

Rabka-Mszana Road

FF 1

HOB's FireFights!

Design: Steven Swann



HOB

Battlefield Orientation:



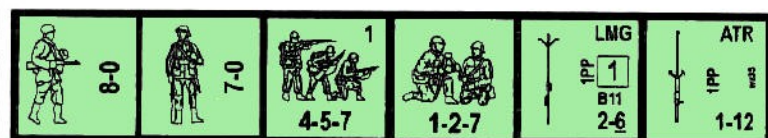
Tactical Objective: To win the Germans must exit \geq three units off the North map edge. Of the units counting toward victory, at least one must be an infantry MMC and no more than one can be a SMC.

Special (SE) Entry Rules: Units marked with a (SE) symbol make a secret dr prior to play to determine turn of entry. dr = 1-2 Turn 1; 3-4 Turn 2; 5-6 Turn 3. Non-(SE) units setup/enter with OB given forces.

SIMULTANEOUS Set Up: Place an unused mapboard between set up areas.

POLES [ELR: 3] [SAN: 2] [NA]

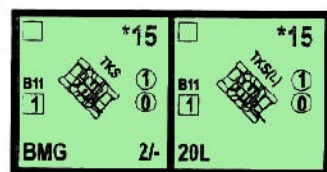
Elements, 10th Mechanized Brigade Set up on/north of hexrow G.



3

2

2



1 (SE)

1 (SE)



TKS tankettes do not set up at start but enter using Special Entry (SE). Each Gun/MMC may make a secret DR. On a DR \leq 8 that unit may set up in a Foxhole. Unit and Foxhole are HIP until German has LOS, they are then placed on-board Concealed. Polish back side morale is equal to their front side morale. Poles may freely Deploy prior to set up. If the 37mm ATG is received, the Manhandling DR is automatic on turn of entry only.

Variable Polish Units: Make a Pre-game DR and set up on/north of hexrow G unless marked (SE). (SE) units enter along north edge.

DR	Units
2-4	2-2-8 Cr, 37mm Bofors AT Gun (SE)
5-7	4-5-7, 1-2-7, LMG, 46* MTR
8-9	One of the TKS and a additional 4-5-7 may start on-board
10-12	4-5-8 Assault Engineer, DC, 2 AT Mines

TURN

1+

2

3

4

5



SCENARIO

VARIABLES

EC/Wind

Moderate, No wind at start

Crews

Polish ATR is manned by a crew

Historical Perspective: The Rabka-Mszana Road, Poland, 2 September 1939 The German 14th Army, which was driving East and North through Krakow posed a major threat to the rear and flank of the defending Polish Army. The Polish High Command realized this, and in response, the 10th Mechanized Brigade took up positions to bottle up and slow down the German advance. They were aided by the difficult terrain of the foothills leading into the Tatra Mountains.

The Germans, under pressure to move quickly into the open and get into the open terrain north of the mountains, used superior numbers to keep in contact with the slowly withdrawing Polish units. While this wore down the Polish rearguard and helped prevent an orderly retreat, German units suffered numerous casualties trying to keep the drive moving in the restricted mountain passes.

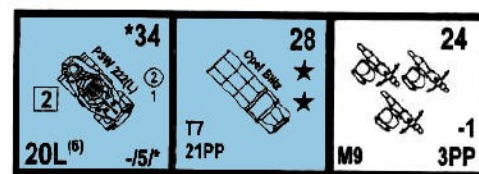
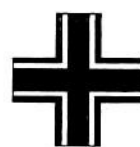
GERMANS Move First [ELR: 4] [SAN: 2] [NA]

Recon elements, 2nd Panzer Division Enter on Turn 1 along south edge.



5

2



2

German Flank Option: One additional non-OB 4-6-7 German infantry squad may make a Flank March around the Polish line. This squad may enter on/between hexrow F and I on either the West or East side of the playing area. To determine entry turn make a dr on every German player turn; if a 1 or 2 is rolled, the squad enters that turn. If this squad arrives then the number of Exit units for victory is increased by one to four units if the squad is accepted. This Flank Option may be selected at any time during play.

Variable German Units: Make a pre-game DR and enter along the south map edge on Turn 1 with OB given units unless marked (SE).

DR	Units
2-4	PzKpfw IIA, PzKpfw IB (SE)
5-8	2 x SdKfz 221
9-10	4-6-8, LMG, SdKfz 221
11-12	1-2-7 Cr, 50* MTR, SdKfz 221

Defiant Confrontation

FF 2

HOB's FireFights!

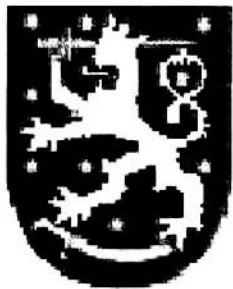
Design: Steven Swann



Battlefield Orientation:



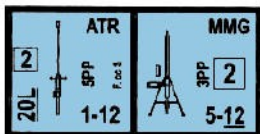
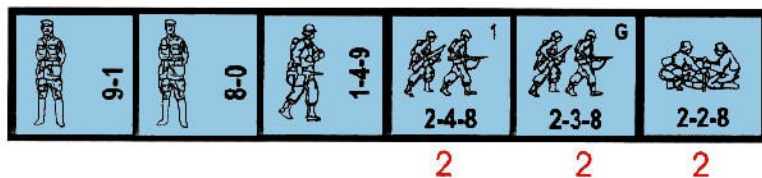
Tactical Objective: To win, the Russians must control at least four of the five buildings at scenario end.



SIMULTANEOUS Set Up: Place an unused mapboard between set up areas.

FINNS [ELR: 4] [SAN: 4] [NA]

Elements, 27th Infantry Battalion Set up concealed on/west of hexrow 4.



Finns have Molotov Cocktails [A22.6] and Winter Camouflage [E3.712]. Two units may set up using HIP. The Finn 1-4-9 Hero, if alone and without SW, may set up using HIP anywhere on the map prior to all other set up. The Finn HIP Hero may remain HIP even if there are Russian units setup in the same hex or if Russian units enter that hex without Searching or Mopping-Up provided the Hero is alone in the hex (even in Open Ground).

Variable Finnish Units: Make a Pre-game DR and enter along west edge on Turn 1.

DR	Units
2-5	2-4-8 HS, LMG
6-9	2x 3-3-8 HS
10-12	3-3-8 HS, 9-0



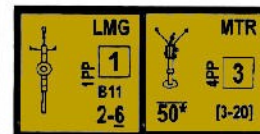
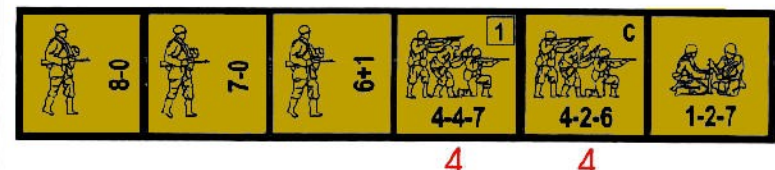
SCENARIO	VARIABLES
EC/Wind	Snow / No Wind at start
Weather	Ground Snow (E3.72) Extreme Winter (E3.74)
Roads	Plowed
Falling Snow	Falling Snow occurs on a Wind Change DR ≥ 10 (E3.71).

Historical Perspective: Suomussalmi, Finland, 13 December 1939 The Finns realized that defeating the Soviet forces holding the village of Suomussalmi would greatly weaken the divisional command structure and virtually eliminate any further Soviet advances deeper into Finland. The first several days of fighting produced high Finnish casualties. Finnish progress slowed, and occasional Soviet counter-attacks added to the ferocity of the fighting. As the Finns pushed into Suomussalmi, the Soviet defense stiffened.

Several areas were very well defended with mutually supporting machine-gun positions. Armor and mortar fire helped check the Finnish assault. Soviet counter-attacks, especially when the Finns paused, were common, and in several instances forced the Finns to pull back. Slowly, however the Finns gained the upper hand in the village and broke the leading elements of the 163rd Rifle Division.

RUSSIANS Move First [ELR: 2] [SAN: 2] [NA]

Elements, 759th Rifle Reg., 163rd Rifle Div. Set up concealed on/east of hexrow 9 and/or enter along east side on Turn 1.



2

On a Final HOB DR ≥ 9 , Russian squads (only) will Deploy into two HS instead of going Berserk or Surrendering. Russians may freely deploy one 4-2-6 MMC prior to play.

Variable Russian Units: Make a pre-game DR and Enter along east edge on Turn 2.

DR	Units
2-6	HMG, 2-2-8 Crew
7-8	4-5-8, LMG, 9-0 Commissar
9-10	OT-133
11-12	2x T-26 M33 w/o MG



TURN



Armor Clash

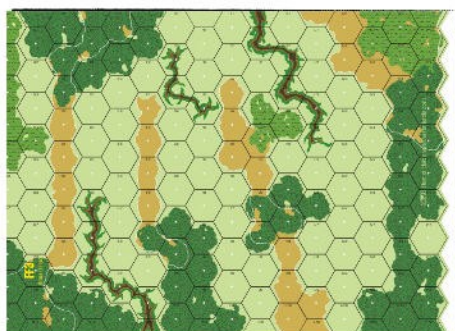
FF 3

HOB's FireFights!

Design: Burnie Hegdahl



Battlefield Orientation:



Tactical Objective: The first side to exit \geq three AFV with functioning MA off their opponent's map edge in ≤ 5 Turns wins. If neither side has won by the end of Turn 5, play continues. The winner is the first side exiting at least one Good Order unit off the opponent's map edge on/after Turn 6. The West board edge is considered German and the East edge Russian.

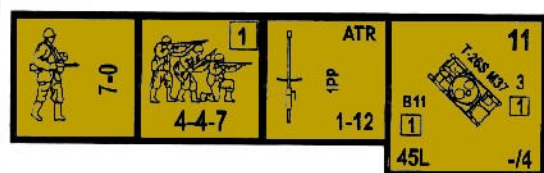
Special (SE) Entry Rules: Units marked with a (SE) symbol make a secret dr prior to play to determine turn of entry. dr = 1-2 Turn 1; 3-4 Turn 2; 5-6 Turn 3. Non-(SE) units setup/enter with OB given forces.

Movement Requirements: Good Order Units of both sides without a LOS to an enemy unit must move and must end their MPH either in LOS of an enemy unit or at least one hex closer to the enemy board edge. Move requirement is NA for AFV that fail their Bog, Mired TC. Shocked, Immobilized or UK 'ed AFV are immune to this rule.

SIMULTANEOUS Set Up: Place an unused mapboard between set up areas.

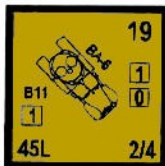
RUSSIANS [ELR: 3] [SAN: 2] [NA]

Infantry Recon Elements, 22nd Tank Division Set up on hexrow P at level 0 or may enter anywhere along hexrow P.



6

Enter on/between J10 and M10 (SE).



2

Prior to set up, make a DR for each Russian Squad, on a DR ≥ 10 that squad suffers ELR replacement.

Variable Russian Units: Make a Pre-game DR and enter along hexrow P on Turn 1.

DR	Units
2-3	4-4-7, ATR, T-26 M33
4-7	37L AT Gun, 2-2-8 Crew, ZIS Truck
8-12	4-4-7, LMG, 9-1, T-26 M33



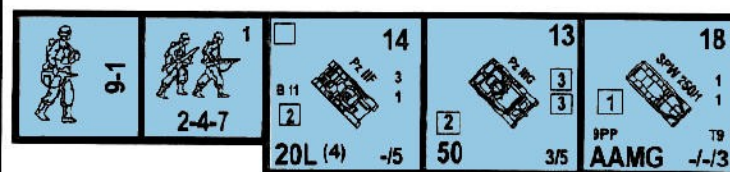
SCENARIO	VARIABLES
EC/Wind	Moderate / No Wind at start
Set Up	Both sides secretly set up for entry prior to game start.

Historical Perspective: Staroje, Russia 22 June 1941 Barbarossa had begun! During early morning hours the 3rd Panzer Division crossed the border into Soviet territory driving hard and fast into the Soviet rear areas. Around midday, about 10 kilometers southwest of Kobrin near the village of Staroje, German reconnaissance elements ran head-on into leading armor elements of the Soviet 22nd Tank Division as it was responding to the German invasion.

The advance of the Soviet 22nd Tank Division was poorly coordinated and just as poorly supported. While the tanks of the Soviet 22nd Tank Division did succeed in temporarily slowing the German advance, it did little to stop it.

GERMANS Move First [ELR: 4] [SAN: 2] [NA]

Elements, 3rd Recon Bn, 3rd Panzer Division Enter along West edge with half their MP (FRU) remaining.



4

2



The German 2-4-7 HS is the crew for the SdKfz 250/1 Half-track. The halftrack is *Abandoned* if the HS unloads. Variable German Units marked as (SE) are under the same movement restrictions as OB given AFV, if received on Turn 1.

Variable German Units: Make a pre-game DR and enter with OB given units unless marked (SE).

DR	Units
2-5	2x PzKpfw IVe (SE)
6-8	2x PzKfz 231 AC, 2-4-7 HS, Kublewagon, 4-6-7, LMG, Opel Truck
9-12	2x PzKpfw IIIG (SE)

TURN

1+
2
3
4
5

Walk in the Woods

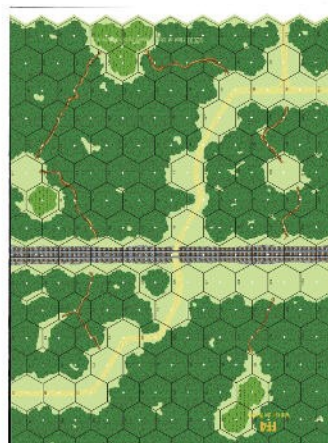
FF 4

HOB's FireFights!

Design: Steve Swann



Battlefield Orientation:



Tactical Objective: The side with the most Victory Points (VP) wins. In addition to CVP, each RR hex and half RR hex controlled is worth 1 VP. A tie is a Russian win.

Fog of War: Use four Concealment counters from a third nationality. Each player places two counters anywhere on the map ≥ 5 hexes from their entry area and on/between hexrows C and N. When a known Good Order unit from either side enters the hex with a Concealment counter a DR is made and the results are applied immediately. Searching and firing into the hex will not affect these units.

DR 2-3 = Russian 9-0 & 6-2-8

DR 4-7 = 2x Russian 2-2-6 HS

DR 8-12 = Nothing, just a Dummy.

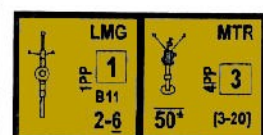
Discovery: If discovered by the Russian player, units (if any) join the Russian player's OB (concealed if there is no LOS to a known German unit). If any Russian units are discovered by the German player, roll for Ambush [A11.4] and conduct an immediate Close Combat [A11]. Russians do not get the Concealed Ambush drm. Place an appropriate Fire counter (if any) on surviving unit(s) if the opposing side is eliminated, otherwise the units are now in Melee.

RUSSIANS [ELR: 1] [SAN: 2] [NA]

Scattered Elements, Soviet Bryansk Front Set up
Cloaked (E1.4) on/west of hexrow 7.



2 2 2



Two MMC may utilize HIP (w/ SMC/SW stacked with them) for setup as opposed to Cloaked. Extra Cloaking counters are not received. Treat the 3-3-7 MMC (if received) as Conscript troops with an ELR of 2 and without underlined Morale.

Variable Russian Units: Make a Pre-game DR and enter on Turn 1 along west edge.

DR	Units
2-3	9-0, 2x 4-2-6, LMG
4-5	4-5-8, 2x 4-2-6
6-8	3x 3-3-7, LMG (treat Partisan MMC as Russian Conscripts)
9-10	6-2-8, 4-4-7, LMG
11-12	4-5-8, 6-2-8, 6+1

TURN

1+
2
3
4
5

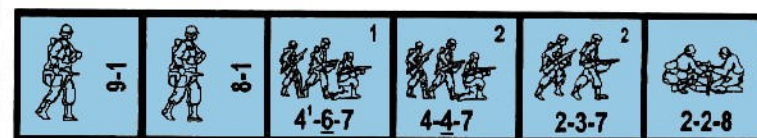
SCENARIO	VARIABLES
EC/Wind	Moderate / No Wind at start
Railroad	EmRR, Embankment Railroad (B32.12).

Historical Perspective: West of Smolensk, July 1941 In mid-July the Panzers of Army Group Center are miles east of these woods, closing on Smolensk. However, the following German infantry had the unenviable job of consolidating the areas bypassed by the Panzers. Pockets of Soviet infantry and partisans gathered in the forest and began ambushing the German supply lines. One of the better Soviet generals, Yeremenko, took over from the faltering General Pavlov to command the Bryansk Front, which faced the German Army Group Center. Yeremenko planned several local counter-attacks. One objective was to recapture the rail lines vital to him just as they were to Von Bock, the German commander. The German infantry was assigned to clear a railroad supply line that ran through a forest that was already threatened by isolated but resistant Russian infantry.

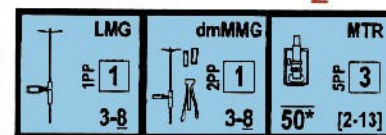
SIMULTANEOUS Set Up: Place an unused mapboard between set up areas.

GERMANS Move First [ELR: 3] [SAN: 2] [NA]

Elements, follow-up Infantry, Army Group Center:
Enter Cloaked (E1.4) on Turn 1 along the east edge.



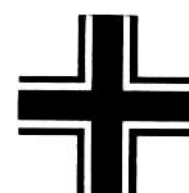
2 4 2 2



2

Variable German Units: Make a pre-game DR and enter with at start OB forces.

DR	Units
2-3	9-2, 4-3-6
4-5	3x 4-3-6
6-8	2x 4-4-7.
9-10	4-6-7, 4-4-7
11-12	2x 4-6-8, LMG



The Sound of Guns

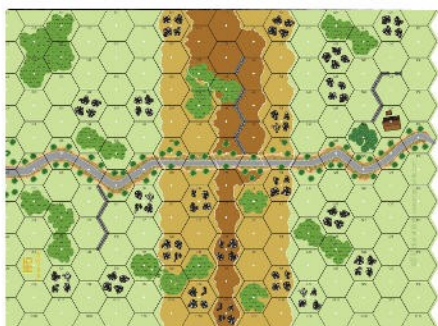
FF 5

HOB's FireFights!

Design: Bruce Rinehart

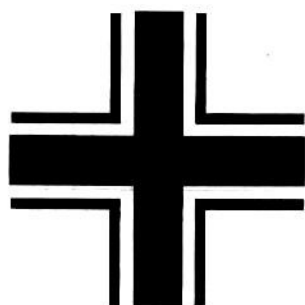


Battlefield Orientation:



Tactical Objective: To win the Germans must exit \geq two units, off the East map edge. Vehicle and Crew is considered one unit for VC purposes. Prisoners do not count toward VC. Only *one* SMC/Hero may count toward this VC.

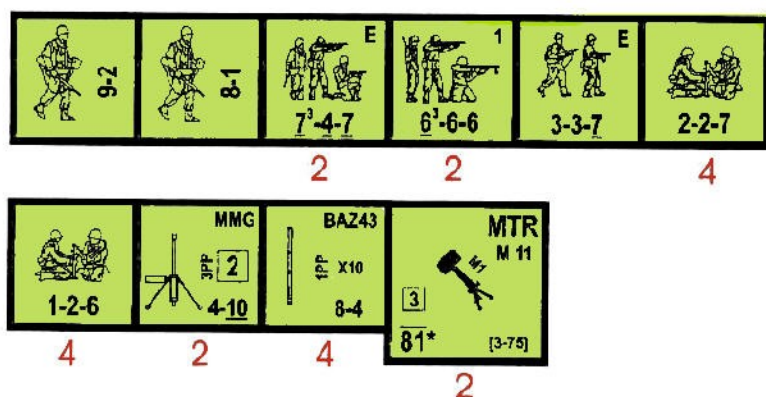
Crew Rule: US MMG must be operated by a 2-2-7 Crew and BAZ must be operated by 1-2-6 Crews, unless the Non-Qualified Use Penalty [A21.13] is paid. HSR.1 is NA for this scenario.



SIMULTANEOUS Set Up: Place an unused mapboard between set up areas.

US [ELR: 5/3] [SAN: 3] [NA]

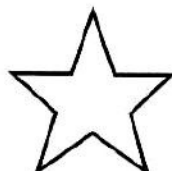
Elements, 3/505 PIR & 45th Infantry Division: Set up on /East of any Level 2 Hill hex.



US 7-4-7/3-3-7 and SMC are Paratroopers with an ELR of 5, All other US units are Infantry with an ELR of 3. One squad equivalent may set up HIP (w/ any SMC/SW stacked with them). All US MMC may set up in Foxholes of equivalent size as occupying units and if in suitable terrain.

Variable US Units: Make a pre-game DR and enter on Turn 3 along the East edge.

DR	Units
2-4	2 x M4A1 Shermans
5	M4A1 Sherman with a 8-1 Armor Leader
6-8	5-4-6, 1-2-6 Cr, 8-1 SMC, BAZ 43
9-10	7-4-7, 2-2-7 Cr, MMG
11-12	75* Pack Howitzer, 2-2-7 Cr, Jeep



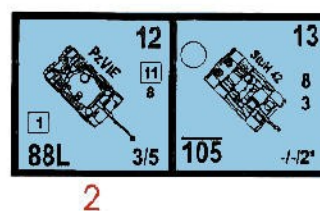
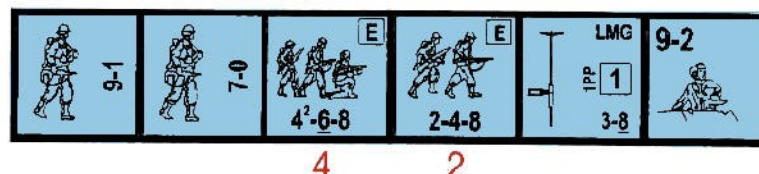
SCENARIO	VARIABLES
EC/Wind	Moderate / No Wind at start
Orchard Road	Paved, treat as EmRR (B32.12) for LOS purposes.

Historical Perspective: Biazzi Ridge, Sicily, 11 July 1943 July 11 was the most perilous day of the invasion of Sicily. Early in the morning General Guzzoni attacked the American beachhead by sending two armored columns in a classic pincer movement. The eastern column comprised of infantry, artillery and Tiger tanks soon became engaged with small bands of American infantry. As the Germans turned to cut highway 115, they encountered fierce resistance from advancing infantry of the 45th Infantry Division supported by scattered forces of the 82nd Airborne's 505th Parachute Infantry Regiment who rushed to the ridge after hearing the sounds of the guns.

After savage fighting by the ragged band of Americans supported by scattered and occasional naval fire and a couple of tanks, the German column was repelled as darkness descended on the ridge. The Americans held the ridge, preventing a Axis counterattack by the German heavy tanks on the still unloading Americans on the beaches for Gela.

GERMANS Move First [ELR: 5] [SAN: 3] [NA]

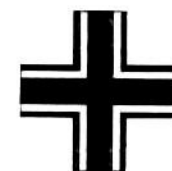
Elements, 2/504th Heavy Panzer Battalion: Set up on/west of hexrow D *OR* enter on/after Turn 1 along the west map edge.



German AFV's are Elite for Ammo Depletion purposes [C8.2].

Variable German Units: Make a Pre-game DR and enter on Turn 2 on road hex A5/A6 (Highway 115).

DR	Units
2-3	Pz VI E Heavy Tank
4-6	StuH 42
7-10	4-6-8 MMC, LMG, SdKfz 251/1 ht
11-12	2x 4-6-7, LMG, Opel Blitz Truck



TURN

1+
2+
3★
4
5

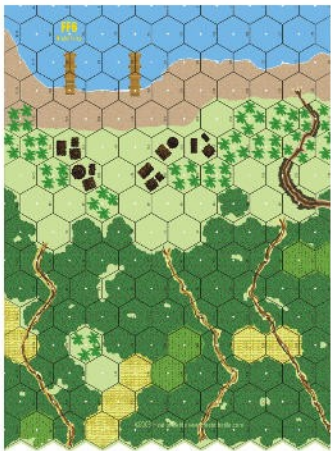
Night Ferry

FF 6 HOB's FireFights!

Design: Steven Swann



Battlefield Orientation:



Tactical Objective: The Japanese win at the end of any player turn when they are the sole occupants of a LCA.

LCA Capture Requirements: An LCA is considered captured when a Japanese MMC loads into it as a passenger at a cost of 2 MF (or by Advance Phase movement) from an adjacent Pier hex. Contrary to G12.7, CC/Melee IN an LCA is allowed.

Night SAN: The SAN values are as printed for the OB. Do not raise for night.



SCENARIO	VARIABLES
Terrain	PTO with Light Jungle
Beach Slope	Moderate
Clouds/Moon	None, Half Moon
NVR	3 hexes
LC Morale	G12.122 is NA
3x Unmanned LCA	One LCA per hex in hexes C6, C7, C8, or C9. LCAs must have a VCA facing north

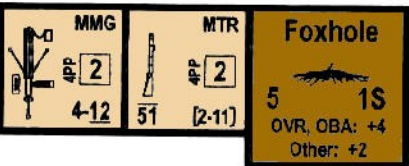
Historical Perspective: Soanotaiu Village, Mono Island, Solomons 1 November 1943 As part of the US Marines assault on Bougainville, several diversionary operations were planned to benefit the defense of the Marines beachhead at Empress Augusta Bay. It was decided that a Radar station would have to be positioned on the north side of Mono Island near Soanotaiu Village. On 27 September a reinforced infantry company of the 8th New Zealand Brigade, accompanied by radar personnel and Seabees landed without opposition at Soanotaiu Village. At the same time two battalions of New Zealanders assaulted the south shore of Mono Island and after meeting several days resistance, began driving the Japanese remnants northward across the island toward Soanotaiu Village.

On the night of 1 November, a strong force of 80 to 90 Japanese suddenly struck the perimeter in an organized determined attack designed to break through the New Zealand defense, seize a landing craft, and escape the Island. The fight, punctuated by grenade bursts and mortar fire raged, in the darkness. One small group of Japanese soldiers penetrated the defenses as far as the beach before being destroyed by a command group.

SIMULTANEOUS Set Up: Place an unused mapboard between set up areas.

NEW ZEALANDERS [ELR: 3] [SAN: 2] [NA]

Elements, 8th New Zealand Brigade Setup on/between hexrows E and H.



New Zealanders are the Scenario Defender and are Normal. The NZ player places the LCAs. No NZ unit may begin play IN an LCA. The 3-3-7 MMC (if received) are Green troops with an ELR of 2 and without underlined Morale. (3-3-7 MMC represent militia construction troops.)

Variable New Zealand Units: Make a Pre-game DR and set up on/between hexrows E and H.

DR	Units
2-3	2-2-8 Cr, MMG
4-5	2x 3-3-7 (use Partisan MMC), 2x Bulldozers
6-8	4-5-8, (setup HIP)
9-10	18 AP Mine Factors
11-12	2-2-8 Cr, 76* MTR



TURN



JAPANESE Move First [ELR: 4] [SAN: 0] [NA]

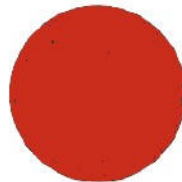
Elements, Mono Garrison, 17th Army Setup on/south of hexrow L.



Japanese are the Scenario Attackers and are Normal. Japanese Friendly Board Edge is the north edge (seacoast).

Variable Japanese Units: Make a pre-game DR and setup on/South of hexrow L.

DR	Units
2-3	4-4-7 and LMG
4-5	3-4-7 and 8-0.
6-8	2x 3-3-6
9-10	9-0 and LMG
11-12	All Japanese are Fanatic



HOB 'FireFight!' RULES:

FF1. Every FireFight! Scenario has a 'core' Order of Battle (OB) and a Variable Units table. Prior to each playing of a FireFight! scenario, each player makes a secret DR on their respective nationality's table to determine their variable units. In some cases the selected unit(s) will set up/enter with the 'core' OB units, while in other cases, the variable unit(s) will act as reinforcements, entering the area from off-map.

FF2. (SE) Special Entry: All units designated with the **(SE)** mark are subject to variable entry. The player makes a single dr and applies the result as directed on the scenario card Special Entry Rule to all units so marked in his OB or Attached Units list.

Designer's Concepts:

As is generally recognized, small scenarios can be dicey at times, and these scenarios are no different. In an attempt to alleviate some of this, several changes have been made from previous scenario design concepts.

1. The use of the term "Simultaneous Set up" in several scenarios where one side or both are designated as entering has been questioned. We feel that the FireFight scenarios are too small to allow the attacking player to know beforehand the defenders troop (unit) dispositions. By requiring both sides to set up prior to the start of the game, neither side has a pre-game advantage of concentration of troops and AFV against a weak point, because they do not know the weak point beforehand.

2. SMC Leadership has been handled differently by using the SMC Morale, modifiers, and ELR as the basis for leadership of the opposing forces rather than the number of leaders on the tactical war game battlefield.

3. The use of Variable Attachments is nothing more than a standardization of some concepts presented in previous scenarios by other designers. Excitement and replayability are elusive in the very small-to-small category of scenarios. By having the possibility of different forces arriving on different turns in most playings, it is our desire that the scenarios present changes that make each playing different.

4. All FireFight! scenarios are played on what is essentially a half-mapboard, leading to the use of a small time frame. It was found that when an attacking player had time to just sit and shoot in small unit density scenarios, it was not much fun for the defender and it added to the diceyness of the scenario. By restricting all scenarios to either 4 1/2 or 5 turns some of this is diceyness is eliminated by forcing movement due to time restrictions.

5. All FireFight! scenarios were playtested using the Crew Served Weapon (CSW) rules presented inside the front cover of this pack. Therefore you will see crews matching the number of heavy support weapons in the OB, even though some crews may be represented as vehicular crews rather than infantry crews, we urge you to try playing the scenarios as designed. Players have the option of replacing the crews with HS of the same quality of the unit majority. In some cases, this could drastically change the scenario. For example, in "The Sound of Guns", exchanging the US 1-2-6 crews for HSs will provide a large FP and Range change to the scenario. This scenario was designed for "green", poorly armed, bazooka crews (1-2-6) supported by a few infantry to face off against elements of the Herman Goering Division supported by Tiger tanks. Making the US force tougher could make it almost impossible for a German win.

6. Use of the term "Mortar Observer" has come up. As the war progressed, most nations made use of specially trained officers and men for calling up artillery assets. In a few FireFight! Scenarios a particular SMC/Radio combination has been designated as a Mortar Observer and is the only SMC that can call in OBA. This was done so that the best Morale SMC would not be selected for this action. Forward observers were not heavily armed, nor were they leading charges towards the enemy. Instead, they stayed behind the front line, to make their artillery calls. They were valuable assets, and would not be needlessly risked in front line combat. By using SMC with lower Morale 'assigned' to the radio, the owning player is somewhat forced to protect their forward observed if they want their battalion mortar OBA.

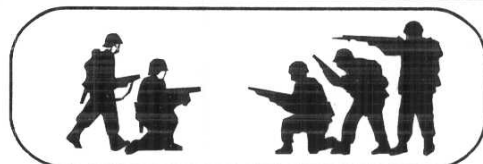
Produced by: **HEAT OF BATTLE**

Designs by: *Steven C Swann, Burnie Hegdahl, Bruce Rinehart*

Artwork by: *Fischers Design Shop (Klaus Fischer)*

Proofreaders: *Steve Dethlefsen, Peter Rogneholt and Robert Delwood.*

Playtested by: *Steven Swann, Burnie Hegdahl, Bruce Rinehart, Jeff Newell and the Puget Sound Advanced Squad Leaders, with special thanks to Robert Delwood and Eric Henyey.*



HEAT OF BATTLE HSR

.1 These scenarios (along with *SS-3 Neither Fear nor Hope*) were designed using Crew Served Weapons rules. In our opinion it enhances the tactical accuracy of the forces in play. Those wishing to disregard these rules, and upon mutual agreement of both players, may replace Scenario Card OB given SW crews with the same number of half squads of the same quality as the majority of the squads involved for that side in that scenario.

.2 Scenario cards will show crew counters for CSW and crewed weapons. Rules for crewed weapons remain unchanged. CSW however, are governed by the following HSRs. All *SS-3 Neither Fear nor Hope* scenarios and any HOB scenario stating these rules are in effect will have the appropriate citation. Rules stated here (1.-3.3) **REPLACE** (1.-2.) from the back of the *SS-3 Neither Fear nor Hope* scenario folder.

1. Crew Served Weapons (CSW): Any HMG/MMG/Lt.MTR SW being fired by a squad/HS has its B# and Multiple ROF lowered by one (A.11 applies). If captured, the effects of A21.13 also apply in addition to this HSR, unless operated by a crew whereby only A21.13 applies. (Note: basis of rule is G1.611 & O11.619 note C)

1.2 Possession: All CSW must be possessed by a crew at scenario start or when entering the board. A crew may not voluntarily drop a CSW. However, if a crew possesses > 1 CSW, it may drop one of them at any time otherwise allowed.

1.3 Malfunctioned SW: Any Good Order crew in possession of a malfunctioned CSW must attempt repair of that weapon during every Rally Phase until it is either repaired or disabled [EXC: Recovery attempt of another CSW/Gun in the same location during the same phase; if that Crew has possession of multiple SW/Guns it may transfer one of those instead].

1.4 Crew Benefits/Penalties: These rules do not change or modify any other crew benefits and/or penalties as specified in rules governing them.

1.5 Specialist Weapons: Specialist weapons are weapons that required special training or handling to employ properly. The FT (Flame-thrower) and DC (Demolitions Charge) are such weapons. All Infantry, including Elite, must pay the Non-Qualified Use Penalty [A21.13] when using the FT and DC, as well as adding +2 to any DC attack DR. Units designated as Assault Engineer [H1.22] may use the FT and DC without this penalty. Sapper [H1.23] units may use the DC without this penalty.

1.6 SMC Usage: A SMC may be designated as an Assault Engineer/Sapper SMC by HSR. One SMC may also be designated as such per each two (FRU) Assault Engineer/Sapper squad equivalent in the 'at start' OoB. Additionally, SMCs created from an Assault Engineer/Sapper MMC per Hero Creation (A15.21)/Leader Creation (A18.1) may use the same SWs as their parent unit could without paying the non-qualified use penalty. It is recommended to use a side note for any AE/Sapper SMC by writing down the name.

1.7 Multi-trained Units: any SMC/MMC unit designated as Commando [H1.24] by HSR may use a CSW and Specialist Weapons without penalty.

2. AFV Mandatory Repair: Vehicles may not voluntarily decline to repair a weapon.

3. Vehicle Crews: (note: these rules will be used at a later date.)

3.1 Voluntary Abandonment: A crew (EXC: Half-tracks/Carriers) may not voluntarily abandon an AFV.

3.2 Involuntary Abandonment: A vehicle crew forced to involuntarily abandon its vehicle is placed on board Pinned after suffering all same Phase fire against the abandoning crew.

3.3 Exit: A vehicle crew may exit any board edge without being considered eliminated or counted as CVP.

4. National Characteristics:

4.1 Russian: In these scenarios 4-2-6/2-2-6 squads Battle Harden and Reduce to/from 4-4-7/2-3-7. If there is more 5-2-7 squad equivalents in the OB (reinforcements included) then 4-2-6 squads and HS Battle-Harden normally.

5. Simultaneous Setup: Simultaneous setup is specified for several scenarios even though one side is entering from off-board. The purpose is to introduce a "Fog of War" mechanism where the attacker does not know how the defender set up when entering play. An unused mapboard is placed between players while the defender sets up his on-board forces; and the attacker places his attacking forces just off-board adjacent to the entry hexes that will be used by those units.

6. Fog of War: If agreed upon by both players the following optional Fog of War rules are in effect.

6.1 SMC: All SMC counters (Leaders, Commissars, and Heroes) may be left off-board until their leadership/heroic benefits are used. The location or MMC ID that the SMC is moving with may be recorded as a side record until the SMC's Leadership benefits are used in any manner whereupon the SMC must then be placed IN its location and/or with the MMC utilizing that SMC's benefits. The unknown SMC will still suffer any fire results; KIA, K, Morale Check, Pin results of the owning MMC.

6.2 SW: All 1 PP SW (Support Weapons) [EXC: FT] may be kept off-board until used, when it then must be placed with the unit possessing it. Prior to game play all undisclosed SW must assigned to a SMC/MMC unit with its ID recorded on a side record.

