

[12.0] OPTIONAL RULES

[12.1] SATURATED GROUND

Wet weather and soft ground effecting movement as stipulated for a scenario. The road movement rate and tracks are negated; highways are uneffected; roads become as normal weather tracks. Vehicles bear one (1) additional movement factor cost to enter all other terrain types, excluding cost of leaving gully hexes. Exception: 'C' class units an additional two (2) movement factor cost.

[12.2] WINTER

Freezing conditions and snow accumulation effecting movement as stipulated for a scenario. Non-sea water hexes are treated as clear terrain for movement of trucks, wagons and non-vehicle units. The swamp defence effect is negated. 'C' class units bear two (2) additional movement factor cost to enter all terrain types, excluding cost of leaving gully hexes. Exception: Trucks move normally on roads and at road movement rate.

[12.3] REVISED STACKING

Stacking limit is increased to six (6) and stacking points values of units are readjusted.

[12.3.1] **Four (4) points:** Heavy tank and tank destroyer companies.

[12.3.2] **Three (3) points:** Infantry, armour and self-propelled artillery companies, static 'A,' 'H' and '(H)' units with attack factors of thirty-two (32) or greater; heavy tank and tank destroyer platoons.

[12.3.3] **Two (2) points:** Infantry, armour and self-propelled artillery platoons, static 'A,' 'M,' 'H' and '(H)' units with attack factors of twelve (12) or greater but less than thirty-two (32.)

[12.3.4] **One (1) point:** Armoured car platoons, infantry reconnaissance and security detachments, command posts (CP) and forward observers, medium mortar batteries and static 'A,' 'H' and '(H)' units with attack factors less than twelve (12.)

[12.4] CONCEALED MOVEMENT

A unit entering an adjacent concealing terrain hex may do so using 'concealed movement' by expending its entire movement allowance; a vehicle unit must also be leaving a hex not in line-of-sight of an eligible enemy spotting unit. A unit may expend no other movement factors during the movement phase it moves using 'concealed movement.'

[12.4.1] The 'concealed movement' does not negate impassable hex sides (woods and broken hex sides) and a vehicle unit may only cross impassable hex sides via a road to enter an adjacent concealing terrain hex.

[12.4.2] Units with a movement factor of one (1) always benefit from concealed movement unless using quick march or the road movement rate.

[12.4.3] **Spotting:** A unit entering concealing terrain from an adjacent hex using 'concealed movement' while in line-of-sight of an eligible opposing unit is not spotted unless the entered hex is also adjacent to an eligible opposing unit.

[12.5] HEAVY EQUIPMENT

Units with a movement allowance of zero (0) require a number of full turns to load and unload depending on the range of the

unloading unit as follows:

Range	Turns
0-16	1
17-32	2
33-48	3
49>	4

table.

A 'count down' loading or unloading marker (for multiple turn unloading; 4, 3, 2 or Nil) denominated with the number of turns from the corresponding second column is then placed on the transporting unit.

[12.5.1] At the beginning of each of the owning player's subsequent player turns the loading or unloading turn marker is removed, and the next marker decrementing turns remaining by one (1) is replaced on the unit; when the last marker is removed the unit is loaded or unloaded and may move in transport or fire freely, respectively, in the ensuing phases of the current player turn.

[12.5.2] Alternatively, a player may choose to commence loading an unloading unit, or vice versa, in lieu of replacing the next marker; in this case the corresponding opposite type of marker of equal value replaces the current one and the 'count-down' is not decremented.

[12.5.3] The replacement of *any* loading or unloading marker of sufficient denomination at the commencement of each owning player's player turn triggers spotting for both transport and passenger units in concealing terrain when within the line of sight of an eligible opposing unit.

[12.6] REVEALED MOVEMENT

Whenever a loading or unloading turn marker of two (2) turn value or greater is placed in a concealed hex within the line of sight of an eligible opposing unit the transporting and passenger units are considered 'spotted' as if entering the hex during the movement phase.

[12.6.1] Revealed movement can be an exception to the rule that all movement must occur in the movement phase; marker replacement may be performed at the beginning of the player turn before the combat phase.

[12.7] ROLLING THUNDER

[12.7.1] A player may be provided with '(H)' class units stipulated in the scenario but not placed on the map, though off-board counters are used to record their indirect fire segment activity. These units may conduct indirect fire attacks normally once each during the friendly indirect fire segment and may have registration markers placed for them in any map-board hex (disregarding range) in line-of-sight of an eligible, friendly face-up observing unit during the registration segment.

[12.7.2] The scenario designer may restrict off-board artillery by turn and unit, map area, portion of map area or hex row or any combination thereof, as sees fit.

[12.7.3] Off-board artillery may also include naval artillery where appropriate counters are

provided.

[12.7.4] After firing the attacking unit(s) are inverted.

[12.7.5] Observation for 'rolling thunder' may only be conducted by forward observer units stipulated in the respective scenario.

[12.8] SHELL GAME

One (1) friendly registration marker may be placed per turn for each friendly, undispersed indirect fire unit as normal but each indirect fire unit may have two (2) registration markers on the map-board at one time and may declare an eligible registered indirect fire attack on units in either of them, but not both, in each indirect fire segment.

[12.8.1] Two (2) specific registration markers are provided for each indirect fire unit, one marked 'odd' the other 'even' and both with the unique identifier of the firing unit. The 'odd' marker is placed in odd-numbered turns and the 'even' marker in even-numbered turns. In most cases the pending marker is the 'stale' one of the unit's current on-map pair; it must be removed.

[12.8.2] Friendly 'stale' registration markers are removed from the map-board and new ones (re)placed at the owning player's discretion, but only on hexes spotted and in current line-of-sight of undispersed, eligible, friendly observing units .

[12.8.3] All other limitations and allowances governing registration markers pertain. The scenario designer may stipulate providing 'shell game' markers for selected units only.

[12.9] HORSESHOES

An '(H)' class unit conducting a 'shoot from the hip' indirect fire attack into an eligible target hex adjacent to the unit's registration marker suffers only a plus one (+1) die roll modifier for the attack instead; 'M' class unit die roll modifiers are uneffected.

[12.9.1] Any eligible indirect fire unit may also conduct an 'interdiction' indirect fire attack once during the opposing player's movement phase when a spotted opposing unit enters a hex in line-of-sight of an eligible, friendly face-up observing unit and adjacent to the indirect fire unit's registration marker. This attack suffers an additional die roll modifier of plus one (+1) for both '(H)' and 'M' class indirect fire units. Other 'interdiction' restrictions apply.

[12.10] HEADROOM

Any indirect fire attack conducted by or including an '(H)' and 'M' class unit enjoys a minus one (-1) die roll modifier against 'C(I)' and '(H)' class vehicle units.

[12.11] IRON SIGHTS

Any direct fire attack conducted by or including an 'H' or '(H)' class unit at half range (rounding down) or less enjoys a minus one (-1) die roll modifier against non-vehicle units under an improved position or against any unit under a fortification counter.

[12.12] BIGFOOT

Eligible units may overrun improved positions placed in clear terrain. All defending units above or below improved position counter combine their unadjusted defence factors normally for overrun but also receive column shift of one (1) column to the left.

[12.12.1] If all defending units are eliminated the improved position counter is removed from play.

[12.13] REINFORCEMENTS

Either player may receive units as reinforcements as prescribed for the scenario. Reinforcements appear during the owning player's movement phase of the game turn of entry; these units, their game turn of entry and the hexes in which they may appear are detailed on the respective Situation Card.

PROCEDURE:

A reinforcement unit may be initially placed in any entry hex listed for it in the reinforcement schedule of the Scenario Card. All entry hexes must contain a road or be specified by map-board edge. No movement points need to be expended to place the initial unit in the initial hex, but following units in column may need to expend movement points to reach it.

[12.13.1] **Entry of reinforcements:** When reinforcement units enter the map they may enter in one stack within stacking limitations (see [7.1] STACKING LIMIT.) If more units are entering the map from a single hex than can be stacked together, the remaining units are placed in a column behind the leading units, each following hex subject to the same stacking limitations as the original entry hex.

[12.13.2] Reinforcement units may only be brought into play during the owning player's movement phase of the game turn of entry.

[12.13.3] A reinforcement unit may be placed

in an entry hex adjacent to an opposing unit but may not be placed in an entry hex occupied by an opposing unit or a hex from which an opposing unit has exited the map-board in the previous player turn.

[12.14] MARCH ORDER

Certain formations or nationalities of units, when entering the map-board at the road movement rate, must always move in columns of a certain order. Each battalion of these formations or nationalities must be formed into and enter the map-board in the column order specified by the Situation Card.

[12.14.1] When units of a single column are moved, they must all move along the same route. The owning player may move some units in the column further than others. However, when the movement of all the units in the column is completed for the player turn, the path of hexes moved through by the unit which is farthest away (in hexes) from the starting hex must contain all the other units of the column in the correct sequence.

[12.14.2] The routes of different columns may cross each other. Units of the same column may complete their movement interrupted by a unit of a different column at the point where the roads intersect.

Formations constrained by march order restrictions must continue to move at the road movement rate in march order until:

1. the leading unit of the formation leaves the road

2. any unit of the formation moves adjacent to an opposing unit
3. any unit of the formation is unloaded
4. any unit of the formation fires or is fired upon.

[12.14.3] Non-organic units may be "attached" to battalion columns. Each non-organic unit is assigned to the end of the column and is moved with these units subject to the cases in this section. If more than one non-organic unit is assigned they may follow in any order but always after the units of the battalion.

[12.14.4] **March order diagrams:** (see Situation Card of relevant scenario)

[12.15] OWN GOAL

Assaulting units only may suffer combat results as a result of attacking. Results marked in grey on the combat results table (see [11.1] COMBAT RESULTS TABLE) are applied immediately to assaulting units when rolled; defending units are uneffected.

[13.0] SCENARIOS

The following scenarios are intended for use with this general rule set.

[13.1] EXAMPLE SCENARIO

See Scenario Card 1.

[14.0] EDITOR'S NOTES

Notes.

Contact: panzerbitz@uptheblue.com