

Company Fire

WWII Grid-Based War Games Rules for a Company per Side

This is a living document. The rules are not a finished product - mainly because I wrote them to use myself and I have a tendency to fill in the blanks as it were, when I encounter something not addressed by the rules. I present it in this state for others who might want to see what it is I'm playing. There is nothing innovative here - every mechanism comes from some other game I have read or played, sometimes tweaked to my own conception, sometimes not.

My goal was to create a set of rules to give something like a "toy soldier meets hex-and-counter" experience. I wanted a set of rules that gives an approximate feel for company command, as I imagine it, without being mired in tables and needing a calculator (like some hex-and-counter games), but something more than rolling 1d6 with a few modifiers. It had to play relatively quickly and, as I discovered during play testing, it had to use a minimal amount of markers or I get annoyed by the clutter. I also wanted it to play on a square grid, for no particular reason other than I like square grids.

These rules owe a heavy debt to Morschauser's [Modern rules](#), Bob Cordery's *Memoir of Modern Battle* and [The Portable Wargame : Modern](#) rules, [Crossfire](#) (which I have never played, but love reading AARs), [Blitzkrieg Commander](#) (1st ed.), [FiveCore Company Command](#), [Paper Tigers](#) (free) and David Newport's [Tactical Combat](#) (free) rules. After starting on this project, I found [Tigers at Minsk!](#) (or rather I re-found them) - if you want something with more detailed armor, and hex based, I highly recommend you check out *Tigers at Minsk!* They are free, very well researched, and include several scenarios to boot.

There are a lot of words and pages to this document but the rules themselves are not complex - although I may have explained them in a confusing manner. Hopefully, you will find something useful here and if something needs clarification, please let me know. As always, feel free to modify these rules to suit your own ideas, figures, and table size.

- John Yorio

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Scale

Company Fire was designed to support games with roughly a platoon to a company per side on a square grid. I have tested it with less than a platoon on one and even both sides and the results have been enjoyable - I make no promises about playing with anything larger than a company.

The focus is primarily on infantry with some support weapons. However, as it is inevitable that a tank or half-track will make its way onto the table, I have included vehicle rules as well. These are “beer and pretzel” in their approach to vehicle differences and they are light beer at that. Feel free to tweak them to provide better accounting of specific vehicles.

Ground

The ground scale of *Company Fire* is roughly 40-50m per grid-space. This corresponds with several squad-based hex-and-counter wargames.

Figures

A single base, vehicle model, or gun model and crew is a ‘unit’.

- 1 base = 1 infantry squad (rifle or smg, including the squad LMG), engineering squad, etc. or a single heavy weapon and team (light mortar or MG).
- 1 vehicle model = 1 vehicle
- 1 gun model + crew figures = 1 gun
- Single-mounted figures (SMFs) are used to represent platoon leaders, company commanders, snipers, forward observers, and their assistants.

There is no specific figure count per base - use what you have or what looks good to you.

Grid Size

- The grid space should be large enough to accommodate up to three units.
- For what it’s worth, I use a 6” square grid and I place infantry figures on 3” x 2” bases.

Stacking

- Up to **three** friendly units including SMFs may occupy a grid space, of which no more than 2 may be a vehicle, infantry section, weapon team, or gun.
- If a dismounting unit would violate the stacking limit, then the unit cannot dismount until one of the other units leaves the space or their vehicle moves and drops them somewhere else.
- Units may not enter spaces occupied by enemy units

The Game Turn

Company Fire does not have fixed length turns. Instead, a turn consists of variable length attacker and defender initiatives.

You will need a standard deck of playing cards, with or without the Jokers removed, to function as the Initiative Deck.

Initiative Deck

- Assign red to one side, black to the other
- Odd numbered cards - Movement card
- Even numbered cards - Fire card
- Face cards - Units may Move or Fire, or Move then Fire, or Fire then Move.
- Jokers (optional) - use for special events or to advance the optional game clock without interrupting the current side's initiative.

Initiative and Phase Sequence

Draw a card*.

The side indicated is the phasing side, has the initiative, and may act according to the card's value.

Each successive card drawn of the same color is considered to be an additional phase in the same initiative. (So, an initiative may last as little as one card/phase or an unlikely 26 cards/phases)

Each unit may act only once per card.

Each card/phase has the following sequence of segments:

1. Check for Artillery arrival (fire card only)
2. Artillery arrives if applicable (fire card only)
3. Declare artillery target if applicable (fire card only)
4. Platoon Leaders/CC may move
5. Unit rally attempts (any card)
6. Group fire (fire or face card only)
7. Close assault (move or face card only)
8. Individual unit move and fire actions
9. Non-Phasing Reaction Fire

*At the start of the game, the attacker has the initiative. Rather than drawing a card, treat as if the attacker has drawn a Move card. Thereafter, draw cards normally.

Tracking Turns

For scenarios where keeping track of turns is necessary, a turn is a pair of one attacker initiative and one defender initiative.

Game Clock (optional)

For scenarios that do not have a specified turn length or for adding an element of tension, the use of an optional game clock is suggested.

At the end of each defender initiative, that is when the initiative returns to the attacker, roll 1d6 and add to the game clock total.

When the total is greater than or equal to 21 (or 30 for a longer game), the game is over.

Unit Status, Hit Results and Rallying

Unit Status:

- Good order = may shoot, move, close assault, and opportunity fire.
- Pinned = may shoot, but may not move towards the enemy or close assault. May move away from the enemy if moving out of enemy LOS. May not group fire unless leader is present in grid space. No opportunity fire. Defends in close assault at a penalty.
- Suppressed = may not move (other than Fall Back), close assault, or shoot (individual or group fire). No opportunity fire. Defends in close assault at a penalty.

Hit Result:

- A unit that is hit once during an attack is **pinned**. Any additional pin results while pinned are ignored.
- A unit that is hit twice during a single attack is **suppressed**. A unit that is suppressed a second time while suppressed is destroyed.
- A unit that is hit three times in one attack is **destroyed** and removed from play.

Hit Reduction:

- A unit that takes hits from small-arms fire, and not as the result of opportunity fire, may reduce the number of hits taken from a single attack by retreating.
- To be eligible, the retreating unit must not enter into the LOS of another enemy unit and must retreat one grid space away from the enemy unit that caused the hits.
 - The unit can then reduce the hits by 1.

Rally:

- A unit may attempt to rally once per phase. If the rally fails, *no further action for that unit may be attempted that card.*
- A suppressed unit that successfully rallies becomes pinned. A pinned unit that successfully rallies becomes good order.

Pinned	Suppressed
4+	5+

If no good order enemy unit has LOS to unit, +1 on roll

Green troops, -1 on roll, Veteran troops, +1 on roll

Platoon leader in same space adds +1 or Company Commander in same space adds +2 to roll

Line of Sight (LOS)

- All non-vehicle units have 360 degrees line of sight
- For vehicle units see the Vehicle Line of Sight section later in the rules
- For all units, line of sight is measured from the center of the space occupied by the unit, to the center of the target space.
 - If the line passes through any space occupied by a non-SMF unit, LOS stops at that space
 - If line passes through a space with terrain that blocks line of sight, such as woods, buildings, hills, etc. or crosses edge terrain that blocks line of sight, such as bocage, then LOS stops at that space. See [Terrain](#).
 - Two adjacent spaces of woods, full grown fields, and similar terrain with no blocking edge terrain can see into each other

Facing

The direction a unit is oriented within the space does not matter, with the following exceptions:

- Vehicles with mounted MGs
- Anti-tank guns (this includes guns, e.g. PAK40, and vehicle mounted weapons, e.g. the main gun on a T-34).
- Armored vehicles where armor thickness varies based on vehicle location (i.e. front armor vs side or rear armor).

For details, see [Vehicles](#).

Optional Methods for Resolving Attacks

Where in the rules the roll of dice is required, feel free to substitute either of these methods instead to change the length of play.

Faster Play: Where an attack (fire or close assault) would be made on all units in a space, rather than rolling for each unit in the space, roll once and apply the result to each unit in the target space.

Longer Play: To extend the life of units, where an attack would be made on all units in a space, rather than rolling for each unit in the space, roll once and divide the hits equally among the units in the target space. Where this is not possible,, assign hits first to the least wounded unit, then the next least, and so on.

Artillery

- On a fire card, a Forward Observer may declare any space in LOS as a target
 - Mark the space in some way.
- The fire mission arrives on NEXT fire card for that side
 - Roll 1d6 - on a 1 the mission is denied/cancelled/doesn't arrive, but counts towards total fire missions. Remove the marker from that space.
 - If HE fire mission arrives:
 - Remove the marker.
 - Roll 4d6 per unit in target space if space is open, 3d6 if space provides cover.
 - Hits on 5 or 6. See [Hit Result](#) table
 - If Smoke fire mission arrives:
 - Mark the target space with smoke marker
 - Smoke blocks LOS into and out of space.
 - Units in a space with a smoke marker count as in cover
 - Any unit that moves into a target space marked with smoke must stop in that space.
 - Smoke lasts from the card it arrives,until the enemy loses initiative. That is, it begins during the firer's initiative, continues when the enemy gains initiative, and ends when the firer regains initiative.

Movement

- Units must stop movement if they enter a space that shares an edge or corner with an enemy unit.
- Units may not move through enemy occupied spaces
- Units may move through friendly spaces if doing so would not violate stacking limits.
- Units may be made in any direction, provided the destination space can be occupied.
- Movement may be made through the edges only

Unit type	# of grid spaces
Infantry squad	2*
Weapon team	1**
Single Mounted Figure	2

*On a move card, if an infantry unit starts out of enemy LOS and the entire move would remain out of enemy LOS, the unit may freely move two spaces.

To move two spaces while in LOS or ending in LOS, the unit must declare its intention before moving and pass the Movement Test. If succeeds it may move 2 spaces (subject to the results of opportunity fire), otherwise the unit stays put.

** Weapons teams may not move more than one space per card, and may not move and fire on the same card.

Fall Back

On a move card only, a unit that is suppressed may move 1 space, away from the enemy provided their PL or the CC is present in the space with them, the destination is out of enemy LOS or provides cover and they pass the Movement Test.

Moving on a Fire Card

On a fire card, any non-vehicle unit may attempt to move 1 grid space by passing the Movement Test. The unit may not fire regardless of whether or not they succeed in moving.

Movement Test

Roll 1d6 for the unit:

If destination is cover:	If destination is open terrain:
4+	5+

Veteran troops +1, Green troops -1.

-1 if the destination space is in LOS of an enemy who can Op Fire

If Platoon leader is present in starting space +1 or if Company Commander is present in starting space +2

Close Assault

- One or more units that begin a phase adjacent to an enemy occupied space or move into a space adjacent to an enemy occupied space may close assault the enemy occupied space.
 - Weapon crews (MG, mortar, anti-tank gun, etc.) may not initiate close assault.
 - Weapons crews may not move and close assault in the same phase.
 - SMFs cannot initiate and cannot participate except as noted below
 - Vehicles must be facing opponents space to use MGs in close assault either as attacker or defender
- An attacking unit may only be involved in one close assault per phase.
- The attacker declares which eligible units from the space are participating in the close assault and nominates the target space.
- All units in the target space participate in the defense.
- Each side rolls 1d6 and modifies their results as follows:
 - +1 for their platoon leader present in grid space or +2 if their company commander in grid space
 - +1 for each friendly good order unit beyond the first in grid space
 - +2 if any friendly non-suppressed SMG squad present in grid space (including the first)
 - Attacker only, +1 for each non-suppressed *vehicle* MG in attacker grid space
 - Defender only, +1 for each non-suppressed MG in defender grid space, including vehicle MGs
 - Attacker only, -1 if target space provides defender with reinforced cover, such as a pillbox.
 - Defender only, -1 if pinned unit in defender grid space
 - Defender only, -1 if space contains only weapons teams
 - Defender only, -2 if suppressed unit(s) in defender grid space
 - In addition if a side includes a vehicle:
 - +1 if infantry armed with anti-tank grenades/satchel charges and enemy has vehicle
 - +2 if infantry has anti-tank weapons and enemy has vehicle
 - +3 for friendly tank
 - +2 for other friendly AFV
- High score wins.
- The difference is how many hits are scored on each unit on the losing side that participated in the close assault.
 - Any unit that is suppressed as a result of close assault must retreat one space away from the enemy. If this is not possible the unit is destroyed.
- In the event of a tie, units from both sides are destroyed on a 1:1 basis.
- If the defender is completely destroyed, surviving attacking units may occupy the space formerly occupied by the defenders.
 - This does not trigger opportunity fire.

* Close assault, even starting from an adjacent space is subject to opportunity fire if at least one defending unit is eligible. Results of op fire are applied - including cover modifiers for the target space - then the close assault is conducted. Note: any attacking unit that is pinned or suppressed as a result of this op fire cannot participate in the close assault, except as noted above.

Firing

It should be noted that weapon ranges in this game are short. That is because I used what my research showed was typical effective range, not the maximum range possible. Feel free to disregard the ranges I've given and make the table in range for most weapons other than SMGs. After all, if you have enough cover providing and line of sight blocking terrain, it won't matter anyway.

Individual Unit Fire

Infantry squad or weapons team declares target space in LOS or may attempt recon by fire.

Unit Type	Effective Range:	Roll:*
SMG squad	1	2d6
Rifle squad (includes any integrated LMG)	6	3d6
Light Mortar**	6	3d6
MMG	10	3d6
HMG	10	4d6
Sniper	10	see section on snipers

Dice are rolled for each enemy unit in the target grid space separately and the results applied individually.

*Reduce dice rolled by 1 die if target space provides cover.

*Reduce dice rolled by 1 die if firing on a move card. Note: mortars and tripod mounted MGs may never move and fire in the same turn.

** Light mortars may fire indirectly at a space within the LOS of a friendly Platoon Leader or Company Commander within 1 space.

** Some light mortars may fire smoke (defer to history or whim as you see fit). See [Artillery](#) smoke rules.

Recon by Fire

- Units may fire at grid spaces containing enemy blinds or concealed/hidden positions.
- Reduce dice rolled by one die in addition to any other adjustments listed above.
- Any result other than a miss reveals the blind/hidden unit.
 - If a unit is revealed then the result of the fire is applied to the unit.

Opportunity Fire

- If a unit(s) moves into a grid space that is in enemy LOS, even if it is already occupied by a friendly unit, the non-phasing player may take opportunity fire.
- Only a single unit with LOS to the destination grid space may fire, using the method for Individual Stand Firing.
 - Only dice to hit for the unit(s) that triggered the op fire.
- Any unit pinned by op fire ends their turn in the destination space.
- Any unit suppressed by op fire ends their turn in the space they were in prior to taking op fire.
- With the exception of MGs, non-phasing units may only opportunity fire once per phase. Mark the unit as having op fired and remove the marker at the end of the phase
 - MGs may opportunity fire more than once per phase but on two or more 1s they may not op fire again during the current phase.

Group Fire

Units that begin a phase in the same space may declare a group fire on a single target space in range of the shortest ranged weapon involved in the group.

Pinned units may not participate in group fire unless PL or CC present in space.

Steps:

1. Calculate each attacker's dice per individual unit fire.
2. Pool the dice together.
3. Roll pool for each of the units in the target space.

E.g. two rifle squads firing on three rifle squads in cover: each attacking squad contributes 2d6 (3d6 minus 1 die for the target being cover) to the pool, for 4d6 rolled per enemy unit in the target space, that is, 4d6, rolled 3 times.

- If the platoon leader, company commander, or both are present, add 1 die.
- A group fire action may not be combined with movement.
- A group fire action may not be attempted on a move card.

Non-Phasing Reaction Fire

The non-phasing side's units that did not opportunity fire (except for MGs which may do both provided they didn't jam) and are not pinned or suppressed, may fire using the rules for Individual Unit Fire.

Single Mounted Figures (SMFs)

Special rules for single mounted figures (SMFs)

- SMFs may be directly targeted by snipers only.
- SMFs do not trigger opportunity fire.
- SMFs cannot be eliminated by direct firing (with the exception of sniper firing) or indirect light mortar fire, if they are the only unit in the grid space.
- SMFs can be eliminated by minefields and indirect HE artillery fire if they are the only unit in the grid space.
- SMFs are eliminated if they are in a grid-space with non-SMF units and those units are eliminated.
- SMFs by themselves in a grid-space are automatically eliminated if the enemy moves into the space.
- SMFs are either in Good Order or Destroyed
 - SMFs ignore Pinned result.
 - An SMF is eliminated on Suppressed or Destroyed results

Snipers

- Snipers must declare specific target unit in LOS - they do not target a space.
- Snipers may target SMFs
- Roll 3d6 to hit, do not adjust for cover if targeting an SMF
- Once a sniper has fired, it is removed from the table

Forward Observers:

- When all fire missions have been used up, the Forward Observer is removed from the table.

Platoon Leaders and Company Commanders:

- A PL or CC may be sacrificed to save a single unit in the same grid space that would otherwise be eliminated.
- A PL or CC may move in order to rally units, but must stop once moved and may not move again during that phase even if they only moved 1 space

Scouts

- A scout reveals any blinds or hidden units within LOS
- Once the blinds / units are revealed the scout is removed from the table

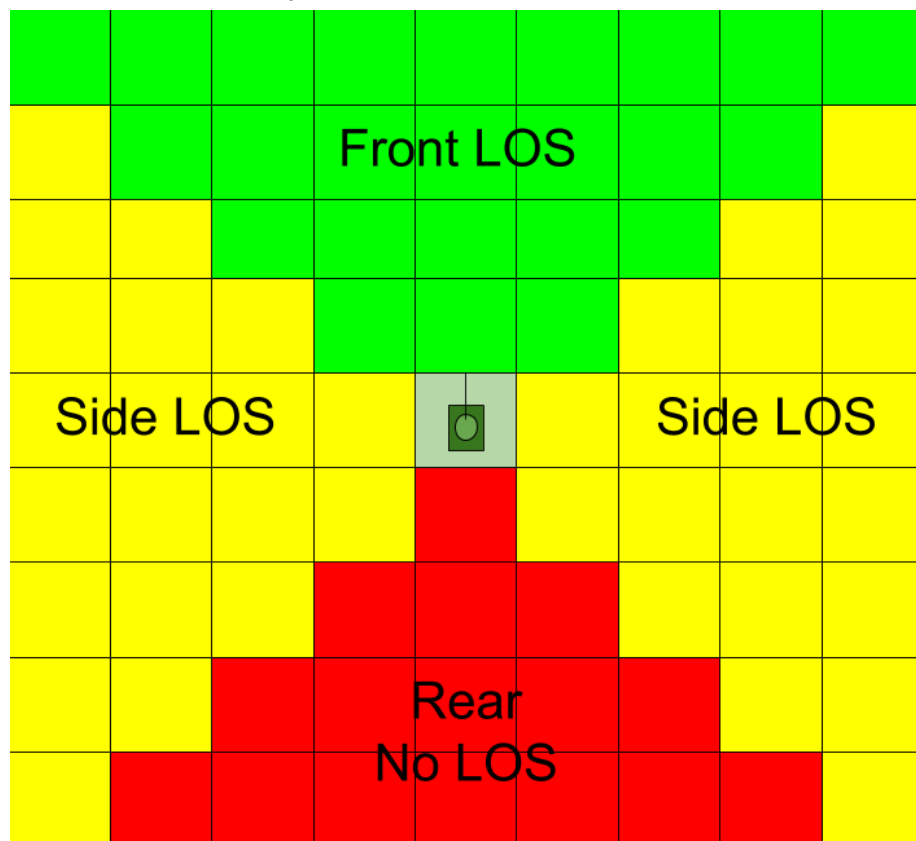
Vehicles

Vehicle Facing

- To simplify facing for vehicles on grid, a vehicle and it's turret, if it has one, must face one of the edges of the space, not the corners.
- A turret and the vehicle's bow do not need to point at the same edge.

Vehicle Line of Sight

- Vehicle Line of Sight follows the same rules as for other units with the following additions:
- Vehicle crews can only see to their front and sides.



- Turreted vehicles can also see to the front and sides of the turret - independent of the crew in the hull (possibly giving the vehicle 360 degrees LOS like infantry).
- Buttoned up tanks (pinned or suppressed status) or fixed turret vehicles, e.g. tank destroyers, can only see in the directions the bow is facing and/or the turret is pointing, not to the sides. That is, the Front LOS only.

Vehicle Unit Status

- Good order = may shoot, move, close assault, and opportunity fire.
- Pinned = if applicable, may shoot with a penalty, may move with a penalty. May close assault with penalty. No opportunity fire except for closed-top vehicles, eg. tanks.
- Suppressed = may not move except for away from the enemy, it may not close assault. If applicable it may shoot with a penalty. No opportunity fire. Defends in close assault at a penalty.

Tanks and closed top: tank destroyers, armored cars, scout cars, etc., may voluntarily button up (and take a pin marker) on any move card.

Tanks that t

Vehicle Hit Results

- A vehicle that is hit once during an attack is **pinned**. Any additional pin results while pinned are ignored.
- A vehicle that is hit twice during a single attack is **suppressed**. *It must immediately move one space away from the enemy.* A unit that is suppressed a second time while suppressed is destroyed.
- A vehicle that is hit three times in one attack is **destroyed** and removed from play.

Vehicle Hit Reduction

- *As per infantry*

Vehicle Movement

Type	Movement Rate Off Road (in spaces)	Movement Rate On Road (in spaces)
Light Tank, Tank destroyer	4	5
Medium Tank, Tank destroyer	3	4
Heavy Tank, Tank destroyer	2	3
Half-track and similar	3	5
Wheeled vehicles	3	6

- Vehicles that wish to move on a Fire card, roll vs the movement test given earlier.
- Vehicles that pass the test may move up to 1/2 off road rate whether on or off road
- If entire move occurs on grid spaces with a road, use On Road rates, otherwise use Off Road rates.
- A vehicle that voluntarily buttons up on its turn must do so before moving and then move at the pinned rate.

- A pinned vehicle reduces movement rate by 1
- Suppressed vehicles may move away from the enemy at half the off-road rate (round down), in lieu of a rally test

Attacking vehicles

It is my, possibly incorrect, contention that at the ranges typically depicted on the table in this game (extremely close range for tanks), differences in tank guns matter less and so there is no bonus for heavy tank guns over medium tank guns. The difference that matters at such close range is armor and a bit of luck.

Weapon	Range	Dice
Bazooka and panzerschreck*	4 spaces/2spaces	3d6/4d6
PIAT, panzerfaust, etc	2 spaces	3d6
Tank main guns, tank destroyers, and anti-tank guns	20 spaces	4d6
Infantry anti-tank grenades and similar	Close assault	See Close Assault
Vehicle mounted MGs	Same as infantry MGs	See Infantry Firing

*Bazookas and panzerschreck roll an additional die at distances of 2 spaces or less

** see [Vehicle Opportunity Fire](#) for limits on buttoned up vehicle MG ranges.

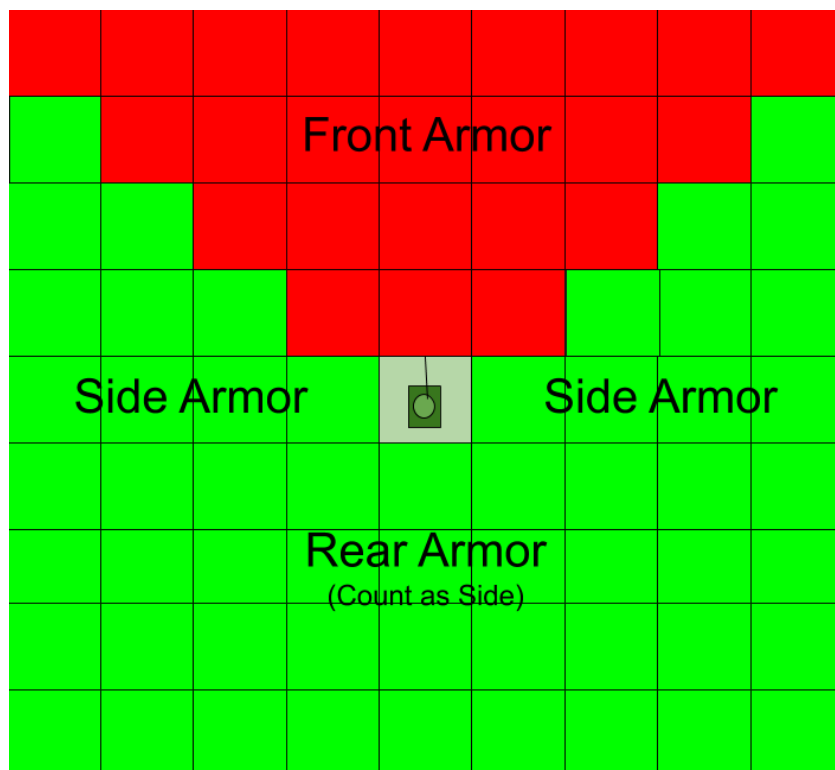
- Vehicles may not participate in group fire
- Infantry armed with anti-tank weapons may fire anti-tank weapons and regular rifle/smg fire on the same card
- Tanks may not move and attack with their main gun on the same card
 - Tracked vehicles may rotate up to 180 degrees in place and fire, (regardless of card type) this includes tanks using their hull mounted machine guns
 - Wheeled vehicles may rotate up to 90 degrees in a grid space and fire
- Tank destroyers may move and fire their gun in the same turn
- Tank main guns and anti-tank weapons must attack a particular unit or vehicle
- Tanks and tank destroyers may attack with both main gun and MG(if any) on the same card.
 - Tank MGs are assumed to be hull mounted for simplicity's sake
 - The MG can fire only through the edge the bow is facing
 - The main gun fires out of the edge where it is pointed - these can be two different edges.
 - See Vehicle LOS for an illustration

Reduce by 1 die (cumulative) for any of the following:

- Light tank/anti-tank guns
- Firing on a movement card
- Attacking armored vehicle from the front
- Attacking a vehicle in cover-providing terrain
- Attacking a Heavy tank or tank destroyer

- If the shooter is Pinned or Suppressed
- Rotating turret and firing the main gun on the same card

Determining “Front” armor attacks (the red zone)



Vehicle Opportunity Fire

With the exception of the following, vehicle opportunity fire follows the same rules as infantry squads:

- Buttoned up tanks and tank destroyers are limited to MG opportunity fire at infantry units within 4 spaces (using the hull mg) and vehicles within 6 spaces using the main gun.
- Neither vehicle nor turret may rotate for opportunity fire.

Vehicle Close Assault

Vehicle adjustments are included with the close assault rules.

Terrain

Terrain types include::

1. Area terrain - this terrain is the dominant terrain for the grid space and includes crops, buildings, woods, hills, etc. Units in the space are assumed to be making good use of it.
2. Edge terrain - this terrain type is often referred to as linear, and here it runs along the edges of the grid space and includes examples like fences, walls and bocage.
3. Linear terrain - this is optional and is a variant approach to edge terrain.

Mixed terrain in a single space do not provide additional cover advantages - e.g. fields and a building or fields and bocage.

Area Terrain

Examples:

Type	Blocks Line of Sight	Provides Cover Adjustment for Target in Space	Impassible to Infantry	Impassible to Vehicles*
Open	No	No	No	No
Swamp	Yes	Yes	Yes	Yes
Ploughed fields	No	No	No	No
Low height fields	No	No	No	No
Medium height fields	No	Yes	No	No
Full grown fields	Yes	Yes	No	No
Orchards	Yes	Yes	No	No
Heavy Woods	Yes	Yes	No	Yes
Hills	Yes	Yes	No	No
Buildings	Yes	Yes	No	Yes

*Assumes no road is present in the space as well.

Edge Terrain

Edge terrain is shared by both spaces that share the edge.

Edge terrain may cover an entire edge or partial edge

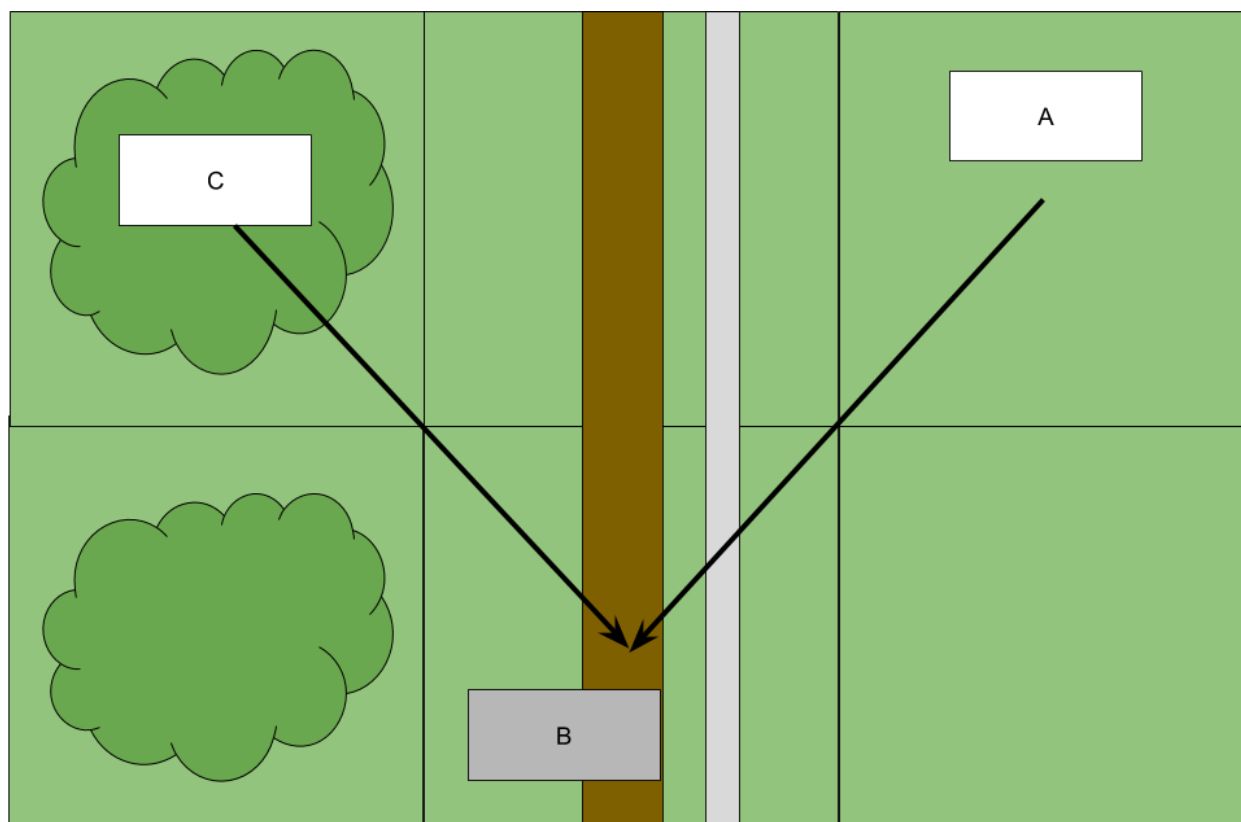
Examples of Edge Terrain

Type	Blocks Line of Sight	Provides Cover Adjustment for Target in Space for Attacks Crossing that Edge	Impassible to Infantry Crossing That Edge	Impassible to Vehicles Crossing That Edge
Low stone wall	No	Yes	No	No
Bocage	See Special Terrain Rules	Yes	No	See Special Terrain Rules

Linear Terrain (optional)

Sometimes making a wall or hedge into edge terrain ends up resulting in very unnatural looking maps and game tables.

As an alternative, such terrain can be placed inside a square. In that case, any benefits provided by the terrain piece only applies if an attacking unit's line of sight, drawn center point to center point, crosses the terrain piece:



A has LOS to B, but B gets a cover bonus for the low wall.

C has LOS to B and B counts as being in the open because C's LOS does not cross any linear terrain.

Special Terrain Rules

Bocage

Bocage may cover the entire edge line or part of it (half is a good representation) and while most effects are the same, there are some differences.

Movement

- Vehicles cannot pass through a full edge of bocage.
- A partial edge of bocage can be traversed normally by vehicles
- Infantry and like units may move only move 1 space, if any part of the move would involve crossing a full bocage edge.
 - For example, if a unit wants to move into a space with a bocage edge and move a second space beyond the bocage, it must stop and wait for the next phase in which it can move.
- Infantry and like units may move normally when crossing a partial bocage edge.
- If a unit crosses a bocage edge, it may close assault adjacent target spaces (even if they share a different bocage edge with the unit's new space).

Occupying Bocage

- A unit that moves into a space with one or more bocage edges, may "occupy" the bocage (all edges - this is to keep things simple) provided all of the bocage edges for that space are unoccupied by the enemy.
 - Use a marker to indicate the unit is occupying the bocage.
- Occupying bocage does not use any movement, but can only be done on Move cards or face cards.
- As long as a single unit that is not suppressed is occupying bocage, that side maintains control of the bocage for that space.
- Any unit occupying bocage that is suppressed, "abandons" the bocage (remove the marker indicating they are occupying the bocage).

LOS

- Bocage blocks line of sight through the bocage edge with the following exceptions:
 - Units in adjacent spaces that share a bocage edge have LOS to each other
 - Units that have occupied the bocage in a space have normal LOS extending out of the space *and can be seen normally*.
- A unit in a grid space that can draw a diagonal from the center of the space, through the corner of a grid space where only one edge that makes the corner is bocage has LOS . If both edges that make up the corner are bocage, then LOS is blocked.
- See Appendix A for examples

Shooting

- Bocage blocks direct fire into the grid space through the bocage edge, even if it's partial, except from adjacent spaces, *unless the units in the target space are occupying the bocage. Then normal shooting rules apply.*
 - Treat target as in cover in either case.

- A unit may fire through a bocage edge only into the adjacent grid space unless it is occupying the bocage, in which case it shoots normally.
- Bocage does not prevent indirect fire.
- Indirect fire from across the bocage edge without direct observation by a Forward Observer or other eligible unit is recon by fire and is adjusted accordingly.

Close Assault

- Units may close assault through a bocage edge.

If the defender is occupying the bocage, then use bocage as cover modifier, if not, use the terrain of the space the defending units are in to determine cover modifier.

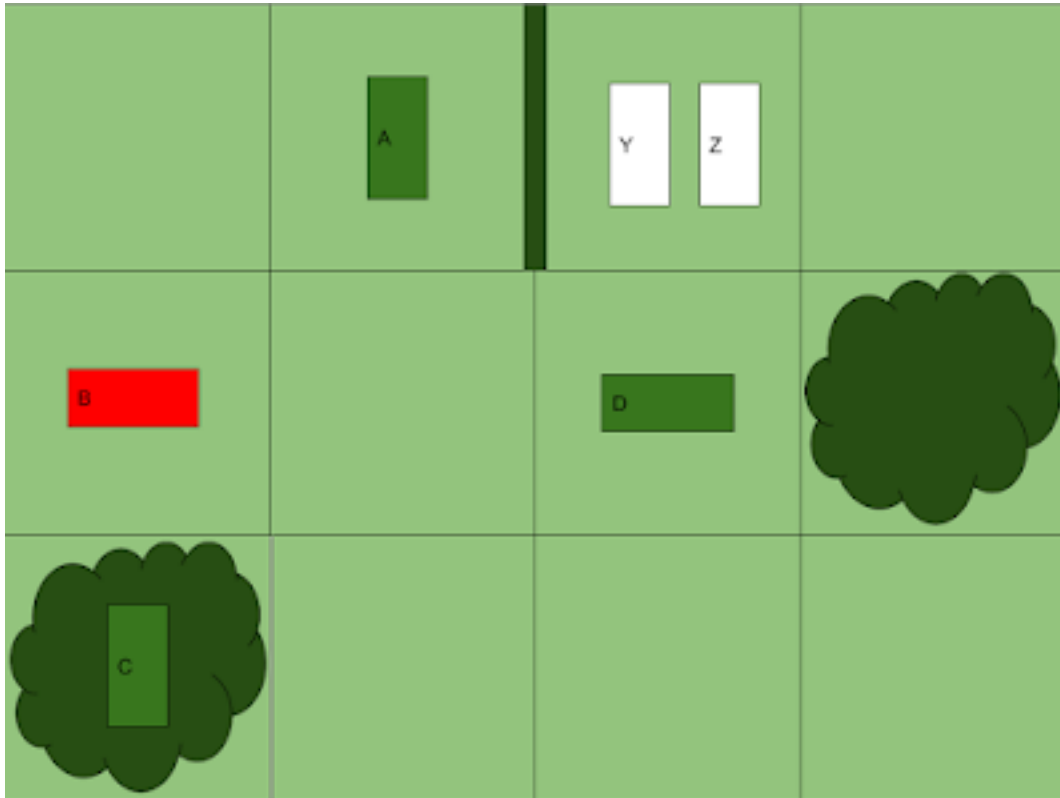
Mines (*beta*)

These “rules” are presented as options for dealing with mines when using blinds/markers to indicate possible mine locations - as opposed to marking their locations on a map. They have been tested in solitaire games and appear to work well for that, but have not been tested with two players.

- If a space is marked as mined, units may attempt to pass through without stopping.
 - For each unit roll 1d6.
 - On a 5 or 6, the unit makes it through.
 - If a unit rolls 1-4, check if is real or dummy, if real, do 3d6 dice for each unit that fails
 - If the mines did not detonate, the blind/marker stays.
- To find a path through a space marked as mined, without clearing:
 - A single unit or SMF may attempt to find a path through a minefield.
 - Roll 1d6(add +2 for engineers). On a 5+ the unit finds a path.
 - If successful, successive units may pass through by rolling 1d6 +2 and succeed on passing through on a result of 5+.
 - Any other result and they set off a mine - check if real or dummy, and if real, roll 3d6 for damage.
- To clear mines in a space marked as mined, a unit must stop in the grid space marked as such
 - If using blinds, check if real or dummy.
 - If real:
 - Roll 1d6 for the mine, and 1d6 for the side trying to clear the mine. Add +2 to the result if units include Engineers.
 - High score is winner.
 - Difference is the number of hits of damage done to each unit on the losing side.
 - Mines are destroyed on 1 or more hits,
 - In the event of a tie, one unit and the mines are destroyed.

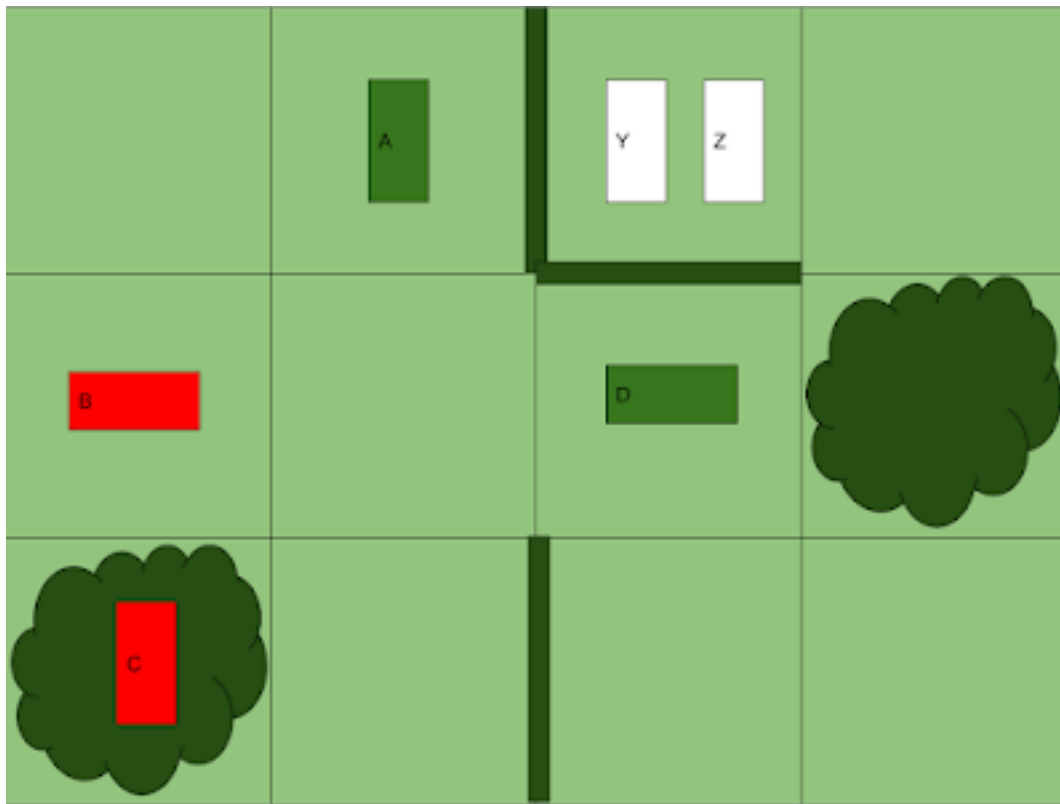
Appendix A: Bocage Examples

Bocage Examples:



Example 1:

Y and Z are not occupying the bocage. Units A, C and D have LOS to the space occupied by Y and Z. Unit B does not have LOS.



Example 2:

Y and Z are not occupying the bocage. Units A and D have LOS to Y and Z. B and C do not