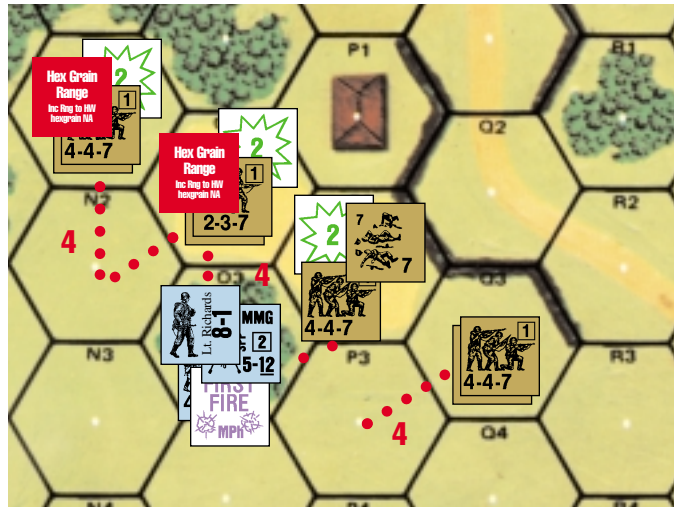




A

marked with a First Fire counter. The squad now fires the MMG directed by the 8-1 leader (7.53) at O2 and P2 with Spraying PBF. The attack is 5 FP (Area & PBF) with a -3 DRM (grain is not in season). The Original DR is an 8 (with a 2 colored dr), resulting in a 1MC vs both hexes. The Russian player rolls a 9 for the leader which breaks and now no longer has its Morale Level increased. All four squads roll ≤ 7 and are unaffected. They need not take a LLTC because they are part of a Human Wave (which is immune to Pin results). However, the MMG retained its Multiple ROF and—because the Russian Impulse used two MF—it may First Fire again and chooses to repeat the same attack. This time it rolls an Original 5 (2 on the colored dr), resulting in a K/2. The Random Selection DR in O2 is a tie, so both squads are Reduced to HS (7.302) before taking a 2MC, which they each pass by rolling ≤ 6 . The Random Selection DR in P2 selects the broken leader, who wounds, rolls a 5 on his Wound Severity dr (17.11), and thus is eliminated. If, however, the leader had survived, it would not then have to take the 2MC. The two squads roll a 6 and 7 for their 2MC which breaks one, which then passes its LLMC with a 7. The MG has retained its Multiple ROF and the German wants to fire again but cannot, because two shots are all that are allowed vs a moving unit that expended only two MF in its Location. The MG cannot avoid this by picking another target, because all of the units in its LOS moved simultaneously as part of the same Impulse (moreover, the other targets are all outside of the MG's now-fixed CA; 9.21).



In the second Impulse at least one of the HW Units in O2 or P2 must now enter O3 (25.234). The Russian moves all unbroken units forward as shown. Since the 4-4-7 in P2 enters O3, the two 2-3-7 in O2 are free from the restriction of 25.234 and may instead move to N2, which one of them does, while the other enters O3. Of the units that were marked with Range counters in the first Impulse, the two 4-4-7 in N1 and the 2-3-7 that enter O3 can remove their range counters since they now decrease the range, while the 2-3-7 that enters N2 does not and must keep its Range counter. The German must use Subsequent First Fire vs the 4-4-7 and 2-3-7 as they enter his hex (8.312) and because they both enter O3 as part of the same Impulse, he fires at them simultaneously.

It is now the Russian third Impulse; the Russian units currently in O3 now end their MPH and may move no farther (25.235), but the Russians in N2 and P3 must continue the Human Wave. The units in P3 can enter O3 (since it is a Side Location containing enemy units) or the Forward Locations O4 or P4. The two 4-4-7 in N2 can enter the Side Location O3 or the Forward Locations M3 or N3, but will be marked with a Range counter if entering M3. The 2-3-7 in N2 can enter N3, but can enter neither M3 (since it is already marked with a range counter) nor O3 (which is ADJACENT to the O2 Location that the 2-3-7 left earlier in the MPH per 25.2322). From N3 it will be able to enter M4 or N4. At the end of the Impulse, the German squad must use FPF vs any new units entering O3 in that Impulse with $13\frac{1}{2}$ FP (9 [FP] \times 3 [TPBF] = 27 divided by 2 [Area Fire] = $13\frac{1}{2}$), but only the Russian units entering O3 during that Impulse will be affected.



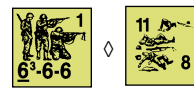
25.24 PARTISANS:³³ Partisans can belong to any nationality but are listed here and represented by Russian colors because they were most prevalent on the Eastern Front. Partisans are represented by

3-3-7 squads with a broken Morale Level of 6, and are considered Stealthy while in Good Order. Partisans are not affected by the special rules for their nationality; a Russian Partisan unit is treated as a Partisan

unit, not a Russian unit [EXC: Russian Partisans may use Commissars; 25.22]. Partisan leaders have no leadership effect whatsoever over non-partisan units (and vice versa). Unless specifically indicated otherwise, Partisans have an ELR of 5 regardless of the ELR of non-Partisan allied forces in the scenario. Partisans never surrender by the RtpH method, are considered neither elite (including SMC) nor Inexperienced for any purpose, and never become Disrupted.

25.241 MOVEMENT: Partisans may be subject to SSR which grant them specific movement advantages in wooded or urban areas. Partisans that are moving as a combined stack together with non-Partisan units may endow the regular units with whatever SSR-endowed movement advantages they have.

25.242 Ordnance used by Partisans always uses the red To Hit Numbers [EXC: ATR/MG].



25.3 AMERICAN: U.S. Infantry squads have a printed broken Morale Level one higher than that used on their Good Order side except for 1st Line Infantry, which have a broken Morale Level two higher than their Good Order side. Second Line Infantry should generally be used to represent American units which were not prepared for combat. See G17.1 for U.S. Marine Corps and G17.2 for pre-6/42 U.S. Army and Philippine Army troops.



25.31 PARATROOPS: 7-4-7 squads have an ELR of 5, regardless of the ELR of other U.S. MMC in the scenario.

25.32 ORDNANCE: All U.S.-built AFV/ordnance [EXC: ATR/MG], including such equipment used by other nationalities (identified by the (a) in the name), uses red To Hit Numbers prior to 1944 and black To Hit Numbers thereafter.³⁴

25.33 AMMUNITION: No fighting men were better supplied than the Americans, who excelled in logistics. American OBA batteries are assumed to have Plentiful Ammunition unless specified otherwise.

25.34 SMOKE: An American squad may place either WP or conventional Smoke grenades at its option, but placing WP is more difficult (see 24.3).



25.35 U.S.-BUILT, BRITISH-COLOR SW: U.S. MMG, HMG, .50-cal HMG, M2 60mm mortars and BAZ 44 are provided in the British color in *WEST OF ALAMEIN*. They are identified by having “(a)” in their piece name, and are used by Free French as per 25.55. The BAZ 44(a) is also used to represent a BAZ 44 Scrounged (D10.5) from a U.S.-built vehicle/wreck [which includes one with “(a)” in its piece name] by Free French (only); other nationalities would Scrounge a U.S.-color BAZ 44. The appropriate MG(a) is also used to represent one Removed (D6.631) from a U.S.-built vehicle by a British (as defined in 25.4) unit. A MG Scrounged by any nationality from a U.S.-built or British-built vehicle/wreck takes counter form as a standard British LMG, with no Captured penalties when being used by a U.S. or British (25.4) unit. Captured penalties do not apply to the use of U.S.-color MG by British (25.4) units, nor to U.S./British-(25.4) use of British-color “(a)“-type SW [EXC: non-Free French British treat all, while Free French treat no, type(s) of U.S. MTR/BAZ as captured].



25.4 BRITISH: British troops also encompass all “Commonwealth”, Free French, and liberated forces. Guardsmen, Gurkha, ANZAC (Australian and New Zealand), and Free French/Polish forces should generally be regarded as elite troops, as should Canadian units—all of which were composed of volunteers rather than draftees. Colonial troops such as the King’s African Rifles and pre-44 Indian troops in India and Burma should be considered 2nd Line troops represented by 4-4-7 squads. See 25.53 for Free French.



25.41



25.41 GREEN: British 4-3-6 squads (and their HS) are Green troops. They are considered Conscripts only in hypothetical scenarios depicting the British Home Guard or poor quality colonial troops.



25.42 AIRBORNE: The 6-4-8 squads represent Airborne troops and have an ELR of 5, regardless of the ELR of other British MMC in the scenario.

25.43 GURKHA: Gurkha troops were feared in CC due to their handwork with their famed Kukri knives (which were a combination knife-hatchet-sword). Whenever ≥ one unbroken Gurkha Infantry unit is the ATTACKER in CC/Melee or Ambushes the enemy in CC, that CC/Melee may become Hand-To-Hand (J2.31) at the option of the Gurkha player unless every such Gurkha unit participating in it was Ambushed in that phase and/or is withdrawing/pinned. However, Hand-To-Hand CC can never be used by/vs any vehicle/PRC/pillbox-occupant(s). Each Gurkha Hand-To-Hand CC attack receives an extra -1 DRM unless every Gurkha Infantry unit participating in that attack is pinned/Unarmed. Hand-To-Hand Melee counters are provided in *Code of Bushido*. Gurkhas are Commandos (H1.24) unless Green. Gurkhas will not surrender via the RtPh method (20.21) or become Disrupted.

25.44 ANZAC: Good Order ANZAC (Australian and New Zealand) forces are Stealthy unless Green.

25.45 COWERING: British troops were renowned for their marksmanship and calmness under fire (or “Moral Fibre” as they termed it). Therefore, their elite and 1st Line units are immune to Cowering effects [EXC: *Free French*; 25.53].

25.46 WP: A British squad may place only normal (i.e., not WP) smoke grenades prior to 1944. Beginning in 1944, they may also place WP (24.3). This restriction does not apply to ordnance WP ammo.



25.5 FRENCH: French units and the rules (25.51-.52) pertaining to them apply only until the French capitulation, and to Vichy French forces thereafter.³⁵ Free French forces use

British units and rules (25.53).



25.51 GREEN: French 4-3-7 squads are considered Green reservists (not Conscripts), and should ordinarily be brought into play by ELR Unit Substitution.

25.52 ORDNANCE: French vehicles use red To Hit Numbers [EXC: *MG MA*]; other French ordnance uses black To Hit Numbers.

25.53 FREE FRENCH: Use British counters and rules for Free French Personnel [EXC: *Free French squads have Assault Fire (7.36) capability in/after 12/43; the 25.45 immunity to cowering never applies to Free French*]. Free French OBA (including Accuracy and Draw Pile) is always treated as if British [EXC: *DYO purchase*; 25.57]. See also 25.35 and 25.54-.57 and the French section of Chapter H.

25.54 PRE-12/43 EQUIPMENT: For scenarios set prior to 12/43, Free French use (without Captured penalties) certain British [British-color “(f)”; 25.56] SW, vehicles and Guns, and the rules covering them.

25.55 12/43-5/45 EQUIPMENT: For scenarios set in/after 12/43, Free French use (without Captured penalties) British color “(a)”/“(f)” SW (see 25.35 and 25.56), certain U.S. [U.S.-color “(f)”; 25.35] vehicles and Guns, and the rules covering them [EXC: *Free French Inherent crews are considered British when determining their morale as per D5.1*].

25.56 FRENCH-BUILT EQUIPMENT: Certain French-built SW/vehicles/Guns are provided in *CROIX DE GUERRE* for Free French use. They are in the U.S./British color, and are identified by having “(f)” in their piece name. An “(f)”-type, or French-color, SW/vehicle/Gun suffers Captured penalties when being used by *other than* (Free/Vichy) French.

25.57 DYO: Free French use their own SW Allotment, OBA Availability, and Rarity Factor Charts for DYO scenarios. Use H1.463 for Free French OP tanks. Free and Vichy French cannot be purchased by the same side.

25.6 ITALIAN: Italian ordnance uses the red To Hit Numbers [EXC: *ATR/ MG*].³⁶



25.61 ELITE: 4-4-7 squads, their 2-4-7 HS, and 2-2-7 crews are the only elite Italian MMC. Only elite Italian squads may Deploy [EXC: 20.5, 21.22]. A 4-4-7

which suffers ELR failure is Replaced by a 3-4-6.



25.62 1ST LINE: The 3-4-7 squads represent the Bersaglieri which were light infantry transported by trucks, motorcycles, or bicycles. A 3-4-7 which



suffers ELR failure must be Replaced by a Conscript squad, and not a lower quality 1st Line squad, while a Conscript squad that Battle Hardens becomes a 3-4-6.

25.63 SURRENDER: The +1 CC DRM for a capture attempt does not apply vs non-elite Italian defenders. Once captured, no Italian unit will attempt escape (20.55).

25.64 LAX: Non-elite Italian units are always Lax (11.18).

25.65 PAATC: Non-elite Italian troops (including Inexperienced units) must pass a IPAATC rather than a normal PAATC whenever required to take a PAATC.



25.7 FINNISH: Finnish Personnel may attempt Self-Rally during any RPh, are immune to Cowering results, and are Stealthy while in Good Order unless Green. Finns may also Deploy without leadership by

passing a 1TC instead of a NTC (1.31). Finns do not require leadership presence to Recombine (1.32) [EXC to all: 25.72].³⁷ When using the blue Finnish counters from *Beyond Valor* 1st edition, use German crews, heroes, and SW where needed.



25.71 LEADERS: Finnish units usually take less severe LLMC/LLTC (the most severe being a 1MC/1TC) because Finnish leaders

have a unique rank structure descending in order as follows: 10-1, 10-0, 9-1, 9-0, 8-0. Finns are not eligible for Field Promotion. If leadership is present, Finns may Deploy normally (1.31).

25.72 The Finns refused to follow German dictates to operate outside their recaptured historic borders. Therefore, in any scenario taking place beyond Finland’s 1939 borders (as noted by SSR), Finns are represented by 5-4-8 squads and 25.7 does not apply.



25.73 SISSI: The 8-3-8 squads and 3-3-8 HS represent Sissi elite units which were ski-trained and specially equipped.

25.74 BATTLE HARDENING: Finnish leaders Battle Harden and are Replaced according to the unique Finnish rank structure (25.71). Finnish 1st line units become Fanatic if receiving a Battle Hardening result.



25.8 AXIS MINORS: The Rumanian, Hungarian, Slovakian, and Bulgarian troops which composed Germany’s Minor Allies were neither well equipped,

nor particularly ardent practitioners of Hitler’s war. As such, the broken Morale Level of all such squads is one less than their normal Morale Level [EXC: *elite squads*]. Hungarians fighting in Hungary should be represented by elite squads (also see 20.55).

25.81 PAATC: Non-elite Axis Minor troops (including Inexperienced units) must always pass a 1PAATC rather than a normal PAATC when called upon to take a PAATC.