

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 re-playability 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.

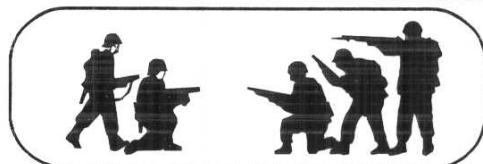
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HEAT OF BATTLE HSR

.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.

