.0] Raid

A raid is a quick hit-and-run operation meant to attack a known enemy position, inflict casualties, and get away before the enemy can react in strength. The goal of some raids is seizing prisoners. Raids are often conducted at night.

[128.1] Set-Up

Town Map

Bravo force sets up in sections B and C, or F and G. The Bravo force is deployed openly so the Alpha player can see its arrangement. Each man is deployed in a foxhole or building, one man per foxhole or room.

The Alpha player chooses one section in which to deploy his forces. He can choose from sections A, D, E, or H. No Alpha soldier can be more than two hexes from the edge of the map.

Hedgerow Map

Bravo force sets up openly in sections B and C, or G and F. Each man can be deployed in a foxhole, one man per foxhole.

The Alpha player chooses one section in which to deploy his force. If the Bravo player's men are in B and C, he can choose from H, G, F, E, or I. If the Bravo men are in sections G and F, the Alpha player can choose from I, A, B, C, or D. No Alpha soldier can be more than two hexes from the edge of the map.

[128.2] Movement to Contact

The normal sequence of play is used, with the following exception: only the Alpha player is allowed to draw activation chits and activate his soldiers before the point of contact.

The Alpha force can begin in any formation, or no formation at all, at the Alpha player's discretion.

All Bravo men have sighting markers when the scenario begins. They can do nothing except change facing, however, until the point of contact. The Bravo player may adjust the facing of his men after each Alpha round.

Once contact occurs, Bravo soldiers can perform opportunity fire. When Bravo's opportunity fire is resolved, the turn in play ends immediately and a new turn begins.

The Bravo player does not draw activation chits until the first turn following contact. No man from either force may perform direct fire, quick fire, or throw grenades or satchel charges until the point of contact.

[128.3] Game Length

The game lasts 15 turns, including the turns before contact is made.

[128.4] Victory Conditions

The winning player is the one with the most points at the end of the game. Points are awarded for the following:

Bravo player

3 points per enemy soldier wounded

5 points per enemy soldier incapacitated or killed

Alpha player

5 points per enemy soldier killed or incapacitated

10 additional points per incapacitated enemy soldier carried out of the Bravo map sections by Alpha soldiers

[128.5] Orders of Battle

PAS DE CALAIS, May 1940

Town Map

German (Alpha): 7 BR, 2 MP, 2 MG;
track C; pres 20

French (Bravo): 10 BR, 2 MG;
track I; pres 20

HUERTGEN FOREST, November 1944

Town Map

American (Alpha): 9 SR, 2 AR, 1 SC, 1 RL;
track D; pres 22

German (Bravo): 8 BR, 2 MP, 2 MG;
track E; pres 20

ITALY, June 1944

Town Map

Gurkhas (Alpha): 9 BR, 4 MP;
track A; pres 25

German (Bravo): 7 BR, 2 MP, 1 MG;
track D; pres 20

COTENTIN PENINSULA, June 1944

Hedgerow Map (mixed terrain)

German (Alpha): 8 BR, 3 MP, 1 MG, 3 SC,
1 RL; track D; pres 25

Canadians (Bravo): 8 BR, 3 MG, 1 RL,
2 Clear markers; track D pres 20

[129.0] Relief

The battles of World War II were often extremely mobile. A house or hill that was solidly behind friendly lines in the morning could be equally solidly in the hands of the enemy by midday, only to be recovered by friendly forces in the evening. In such conditions, troops often found themselves temporarily (or permanently) cut off from their comrades by the ebb and flow of front lines. When possible, troops behind enemy lines would try to break out on their own, while at other times, forces would be sent to their relief.

[129.1] Set-Up

The relief scenarios present a slightly altered set-up procedure, in that there are actually three (instead of two) groups of forces in play.

The Alpha forces are divided into the relieving force (Alpha 1) and a force that is surrounded by enemy troops (Alpha 2). The Bravo force faces the combined objectives of halting the relieving force and destroying the isolated pocket.

The Alpha 2 force is set up first. The soldiers must be placed within 4 hexes of the intersection of areas B, C, and E. Two walls can be loopholed. Rule 106.0 is mandatory for the Alpha 2 force in this scenario.

The Bravo force is then deployed. Bravo men can be placed anywhere on the map except in areas A and H, or within 8 hexes of any Alpha 1 soldier.

Bravo men can use concealed deployment, except those that face the men of Alpha 2. These men must be deployed on the game map. (This reflects the fact that Bravo and Alpha 2 have been battling for some time prior to the start of the scenario.) During play, any Bravo man who faces the Alpha 2 force at the conclusion of a move must be placed upon the game map.

The men of Alpha 1 are sorted out, but do not enter the map until the first turn.

[129.2] Movement to Contact

The normal sequence of play is used, with one modification:

On the first Alpha round of the operations phase of turn 1, all Alpha 1 men are activated, and can enter the map in areas A and H. Alpha 1 soldiers can only perform Movement and Evasion tasks. All Alpha 1 men must enter the map during this first phase.

Bravo men may use opportunity fire against soldiers entering the map. If an initial panic check is called for (Intermediate Rules), only Alpha 1 men already on the map make the check. However, each additional man, after moving onto the map, must make a panic check at the conclusion of that move.

[129.3] Game Length

The game continues until all Alpha 2 men have left the map, or been incapacitated or killed.

[129.4] Victory Conditions

The player with the most points at the end of the scenario is the winner. Victory points are awarded as follows:

- 3 points per enemy soldier wounded
- 5 points per enemy soldier killed or incapacitated
- 5 points per enemy vehicle disabled (Bravo player only)
- 5 points per Alpha 2 soldier exited from the map through areas A or H (Alpha player only)

[129.5] Notes

Soldiers of the Alpha 1 and Bravo forces are not required to make Panic checks after the first shot of the scenario; it is assumed that these forces have been engaged in combat prior to the start of the scenario.

The Alpha player only draws one Activation chit per round (as usual). The number on the chit applies to men of both the Alpha 1 and Alpha 2 forces, however. Thus, it is quite possible that the Alpha 1 force will be eligible to continue acting after the Alpha 2 force has finished for the turn.

This can be played as a three player scenario. In this case, when a Bravo soldier becomes a casualty, the Alpha player whose man inflicted the casualty must make a note of the fact. Victory points are totalled separately by each of the three players, and modified as follows; The Alpha 1 player multiplies his VP total by 1.5 and the Alpha 2 player by 2 before a winner is determined.

Both the Alpha and Bravo players have dual problems in this scenario. The Bravo player must judge how much of his force to allocate to each of the Alpha forces facing him. Too much force directed against the surrounded outpost can allow the relieving force to roll right across the map with little meaningful opposition. Not enough forces against the pocket, however, can allow the Alpha player forces to break out and link up with the relief force, even before that force moves far onto the map.

The Alpha player, on the other hand, must carefully balance aggressiveness with caution. The relief force is far stronger than the surrounded force, and will probably do the brunt of the attacking. The surrounded force, however, must be ready to exploit any opportunity that a careless or unlucky Bravo player allows.

[129.6] Orders of Battle

LUXEMBOURG, January 1945

Town Map

American (Alpha 1): 12 SR, 4 AR, 1 MG, 2 AFVs; track C; pres 30

American (Alpha 2): 3 SR, 2 AR, 2 MG; track E; pres 18

German (Bravo): 12 BR, 4 MP, 3 MG, 2 RL(r), 2 SC; track C; pres 25

WALCHEREN ISLAND, November 1944

Town Map

German (Alpha 1): 8 BR, 3 MP, 3 MG, 2 AFVs; track D; pres 30

German (Alpha 2): 4 BR, 2 MP, 1 MG; track E; pres 18

Canadians (Bravo): 10 BR, 3 MP, 3 MG, 3 RL, 1 SC; track C; pres 25

HOLLAND, September 1944

Town Map

British (Alpha 1): 9 BR, 2 MP, 2 AR, 1 MG, 1 RL, 2 SC, 2 AFVs; track D; pres 25

British (Alpha 2): 4 BR, 2 MP, 2 AR; track F; pres 20

German (Bravo): 10 BR, 4 MP, 3 MG, 4 RL(s), 2 SC; track D; pres 30

[130.0] Wreck Recovery

Possession of the battlefield has traditionally been a measure of a force's success or failure after an engagement. With it comes an added bonus of victory; salvaging equipment left on the field. With the advent of armored vehicles, possession of the field becomes even more important. Whichever side held the field had the opportunity to recover its own, and the enemy's, wrecked vehicles. Such vehicles could be restored to operating condition when possible, or scavenged for spare parts to repair other vehicles. Often, the recovery of wrecks was a necessity for a replacement-starved formation trying to remain operational.

An inconclusive engagement, however, might end with neither side in clear possession of the battlefield. The wrecks that sat in this no-man's land waited for whichever side dared try to retrieve them. Small firefights often erupted, as recovery teams and squads of infantry vied for the chance to recover (or completely destroy) the disabled armored vehicle.

[130.1] Set-Up

All men, and the disabled vehicle, begin the scenario on the map. The recovery vehicle(s) enters the map at a randomly determined time. It must enter along one of the disabled vehicle's allowed exit roads.

Hedgerow Map:

The Alpha player deploys the disabled vehicle on the road, anywhere between areas J and G. The rest of the Alpha men can set up in D, J, F, or E.

Bravo men can set up on the road adjacent to areas A and I, or within areas A and I.

When set up, soldiers must be within the indicated area. They cannot occupy bocage hexes that make up the borders of the areas.

Town Map:

The Alpha player deploys the disabled vehicle in area F. He deploys his men in areas C and E.

Bravo men are set up in areas A and H, but cannot be placed more than 6 hexes from the narrow map edge.

[130.2] Movement to Contact

The normal sequence of play is used. The Alpha player's vehicles can enter the map at any time, following this procedure: The Alpha player rolls one die during his first round of the turn. If the die roll is equal to or less than the current turn number, the Alpha player's vehicle(s) must enter the map this turn.

[130.3] Game Length

The game lasts until the wreck has been towed from the map, or until only one player has wounded and/or healthy soldiers on the map.

[130.4] Victory Conditions

The player with the most victory points at the end of the game is the winner. Points are awarded as follows:

Alpha Player

3 points per enemy soldier wounded
5 points per enemy soldier incapacitated or killed

30 points for removing the wreck from the map, through one of the following road exits:

Bocage: 1253-1454

Town: 2853-3053 or 3939-3941

Bravo Player

4 points per enemy soldier wounded
8 points per enemy soldier incapacitated or killed

10 points for immobilizing a recovery vehicle, including halftracks

[130.5] Notes

The recovery vehicle must stop adjacent to the wreck. The towing mechanism can be hooked up by any soldier (exception: when the *Bergepanther* recovery vehicle is being used, only a crewman of the recovery vehicle can make the hookup). The man attempting to hook the two vehicles together must be adjacent to both at the moment he is activated. The Alpha player rolls a die. On a 1 or a 2, the two vehicles are successfully linked. If the man attempting the hookup is a crewman of a wreck recovery vehicle, the hookup is successful on a result of 1, 2, 3, or 4.

The hookup can be attempted as many times as necessary, but only once per round. Once the vehicles are linked, the Alpha player can begin towing the disabled vehicle on his next opportunity (the next time the towing vehicle is eligible to move). The movement allowance of a vehicle is halved while towing another vehicle.

The disabled vehicle is immobilized. It cannot move (under its own power), or fire its main gun, coaxial machine gun, or hull machine gun. The swivel machine gun, if one is present, can be fired by any soldier with the recovery team who climbs onto the turret.

[130.6] Orders of Battle

NORMANDY, July 1944

Hedgerow Map (mixed terrain)

German (Alpha): 8 BR, 2 MP, 2 MG,

1 Panther tank (disabled), 1 Bergepanther wreck recovery vehicle; track D; pres 20
British (Bravo): 6 BR, 4 MP, 3 AR, 1 RL, 2 SC; track C; pres 20

SICILY, July 1943

Town Map

American (Alpha): 9 SR, 2 AR, 1 MG, 2 AFVs (first AFV rolled is disabled); track C; pres 25

German (Bravo): 7 BR, 3 MP, 3 MG, 3 SC; track E; pres 20

STRASBOURG, November 1944

Town Map

German (Alpha): 8 BR, 2 MP, 2 MG, 1 RL(r), 2 AFVs (first AFV rolled is disabled); track D; pres 20

French (Bravo): 10 BR, 1 AR, 1 MG, 1 RL, 1 AFV; track D; pres 25

SEDAN, May 1940*

Town Map

German (Alpha): 10 BR, 2 MP, 1 MG, 2 AFVs (first AFV rolled is disabled); track C; pres 20

French (Bravo): 9 BR, 2 MG; track F; pres 20

*The Bravo player victory point total is multiplied by 2 before victory is determined in this scenario.

[131.0] Flying Column

Mobility has always been of prime importance in warfare. Prior to this century it was the cavalry that provided an army with mobility. With the advent of motorized vehicles, and especially armored vehicles, the traditional role of cavalry has fallen to vehicles.

An essential ingredient in cavalry, and later motorized, operations has always been speed. The force must move quickly to its destination, whether its purpose is attack, diversion, reinforcement, or reconnaissance. Tactics evolved during WWII called for small, fast formations, designed for flexible employment. The primary characteristic of such a formation, often called a "flying column," was speed. All of its members must be mounted in vehicles. Its commander must be bold and resourceful. And the advance of the flying column will brook no delays.

[131.1] Set-Up

All Alpha force men and vehicles are kept off of the map, concealed, until the scenario begins. Alpha forces enter the map on a specific road, as follows:

Hedgerow Map: 2801-3001

Town Map: 1201-1401

The Bravo player sets up his men secretly. Each Bravo soldier must be at least 30 hexes from the Alpha player's entry hexes.

[131.2] Movement To Contact

Bravo men cannot move until all Alpha men and vehicles have entered the map, or until a Bravo man has taken opportunity fire. Alpha forces off the map are automatically activated during every Alpha impulse until they enter the map.

Alpha men must be mounted in vehicles. The vehicles must enter the map in a column (see 34.1). Vehicles that are not able to enter the map on the first turn can be imagined as lined up behind the leading vehicles in a column extending down the road.

After the Bravo player uses opportunity fire, Alpha vehicles no longer have to remain in this column. Vehicles that have not yet entered the map can be delayed indefinitely at the Alpha player's discretion.

On the Town map only, Alpha vehicles can enter the map via non-road hexes, as follows: Beginning with the Alpha round after the first Bravo opportunity fire, one or two Alpha vehicles can enter the map on off-road hexes that are within six hexes of the road. The entire vehicle must enter on eligible hexes. On the following Alpha impulse, one or two vehicles may enter the map within 12 hexes of the road, and then 18 hexes, etc.

[131.3] Game Length

The game lasts until one player or another has healthy or wounded men on the map. Note that the number of turns that the game lasts has an impact on the victory points awarded.

[131.4] Victory Conditions

The player with the most victory points at the end of the game is the winner. Victory points are awarded as follows:

Alpha Player

3 points per wounded enemy man

5 points per enemy man killed or incapacitated

5 points per vehicle exiting the far map edge by turn 8

3 points per vehicle exiting the far map edge during turns 9-14

1 point per vehicle exiting the far map edge during turns 15-20

Bravo Player

3 points per enemy man wounded

5 points per enemy man killed or incapacitated

10 points per Alpha vehicle disabled

[131.5] Notes

The Alpha player must exit the road where it leaves the map opposite his entry edge. A vehicle has not left the map until every part of the vehicle is off the map.

[131.6] Orders of Battle

SICILY, August 1943

Town Map

American (Alpha): 12 SR, 1 MG, 2 AR, 3 Softskins, 2 AFVs; track D; pres 30

German (Bravo): 2 MG, 3 BR, 4 SC, 2 AV Mines; track E; pres 15

ARDENNES, December 1944

Town Map

German (Alpha): 9 BR, 3 MP, 2 MG, 2 softskins, 3 AFVs; track D; pres 30

American (Bravo): 4 SR, 1 MG, 2 RL; track B; pres 20

NORMANDY, July 1944

Hedgerow Map (mixed terrain)

British (Alpha): 8 BR, 2 MP, 2 MG,

1 M4A3 with hedgecutters, 2 other AFVs, 2 softskins; track D; pres 30

German (Bravo): 4 BR, 2 MP, 2 MG,

2 RL(r), 2 Clear markers; track D; pres 20

SOMEWHERE IN FRANCE,

August 1944*

Town Map

American (Alpha): 10 SR, 2 MG, 1 RL, 3 AFVs, 3 softskins; track B; pres 30

German (Bravo): 2 BR, 1 MG, 1 RL(r); track D; pres 15

*The German player multiplies his victory point total by 2 before victory is determined in this scenario.

[132.0] Assault

This is one of the most violent types of combat, and typifies what most people consider the modern battle. An assault is the determined effort of one force to remove another from its position. The defending force is often equally determined not to be moved.

[132.1] Set-Up

Town Map:

The Bravo player sets up his men in sections AH, BG, CF, or DE. The Alpha force sets up in sections AH or DE, whichever are furthest from the Bravo force.

Hedgerow Map:

The Bravo player sets up his men in sections AIH, HGF, DCB, or JDFE. The Alpha force sets up in sections AI or DE, whichever are furthest from the Bravo force. Alpha and Bravo forces may be set up on hedgerow hexes and roads, as long as both sides of the hedgerow or road are bordered by legitimate set-up areas.

The Bravo player uses concealed deployment, but places a smoke marker in every hex that contains one of his men or a pillbox; the Alpha player knows where they are but not what they are or how they're armed.

The locations of Bravo's mines are recorded secretly and revealed to the Alpha player only when someone detonates a mine. If barbed wire is used, it is deployed openly.

[132.2] Movement To Contact

The normal sequence of play is used throughout the scenario, with the following exception: Bravo soldiers cannot fire until their first impulse of turn two. They cannot fire any weapons, including artillery, until turn 2.

[132.3] Special Rules

Bravo soldiers are not placed on the map until they move, fire, throw, or are spotted by an enemy man within 10 hexes. At that time the smoke marker is replaced with the appropriate counter.

During the Recovery phase of game turn six, the Bravo player rolls one die to determine his exit edge. His men cannot leave the map before this. (Other attacks on Bravo's flanks force a certain route of retreat).

- 1 = any edge
- 2 = right or rear edge
- 3 = left or rear edge
- 4 = right edge only
- 5 = left edge only
- 6 = rear edge only.

Right, left, and rear are determined from the perspective of the Bravo player when looking from his position toward the approaching Alpha force.

Alpha soldiers can exit the map via any edge of the sections where the Alpha force was set up.

[132.4] Game Length

The game lasts until only one side has healthy or wounded men on the field.

[132.5] Victory Conditions

The winning player is the one with the most victory points at the end of the game. Victory points are awarded as follows:

Alpha Player

- 5 points per enemy soldier killed or incapacitated
- 50 points for possessing the field
- 3 points for every healthy or wounded soldier on the field at the end of the game

Bravo Player

- 10 points per enemy soldier killed or incapacitated
- 10 points per enemy tank or AFV destroyed
- 50 points for possessing the field

If either side reaches its preservation limit, that player's victory points are reduced by half (round fractions up).

[132.6] Notes

There is no time limit in this scenario. The winning player, in most cases, is the one who pushes the enemy force past its preservation limit first. The attacker must be extremely careful or he will quickly suffer unacceptable casualties. The defender, too, must exercise care. A tank, if properly used, can be a tremendous help to the attacker—but it is not the decisive weapon, and is extremely vulnerable if poorly handled. Satchel charges and flamethrowers are also very lethal, but are difficult to use. As usual, most of the fighting falls to the riflemen. What they do, more than anything else, will determine the winner.

[132.7] Orders of Battle

DUNKERQUE, May 1940

Town Map

German (Alpha): 8 BR, 2 MP, 2 MG, 1 AFV; track C; pres 25
French (Bravo): 12 BR, 1 MG, 1 SC; track F; pres 20

CASSINO, February 1944

Town Map

Canadian (Alpha): 9 BR, 3 MP, 3 AR, 1 AFV; track D; pres 25
German (Bravo): 8 BR, 2 MG, 2 RL(s); track D; pres 20

ST. LO, July 1944

Hedgerow Map (mixed terrain)

American (Alpha): 10 SR, 2 MG, 2 AFVs, 5 rounds MDM artillery (planned); track D; pres 25
German (Bravo): 6 BR, 3 MP, 3 MG, 1 RL(r), 10 mines, 4 clear markers; track E; pres 20

MORTAIN, August 1944

Hedgerow Map (dense terrain)

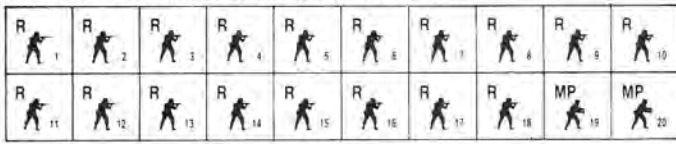
German (Alpha): 9 BR, 3 MP, 3 MG, 2 AFVs; track D; pres 25
American (Bravo): 8 SR, 3 MG, 2 RL, 4 rounds LT artillery (called), 4 Clear markers; track C; pres 25

THE EIFFEL, March 1945

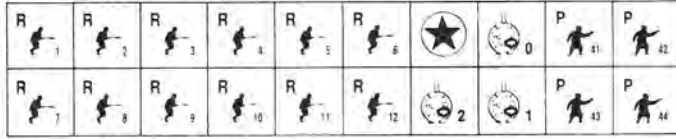
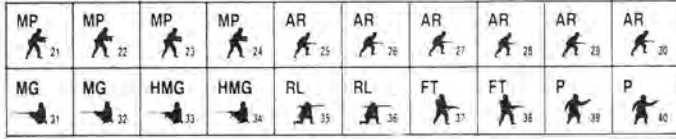
Town Map

American (Alpha): 9 SR, 3 AR, 1 MG, 1 RL, 1 AFV; track B; pres 25
German (Bravo): 8 BR, 2 MP, 2 MG, 1 RL(s); track E; pres 20

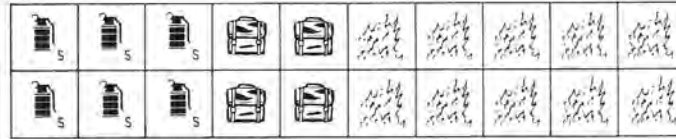
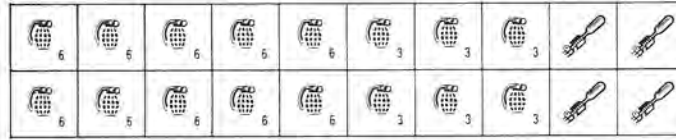
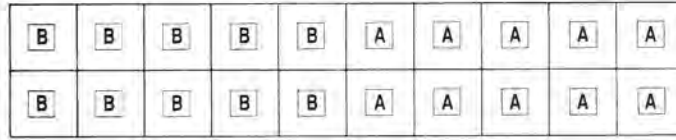
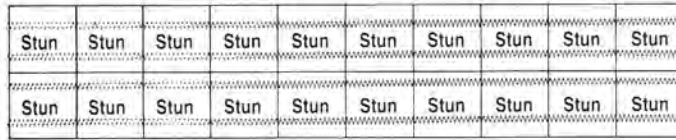
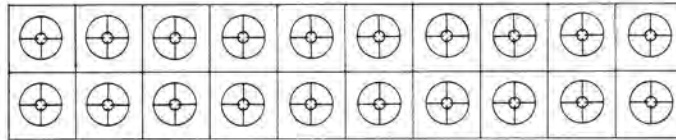
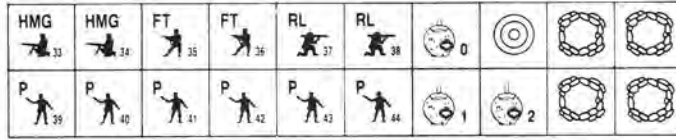
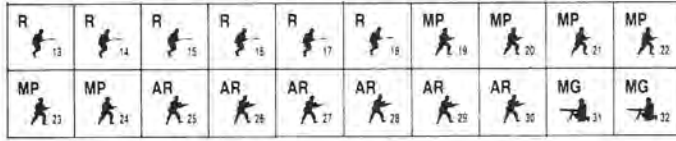
SNIPER • HETZER Counter Section No. 1 (200 pieces): Front



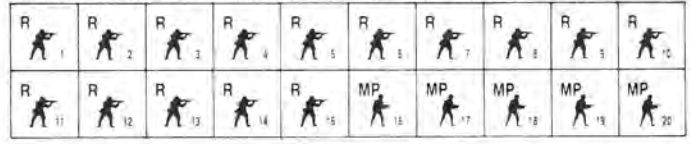
American



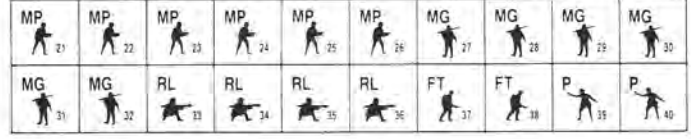
British/Canadian/Commonwealth



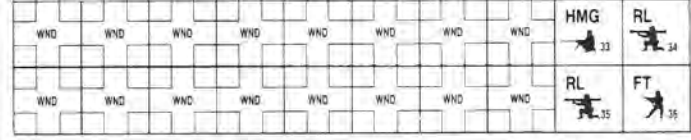
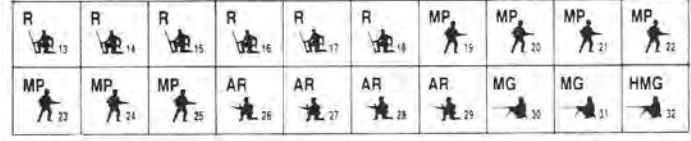
Quantity of sections of this identical type: 1. Total quantity of sections (all types) in game: 2



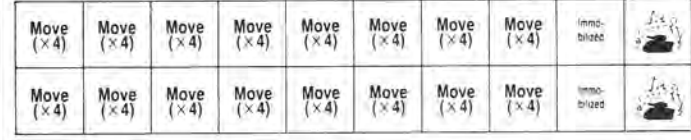
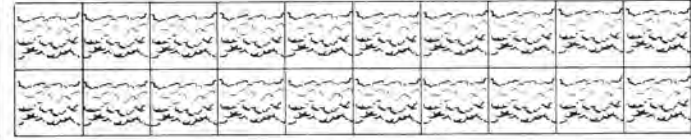
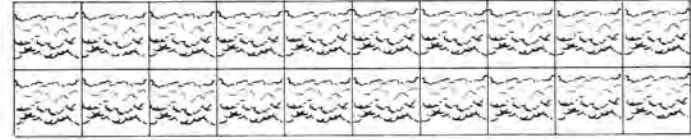
German



French



Quantity of sections of this identical type: 1. Total quantity of sections (all types) in game: 2



A	6	5	4	3	2	1
B	6	5	4	2	1	
C	6	5	3	2	1	
D	6	4	3	2	1	
E	5	4	3	2	1	
F	5	4	2	1		
G	5	3	2	1		
H	4	3	2	1		
I	4	3	1			
J	4	2	1			

ACTIVATION TRACK

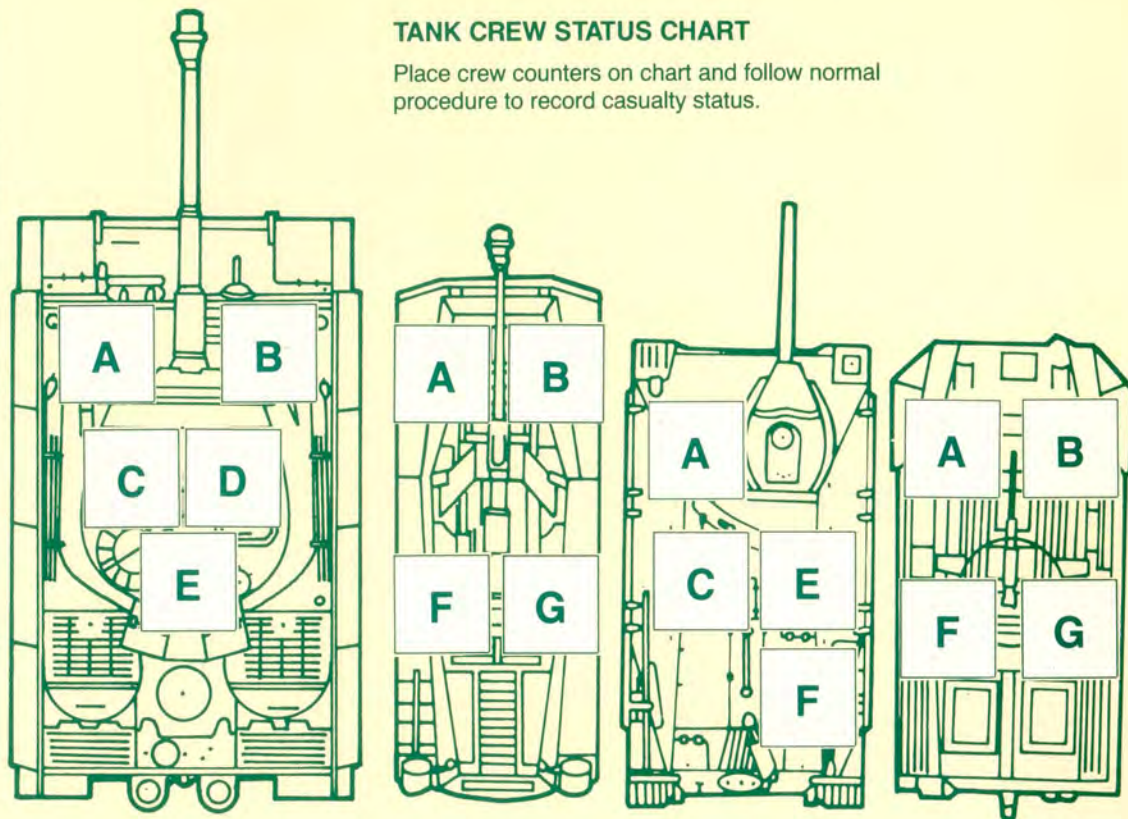


GAME OF MAN-TO-MAN COMBAT IN EUROPE, 1940-45

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TANK CREW STATUS CHART

Place crew counters on chart and follow normal procedure to record casualty status.



[4.1] SEQUENCE OF PLAY

- A. Recovery Phase
- B. Artillery Impact and Satchel Charge Explosion Phase
- C. Initial Sighting Phase
- D. Operations Phase
- E. Smoke Dissipation Phase
- F. Turn Phase

TURN TRACK

0	1	2	3	4	5	6	7	8	9
0	10	20	30	40	50	60	70	80	90



GAME OF MAN-TO-MAN COMBAT IN EUROPE, 1940-45

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HAND-TO-HAND COMBAT MODIFIERS

Defender's Weapon	R	Attacker's Weapon	SG,MP,AR,MG,P	UNA
R (BR, SR, AW)	+0		-1	-2
SG, MP, AR, MG, GL	+0		-0	-1
P	+1		0	0
UNA, RL, FT, HMG	+2		-0	-0

- +1 if defender prone
- +2 if defender stunned
- 2 if attacker prone
- 2 if attacker wounded
- + attacker's hand-to-hand ability rating
- defender's hand-to-hand ability rating

HAND-TO-HAND COMBAT RESULTS TABLE

Dice Roll	R	Attacker's Weapon				P
		SG,MP,AR	MG	UNA		
1	F	F	F	-	F	
2	-	-	-	-	-	
3	-	-	-	-	-	
4	-	-	-	-	-	
5	-	-	-	-	-	
6	-	-	-	-	-	
7	KD	KD	-	-	W	
8	W	KD	KD	-	W	
9	W	W	W	-	W	
10	I	W	W	KD	I	
11	K	I	W	W	K	
12	K	K	I	I	K	
13	K	K	K	K	K	

- F = Attacker Disarmed
- KD = Defender Knocked Prone
- W = Defender Wounded
- I = Defender Incapacitated
- K = Defender Killed

VEHICLE DAMAGE TABLE INDEX

Weapon	Turret Armor					Hull Armor					
	O	S	L	M	H	O	S	L	M	H	
H	1	1	2	3	4	H	7	7	8	9	10
M	1	2	3	4	5	M	7	8	9	10	11
L	2	3	4	5	6	L	8	9	10	11	12

- H: Heavy tank gun, satchel charge
- M: Medium tank gun, heavy artillery, one-shot rocket launcher (panzerfaust)
- L: Light tank gun, medium artillery, reloadable rocket launcher

GERMAN VEHICLE AVAILABILITY TABLES

Dice Roll	1940-45 Soft	1940 AFV	1943 AFV	1944/45 AFV
2	SdKfz 11	SdKfz 251	SdKfz 250	Use 1943 column
3	SdKfz 11	PzKpfw 38t	SdKfz 251	SdKfz 250
4	Light Truck	SdKfz 250	SdKfz 222	SdKfz 222
5	Light Truck	SdKfz 222*	SdKfz 231 (8-rad)	SdKfz 140/1
6	Light Truck	SdKfz 231 (8 rad)*	SdKfz 234/1	SdKfz 234/1
7	Light Truck	PzKpfw II	PzKfw IV ausf J	Stug III ausf G
8	Medium Truck	SdKfz 232 (8-rad)	Stug III ausf G	PzKpfw IV ausf J
9	Medium Truck	PzKpfw IB	Marder III M	PzKpfw V
10	Medium Truck	PzKpfw IV ausf A	Semovente 43*	SdKfz 234/4
11	SdKfz 250	PzKpfw IV ausf C	PzKpfw VIa	JgPz 38t
12	SdKfz 251	PzKpfw II Flamm pz.	Elefant*	PzKpfw VIa

*Italian Front scenarios only.

- ausf: (ausfuhrung) model
- Flammpanzer: flamethrowing tank
- JgPz: (jagdpanzer) hunting tank

- PzKpfw: (panzerkampfwagon) armored fighting vehicle
- rad: wheel

- SdKfz: (sonder kraftfahrzeug) special vehicle
- Semovente: self-propelled gun
- Stug: (sturmgeschutze) assault gun

ALLIED VEHICLE AVAILABILITY TABLES

Dice Roll	1940-45 Soft	1940 AFV	1943 AFV	1944/45 AFV	Col. B
2	Light Truck	Bren Carrier	Bren Carrier	Use 1943 column	M8
3	Light Truck	Bren Carrier	Daimler Scout Car	Bren Carrier	M5A1
4	CGT (Quad)*	Bren Carrier	M3 Halftrack	Daimler Scout Car	M24****
5	Jeep*	Lt Tk Mk VI a	AEC Armored Car	M3 Halftrack	Cromwell
6	Jeep*	Lt Tk Mk VI a	M5A1	M3 Halftrack	M4A3
7	Medium Truck	Lt Tk Mk VI a	M5A1	Ram Kangaroo***	M4A3
8	Medium Truck	Lt Tk Mk VI a	M5A1	M8	Cromwell
9	Bren Carrier	Mk I Inf. Tank	M4A3	M5A1	Churchill
10	Bren Carrier	Mk I Inf. Tank	M4A3	Use Column B	M18
11	M3 Halftrack**	Mk II Matilda	Churchill	M20	Churchill
12	M3 Halftrack**	Mk III Cruiser	Cromwell	AEC Armored Car	M4A3E2

- * Substitute light truck in 1940 scenarios.
- ** Substitute carrier in 1940 scenarios.
- *** M3 if American squad.
- **** Substitute M5A1 in 1944 scenarios.

TARGET ANGLE

Front or Rear Angle	Flank Angle
1-4 Hull	1-5 Hull
5-6 Turret	6 Turret

TERRAIN EFFECTS TABLE

Terrain MV DMS DMP LOS

All Terrain

Clear	1	1	2	—
Door	+1	2c	4c	B
Window	+4	2c	X	B
Interior Wall	1	10	20	B
Ceiling	1	10	10	B
Exterior Wall	1	X	X	B
Parapet	1	1	2c	—
Crater	3	2	10c	—
Nest	2	2	10c	—
Pillbox Door	4	4c	X	B
Firing Slit	1	20c	X	B
Loophole	1	10c	10c	B
Stone Wall	+3	2c	X	—
Smoke	+1	x10	x10	—

Open Terrain

Clear	1	1	2	—
Rough #1	1	1	2	—
Rough #2	3	2	4	—
Slope	+1	1	4	—
Hedge	+4	1	2	—
Bocage	4	2	4	R

Mixed Terrain

Clear	1	1	4	—
Rough #1	2	2	5	—
Rough #2	3	4	8	N
Slope	+2	2	8	P
Hedge	+4	2	4	—
Bocage	6	3	6	R

Dense Terrain

Clear	2	1	6	—
Rough #1	3	3	8	N
Rough #2	4	6	10	N
Slope	+2	2	10	B
Hedge	+4	2	4	—
Bocage	6	5	10	R

MV Movement Cost
DMS Defense Multiple Standing
DMP Defense Multiple Prone
LOS Effect on Line of Sight

B LOS extends into adjacent hex, but is blocked beyond.
c Target without sighting or exposed marker is completely concealed.
I Impassable; movement not allowed.
N LOS blocked at night.
R LOS blocked across central ridge.
X Not visible as target.
x10 Multiply defense of other terrain in hex by 10.
— No effect.

BURST TABLE

Weapon	Range from Burst and Blast Strength						
	0	1-3	4-6	7-10	11-15	16-20	21-25
Defensive Grenade	20	10	5				
Offensive Grenade	20	10					
Satchel Charge*	30	10	3	1			
Flamethrower*	20	7					
Rocket*	20	10	5				
Tank Main Gun*	40	20	10	5	1		
LT artillery*	40	20	10	5	1		
MDM artillery*	80	40	10	5	1		
HVY artillery*	K	80	40	20	5	1	
SHV artillery*	K	K	80	40	10	2	1

K = Target automatically killed or destroyed at this range.

*These weapons also have special effect against vehicles.

SCATTER TABLE

Scatter Coefficient at Indicated Range

Weapon	2	5	6	7	8	9	10	11	
Hand Grenade	0-1	2-4	5-8	9-12	13-16	17-20			
Satchel Charge	0	1-2	3-4	5-6	7-8	9-10			
Rifle Grenade	1-5	6-10	11-20	21-30	31-40	41-50			
Rocket Launcher	1-5	6-10	11-20	21-30	31-40	41-50			
Grenade Launcher	15-20	21-30	31-50	51-75	76-100	101+			
Flamethrower		1-20							
Tank Main Gun	1-10	11-50	51-100	100+					
Artillery						LT	MDM	HVY	SHVY

Subtract 2 from dice roll if throwing or firing through non-adjacent door or window or into firing slit, vehicle, crater, foxhole, or nest.

Double counted range if grenade thrower is prone, wounded, or quick-throwing.

Artillery scatter coefficient is determined by weight of artillery, not by range.

BASIC FIREPOWER TABLE

Range (hexes)	Weapon							
	BR	SR	AW	MP	AR	MG	SG	P
1-10	21	25	60	75	60	90	75	15
11-20	10	15	30	30	30	45	30	8
21-40	5	8	20	15	20	30	4	2
41-60	3	6	12	5	15	20	0	0
61+	3	6	8	2	12	20	0	0

VEHICLE DAMAGE TABLES

Dice Roll	1	2	3	4	5	6	7	8	9	10	11	12
2	D	B	B	D	P	P	X	X	B	B	I	P
3	-	S	D	P	G	C	-	B	D	H	P	I
4	C	C	S	M	-	-	I	H	P	I	-	-
5	D	D	G	-	-	-	P	I	I	-	-	-
6	P	T	-	-	-	-	D	D	-	-	-	-
7	D	-	-	-	-	-	D	-	-	-	-	-
8	P	P	C	-	-	-	D	P	I	-	-	-
9	D	D	P	C	S	-	B	P	H	I	I	-
10	G	D	D	T	C	S	B	I	D	P	H	I
11	D	P	T	D	T	G	X	B	D	D	P	H
12	B	B	B	B	D	T	X	X	X	X	D	D

C Coaxial Machine Gun destroyed
S Swivel Machine Gun destroyed
G Main Gun destroyed
T Turret Disabled
P Turret Crew Attacked
D Destroyed
B Burning
I Immobilized
H Hull Machine Gun destroyed
P Hull Crew Attacked
D Destroyed
B Burning
X Explodes

COMBAT RESULTS TABLE

Dice Roll	Adjusted Firepower or Blast									Dice Roll	
	0	1	2	3	5	7	11	15	21		
1	—	—	—	—	—	—	—	—	—	P	1
2	—	—	—	—	—	—	—	—	—	P	P1
3	—	—	—	—	—	—	—	—	—	P	P2
4	—	—	—	—	—	—	—	—	—	P	W
5	—	—	—	—	—	—	P	P1	P2	W	W
6	—	—	—	—	—	P	P1	P2	W	W	I
7	—	—	P	P	P1	P2	W	W	W	I	I
8	—	P	P	P1	P2	W	W	W	W	I	I
9	P	P1	P1	P2	W	W	W	W	W	I	K
10	P	P1	W	W	W	I	I	I	K	K	10
11	P1	W	W	I	I	I	I	K	K	K	11
12	W	I	I	K	K	K	K	K	K	K	12
13	I	K	K	K	K	K	K	K	K	K	13

K = Killed
I = Incapacitated
W = Wounded
P = Panic check
P# = Panic check; add # to die roll
— = No Effect



Squad Roster Form

GAME OF MAN-TO-MAN COMBAT IN EUROPE, 1940-45

I.D.	Weapon	Act. Rtg.	Panic Rtg.	Abilities	Ldr. Rank	Grenades	Set-up Hex

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