

ADMINISTRATIVE SEGMENT (Rally Phase)

First ATTACKER, then DEFENDER:

- Command & Control Check (Hard/Very Hard difficulty only) Leader bonus: If leader passes check, then all units within same or 2 hexes LOS pass. No leader bonus for AFVs. An Out of Command (OOC) unit cannot fire (exc: enemy unit moves adjacent), is marked with a **Final Fire** marker, and cannot move.
- Personnel units attempt to recover SW in the same hex.
- Attempt repair of broken weapons, ordnance, and AFVs.
- Broken/Broken+ (ASL: **DM**) units attempt to Rally. Leader/terrain (woods, building, or rubble) provides bonus to Rally. If a unit's Rally attempt fails, Broken+ (ASL: **DM**) status changes to Broken at the end of the phase. Experience Level Rating (ASL: ELR) casualty reduction possible.
- Russian AFV Radio Check. Fail: cannot start engine or move.
- AFV attempt to recover from Shocked state. If fail, becomes Unconfirmed Kill (out of action for remainder of scenario).
- AFV recovers from Stunned state with reduced morale.

FIRE SEGMENT (Prep Fire Phase)

The ATTACKER may:

- Fire good order units and weapons.
- Mark fired units/weapons with a Fire (ASL: **Prep Fire**) marker. Some support weapons (SW), ordnance, AFVs may fire more than once in the segment if they retain their Rate of Fire.
- Fixed ordnance/AFV that change their covered arc pay a heavier "to hit" penalty than turreted ordnance/AFV which pay a lighter "to hit" penalty.
- Good order leader with radio can request Off Board Artillery (OBA).

MOVEMENT SEGMENT

The ATTACKER (see Step c. for DEFENDER actions) may:

- If personnel unit is not Tired, can use Double Time movement.
- Move any good order units not marked with Fire (ASL: **Prep Fire**) marker.

Personnel Movement:

 - SMC = 6 MF (3 MF if wounded); MMC = 4 MF (3 MF if green/conscript); +2 MF if Double Time; minus MF if over Infantry Portage Capacity (IPC).
 - Personnel unit can use Assault movement (1 hex movement).
 - Personnel unit may place a Demolition Charge in an adjacent occupied enemy hex.

AFV Movement:

 - Change hull covered arc [CA] for 1 Movement Point (MP) each change (heavier "to hit" penalty) and turret covered arc [TCA] for 0 MP (lighter "to hit" penalty). The turret covered arc can be selected only after expending 1 MP. If not moving, select [**Start →**] to move AFV forward for 1 MP.
 - If not moving, select [**← Start**] to move AFV in reverse for 1 MP.
 - Stop the movement of an AFV by selecting [**Stop**] for 1 MP. Note: A moving AFV will be harder to hit and will not fire as accurately as a stopped AFV.
 - Change crew exposure (exposed/buttoned up) by selecting [**CE / BU**] for 0 MP. Exposed crew (CE) receives road movement bonus (1/2 MP instead of 1 MP) but is subject to enemy fire and may become Stunned (failed morale check) or STUNNED (failed morale check a 2nd time and out of action for remainder of scenario). Buttoned up (BU) has penalty To Hit.
 - Entry of woods, building, rubble, trench, or debris requires a *bog check*.
 - Attempt to free from Bog or Mired status by selecting [**Bog/Mired**]. Failure of the Bog/Mired removal check will cause an AFV to become Mired or Immobilized.
- During Step b, the DEFENDER may:**
 - Resolve **Residual FP** attacks. Any enemy personnel unit/Crew Exposed AFV moving through a hex with a **Residual FP** marker will be automatically attacked by residual fire.
 - Conduct Defensive Fire (**First Fire** marker) attacks against moving units or stacks, including Subsequent Fire (**Final Fire** marker) at ½ firepower. Support weapons that maintain ROF can fire again (exc: can only fire once against a unit in a none or low TEM terrain hex).
 - A Personnel unit marked with **Final Fire** marker can fire at an adjacent enemy unit. In addition, the personnel unit marked with a **Final Fire** marker has to perform a morale check. If the personnel unit fails its morale check, it becomes Broken+ (ASL: **DM**).
 - Fixed ordnance/AFV that changes their covered arc pays a heavier "to hit" penalty than turreted ordnance/AFV which pays a lighter "to hit" penalty.

DEFENSIVE FIRE SEGMENT

The DEFENDER may:

- Conduct Defensive Fire:
 - Fire any units/SW not marked with **First Fire/Final Fire** marker at full FP; support weapon may use ROF if maintained.
 - All units/SW that fire are marked with a **First Fire** marker.
 - Fire units/SW marked with **First Fire** marker at adjacent enemies at ½ firepower (SW: no ROF).
 - Ordnance that change their covered arc pays a "to hit" penalty for the first shot against an enemy unit.
 - Good order leader with radio can request OBA.
- All **First Fire/Final Fire** markers are removed at the end of the segment.

ADVANCING FIRE SEGMENT

The ATTACKER may:

- Fire units not marked with a Fire (ASL: **Prep Fire**) marker (including support weapons/ordnance/AFVs) at reduced (likely ½) FP. ROF NA.
 - Eligible Infantry units may use Assault Fire within Normal Range. Personnel units capable of Assault Fire are indicated "+" Sign after the fire power letter or underlined firepower value if using the ASL counter mod.
 - Resolve Demolition Charge (DC) attacks.
 - All units that fire are marked with a Fire (ASL: **Prep Fire**) marker.
- All **Prep Fire** markers are removed at the end of the segment.

ROUT SEGMENT

Individually, First ATTACKER, then DEFENDER:

- Broken+ (ASL: **DM**) units that are:
 - adjacent to good order enemy units and/or
 - in terrain hex without TEM protection and LOS of enemy unit(s) without hindrance
 must rout or the unit will be eliminated.
- The rout path will be towards a woods, building, rubble hex (ASL: legal route destination (LRD)) and the move will end upon entry of the LRD. The possible rout path will not move closer towards a known enemy unit.
- A Broken (not Broken+) unit can choose to rout even if starting in a LRD.
- A good order leader may voluntarily rout with a Broken/Broken+ (ASL: **DM**) unit.
- Check for interdiction of Broken/Broken+ (ASL: **DM**) units that rout without using [**Low Crawl**]. Units can be interdicted when the unit is in LOS (without hindrance) and within range of a good order enemy unit. Interdicted units that fail their interdiction morale check (with possible leader bonus) will become casualty reduced (only once per segment).

ADVANCE SEGMENT

The ATTACKER may:

- Move good order, unpinned infantry units one hex, including into enemy-occupied hexes (**Close Combat**).
- A **Tired** Squad/HS/Crew cannot advance without a leader into a Medium or High defensive value terrain hex (e.g. wood/stone building).

CLOSE COMBAT SEGMENT

By hex marked with a **MELEE** or **CLOSE COMBAT** marker:

- Melee** hexes resolved first then **Close Combat** hexes.
- Check for Ambush if advance was into woods/building/rubble hex. Once the Ambush bonus is determined, the side with Ambush bonus can possibly influence the outcome of the close combat.
- A stealthy personnel unit can gain a possible advantage in **Close Combat**.
- Unresolved **Close Combat** hexes are marked with a **Melee** marker.
- Pinned** markers are removed at the end of the segment.

MISC NOTES:

- Personnel inherent firepower (FP) and support weapons (LMG, MMG, HMG) fire at normal range with full firepower and reduced firepower (likely ½ FP) at long range.
- Pinned** personnel units cannot move or fire flame thrower, Molotov projector, or place demolition charges. MG firepower is reduced by ½. Pinned crews cannot rotate ordnance and fire ordnance with a reduced chance to hit. Pinned leaders cannot apply their leadership bonus.
- Cowering** may occur when a personnel unit fires without a leader (exc: British Elite and First line units are immune to cowering). When cowering is in effect, the impact of fire on a target is reduced. After firing, cowering units are marked with a Fire (ASL: **Prep Fire**)/**Final Fire** marker.
- Any of the following three conditions will revert a Broken unit back to Broken+ (ASL: **DM**) status:
 - Good order enemy unit moves adjacent.
 - In terrain hex without TEM protection and LOS of enemy unit(s) without hindrance.
 - Fired on by enough FP to potentially cause a morale check.