

Example: In the example above German 6-6 squad '21' has no LOS to N34, the hex containing Russian squad '1'. German 8-2 squad '13' has an LOS into N34 due to the Mousehole marker placed previously. It may fire into the hex (paying a +10 for the Dug-In effects—no Hindrance as there are no hexes *between* the units). Note the German 8-2 squad '13' may not enter N34 as long as the Russian 4-3 squad is not Disrupted.

6.6 CELLARS (B35)



6.6.1 All multi-hex non-Factory buildings on the DTW and GE maps contain a Cellar level at Level -1.

6.6.2 **Stacking/Entry:** Cellar stacking is normal. Only infantry units may enter a Cellar, at a cost of 2MP, and only from the ground level location directly above the cellar. The DRM for units in a cellar is +30.

6.6.3 **LOS:** and units in a Cellar have an LOS the ground level location directly above the cellar and normally to other hexes (i.e., they fire up or out) . A Mousehole may be placed on the hexside between Cellar hexes as if its an interior factory wall to create an LOS. Place a cellar counter on top of units in a cellar.

6.7 RUBBLE (D8)



The twisted heaps of masonry and steel that make up rubble hex are considered some of the most daunting terrain on the map. Any fire into through or along the hexsides of a rubble hex is affected by this terrain, even if the rubble artwork does not reach the edge of the hex.

6.7.1 Rubble indicates shattered building hex. Rubble costs 3 MP for infantry and is impassible for *all* vehicles (ignore 8 MP notation on the TEC). Rubble is a 1/2 level LOS obstacle with a +25 DRM (ignore the *color* of the rubble building hex). Rubble is printed on some maps and can also be created during play, in which case a rubble marker is placed.

6.7.2 Any building hex that contains Fire during a Campaign Firefight is replaced with a Rubble marker at the ground level at the end of that firefight. All levels above it in that hex are eliminated with the exception of Factory interior walls, which remain. Rubble caused in a rubble hex does not cause any 'additional' rubble.

Note: The following are rubble hexes on the DTW map: D8, E8, C14, H15-16, I10, K5, M23, N22, U22-23, Q11-12, O4, X24, M32, R30-31, H35, C33, C37, W13-14, etc.

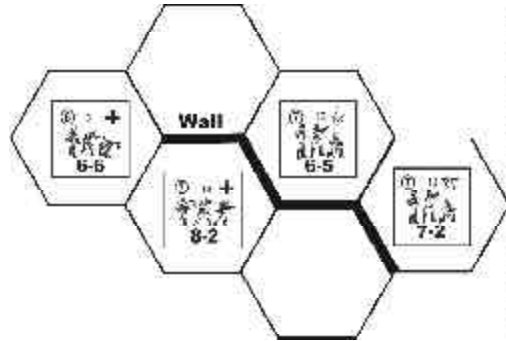
6.8 WALLS/HEDGES/FENCES/BOCAGE

6.8.1 Treat Walls, Hedges and Fences as a 1/2 level high obstacle, i.e., units with a Level +1 or greater height advantage over the Wall, Hedge or Fence may see over them. The DRM is +10 for Walls, +5 for hedges and fences.

6.8.1.1 Any unit on an Upper Level marker negates the cover benefit for enemy units behind any Wall/Hedge hexside of the same hex.

Example: A Russian squad in hex DTW U14 Upper Level +1 negates the Wall terrain DRM for a German squad in V14.

6.8.1.2 Crossing a wall or hedge hexside adds to the cost of entering a hex. Infantry pay 1 MP + the Cost of Terrain (COT) of the hex; tracked vehicles pay 2+COT. Wheeled vehicles cannot cross walls, hedges, fences or Bocache except at Gates. Bocache is a Level +1 wall that may only be crossed by AFV. Bocache is found in *Combat! Normandy*.



Example: In the example above, German 6-6 squad '21' has an LOS to Russian 6-5 '10' but no LOS to Russian 7-2 '10' (and vice versa). German 8-2 squad '13' can see both Russian squads. If it was Bocache, there would be no LOS between 6-6 21 and 6-5 10 and 8-2 13 and 7-2 10.

6.8.1.3 **Gates:** The openings in some walls, hedges and Bocache hexsides (e.g., DTW U19/V19) represent gates, or openings wide enough for men and vehicles to pass through without paying the usual movement cost associated with going "over" such hexside terrain. Units may move through such gaps without paying the MP cost for such terrain. For the purposes of all fire, the hexside terrain is considered to continue across the opening. The road in GE H1 is considered to be a Gate through a Wall, i.e., any LOS hitting it pays the terrain DRM for a Wall. Ignore it otherwise.

6.8.2 Vehicles, Wrecks, and Burning Wrecks

6.8.2.1 Vehicles and non-burning wrecks are a +5 LOS hindrance/terrain DRM for any fire that goes through/into the vehicle counter's hex. Moving through a hex that already contains a vehicle/wreck costs two extra MP for every extra vehicle. Burning Wrecks are a +10 LOS hindrance (for smoke) and a +10 terrain DRM for fire *into or out of* the hex. They have the same 2 + COT costs as a normal vehicle/wreck. Burning wrecks are flipped to the wreck side at the end of Campaign Firefights.





6.9.1 Shellholes have a +10 terrain DRM for units IN them but no Hindrance. They require 1 or 2 MP for infantry, 1 MP for tracked vehicles and 4 MP for wheeled. Infantry units may choose to enter the Shellhole hex for 1 MP *or* spend 2 MP to enter the hex (the second to enter the Shellholes). Exiting the shellholes costs one MP, then units may pay to enter an adjacent hex. Indicate units IN the shellholes by placing them *on top of* a Dug-In marker, i.e., only a +10 DRM is received for being in the Shellhole. Units may still Dig In in a Shellhole hex to receive a cumulative +20 DRM; such units are placed *under* a Dug-In marker.

6.10 GULLIES (F4)

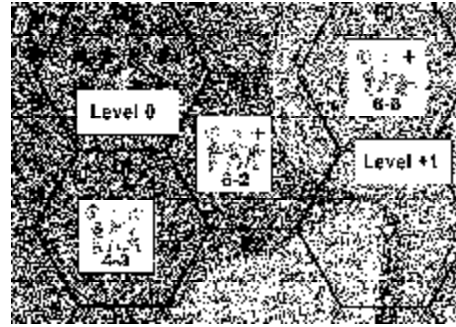


6.10.1 A gully represents a dry streambed that is at level -1 below the terrain it rests on (level +0). Infantry pays 2 MP, tracked vehicles 2 MP and wheeled vehicles 6 MP to enter/exit gullies. Wheeled vehicles risk Immobilization to enter/exit. Gully is treated as Open Ground (Exception: Shellholes in the hex provide a +10 DRM to units *not* on a Gully Lip).

6.10.2 **LOS and Gully Lip:** Units in a gully only have LOS to adjacent hexes. Infantry may use Crawling movement to enter the 'Gully Lip', a place in the hex which represents men lying just below the edge of the gully. Use a Gully Lip marker to signify this status, placing the unit on top of the marker. Units on a Gully Lip may trace their LOS as if at level 0 in the hex and any fire against them receives a +10 DRM for non-Mortar/Artillery fire. Units on a Gully Lip may exit to an adjacent hex as if *not in* a Gully; they may re-enter the Gully normally (i.e., 2 MP).



6.11 HILLS



There are no Hills on the DTW/GE maps. They can be found on the Kb, To, and Sh maps and will be on future maps.

6.11.1 Hills on the *Combat! Normandy* maps comprise two levels above level 0 (and level -1, or one level below level 0, on the Shanley's Hill map). The level of any terrain obstacle (e.g., building) in a Hill hex further adds to the height of the obstacle to LOS represented by that hex. Ignore minor shading variations between the To, Kb and Sh maps.

6.11.2 **Levels:** A level -1 Hill is deep green (e.g., ShSS35). A level +1 Hill is medium green (e.g., KbEE11, ToE14 and ShC1). A level +2 Hill is dark green (e.g., KbGG10, ToD14 and ShF4).

6.11.2.1 Treat a unit in a hex containing more than one level as at the level of the center dot in the hex (e.g., A unit in ToD14 is at level +2).

6.11.2.2 A Hill hex is considered to be whatever terrain is in the hex (e.g., ToB15 is Grain on a level +2 Hill.) The other terrain in a Hill hex does not negate the effects on movement and LOS represented by the Hill.

6.11.2.3 Every hex where two different levels meet or where the hexside has brown 'height' markings comprises a Military Crest. Treat a unit in a Military Crest hex as at the highest level (e.g., A unit in KbEE10 is in a Military Crest and is at level +2).

6.11.2.4 Any hexside with brown 'height' markings (e.g., KbCC8/BB7) is also Military Crest hexside. A unit tracing a LOS across a Military Crest hexside of this type does so as if it is at one level higher than the actual level of the hex (e.g., a unit in KbBB5 traces LOS as if it is at level +2 for an fire that crosses the AA5/AA6 hexside. Fire at a unit in KbZ5 is possible, and vice-versa). The presence of a Military Crest hexside does not change a unit's 'actual' level (i.e., a unit in KbCC9 still receives the benefit of Plunging Fire against a unit in CC8 as CC8 is at level +1 while CC9 is at level +2).

6.11.2.5 A unit on a Hill traces LOS to units in lower levels only if it is in a Military Crest hex.

6.11.2.6 The brown hexside in KbCC8/CC9 is a Cliff. No unit may move across this hexside. Any fire from CC9 to CC8 receives the benefit of Plunging Fire.

6.11.2.7 A unit on a Hill has a LOS to any other unit on the same level barring other obstacles, including higher Hill levels. A target on a Hill/Military Crest receives a height advantage +5 DRM (and Screened Shot modifier of "1") to fire from firers on a lower level.

6.12 DEBRIS (G36)/WOODS (GE L12)



6.12.1 **Debris:** Debris represents a scattering of masonry rubble, machine parts, hulks of vehicles and a general limiting of LOS due to the cluttered battlefield in this area. Debris (E17) is a +10 Hindrance terrain with a +5 DRM. It costs 2 MP for infantry to enter, 3 MP for tracked, and 6 for wheeled. All vehicles face the possibility of Immobilization when entering Woods and Debris. Ignore tiny Debris specks in other hexes. The only hexes that Debris also exists in are Railway (not Rail Cars) and Road hexes as well as Factory interior hexes under Open-Roofed Factory hexes.

6.12.2 **Woods:** Woods are not found on the DTW map. GE L12 is Woods. Woods are a level +1 obstacle and a +5 terrain DRM. It costs infantry 2 MP to enter, All MP (from an adjacent hex) for tracked and Wheeled. Airbursts apply in Woods (terrain DRM is -10, i.e., it is not cumulative) as does a modifier on the Close Combat Table for attacks against AFV from Woods.

6.13 MACHINE PARTS (G26) AND LUMBER (W33) YARDS

These have slightly different artwork on the DTW map but represent similar impediments to movement and fire.



6.13.1 Machine Parts/Lumber Yards are a 1/2 level LOS obstacle and have a DRM of +15. They are considered the same terrain in game terms. It costs 2 MP for infantry and 10 for tracked vehicles (risking Immobilization) to enter and wheeled vehicles may enter but are automatically Immobilized. Fire can be placed in these hexes. Mines may be set up in Machine Parts/Lumber Yards, but no other fortifications.

6.14 RAILWAY (I40) AND RAIL CARS (K36)



The Dzerhezinsky Tractor Works industrial complex includes a number of railroad yards, complete with freight cars that remained on the tracks during the battle. These cars were a significant terrain feature on this battlefield.

6.14.1 **Railway:** A railway symbol has no effect on movement or

LOS in the absence of Rail Cars (e.g., DTW T32) in the hex.

6.14.2 **Rail Cars (DTW T32):** Any hex containing rail car depictions is a Rail Cars hex. Each rail car depiction is a Level 1 obstacle and has a DRM of +10. An infantry unit spends 2 MP to enter a Railroad Cars hex and may use Bypass along hexsides which do not cross railway car depictions. A unit can thus move in Bypass from H17 to J18 across either the north or south edge of I18 for 1 MP. Vehicles *must* Bypass Rail Cars hexes, they may not enter them. An vehicle would have to move from H17 to J18 using bypass.

6.15.2 Fortifications may be setup in Rail Cars hexes.

6.16 SEWERS (N32, P35)



In the post-war German movie *Stalingrad* an exciting sequence is included depicting fighting in the city's sewer system. In the absence of a lot of evidence that the sewers were used during the battle for this part of the city a decision was made to limit their use to Russian troops, and then only if led by a leader. Moreover, since scenario balance could be tipped by a squad coming out of the sewers to affect the control of a key building, we made the rule optional for scenarios.

6.16.1 **Sewer Movement:** A sewer is represented by a black circle in a hex bearing another type of terrain. Only Russian squads/HS/leaders may use sewers and a leader must accompany the other infantry units to use sewer movement *unless* the infantry unit is an Engineer. Sewers are mandatory for CG but optional for firefights.

6.16.1.1 **Entry:** Sewers in building hexes may only be entered by a unit in a Cellar if one exists. Otherwise, a unit must be on the ground level of a hex with a sewer symbol to use sewer movement. To enter or exit a sewer is considered Cautious Movement and consumes all of a unit's MP. A unit that has entered a sewer is placed *under* an In Sewer marker.

6.16.2 **Sewer Movement:** Units under an In Sewer marker are considered to be *in the sewer system*, a level below ground level in their hex. The only time an LOS exists to a unit under an In Sewer marker is when it exits the sewer (removes the In Sewer marker) in the location of a hex eligible to enter the sewer. The one exception to this is a DC SW Team may attack a unit in a sewer hex with it if the DC SW Team is in a location eligible to enter the sewer as if the defending unit is in a Cellar. The In Sewer units may not return fire. Units marked as In Sewer spend the entire FMPH to be placed under an In Sewer marker. In later Fire and Movement Phases In Sewer units may move to any sewer hex within three hexes of their current hex by passing a AC. This movement uses all their MP and the unit is marked as moved. If they fail they are marked as moved and are placed in a sewer hex of the opponent's choice, representing being lost in the sewer system.

6.16.3 **Campaign Ramifications:** Units that are In Sewer when a Campaign Firefight ends are considered in the sector they ended in unless they successfully Re-Deploy using Sewer Movement. A unit may attempt to Re-Deploy using Sewer Movement (i.e., to a sewer hexes within three hexes) using the Re-Deployment Table normally applying the In Sewer DRM.



6.17 FOUNTAINS (E20)



6.18.1 **Fountain:** Fountains are a +5 DRM, and a +5 Hindrance. They cost 1 MP for infantry to enter. Vehicles may only Bypass Fountains.

6.18 OPEN-ROOFED BUILDINGS (M35; C32)

Heavy German bombing smashed in the roof of many a building and factory prior to the battle. In factories, debris is considered to litter the floor wherever the roof has been blown in.

6.18.1 **Open-Roofed Buildings (DTW R22; C17; N17):** Open-Roofed buildings and factories have the same features as the building normally does, but the DRM of an open-roofed building hex is treated as 10 lower (a -10 DRM) to attacks by Mortars, Aircraft, and Artillery. Thus, an open-roofed building such as DTW R22 is only +15 instead of +25 to such attacks. There is no Rooftop in Open-Roofed building hexes.

6.18.2 **Debris:** Open-roofed Factory (only) building hexes have Debris in their ground level. Instead of the usual +5 Hindrance in such hexes, treat the inside of the building hex (i.e., not the ground level outside) as if it has Debris at ground level.

Example: A German squad in DTW O36 firing at a Russian squad in M35 pays a +15 DRM: +5 for the Debris terrain DRM in M35 and +10 for the Debris Hindrance in N35. A unit Bypassing M34 from L34 would pay 1 MP to Bypass M34 because the Debris from the rooftop is inside the building.

7. FORTIFICATIONS

All of the units described in Section 7 of this rulebook are referred to as *fortifications*. They represent physical alterations to the battlefield (Trench) or state of an infantry unit (Dug-In).



7.1 DUG-IN

7.1.1 Dug-In markers may be *created during play* by infantry units in non-building/non-Marsh/water/paved road hexes during play to represent foxholes. Dug-In markers may also be provided by OB/RG purchase for setup on AFV (which would also affect Screened Shots as a DRM) and in buildings—the rules for these are in the building rules. Dug-In counters provided in the OB of a firefight which may be used in any allowed terrain, as well as setup in buildings.

7.1.2 In non-building hexes a Dug-In counter stays in place as long as the unit that created it is under the marker. For a Dug-In marker in a building hex, at least one friendly unit must remain in it at all times. Otherwise, in both cases the Dug-In marker is removed when the required units are no longer there.

7.1.3 **Dug-In Effects:** To place a Dug-In marker, the infantry unit(s) must expend all of its MP during the FMPH as Cautious Movement (considered Platoon Movement if taking place in more than one hex) and pass an Action Check. Mark the infantry unit(s) as Moved even if it fails the AC.

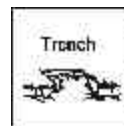
7.1.4 Normal stacking limits apply in Dug-In hexes. New units (Exception: Leaders may enter freely) must create their 'own' Dug-In

marker.

7.1.5 Dug-in units receive a cumulative DRM combined with other terrain DRM to all fire on the Firepower Factors Table. It totals a +10 DRM, except for non-mortar Artillery fire, which is modified by +20 against Dug-In units. AFV marked with Dug-In markers also receive these DRM.

7.1.6 **Entry/Exit:** Units spend 1 MP to enter/exit an already placed Dug-In marker (i.e., in a building hex or a leader entering a Dug-In marker to join an infantry unit). There is no cost to exit.

7.2 TRENCHES



7.2.1 Trenches represent defensive positions similar to being Dug-In, except they are deeper and connected to each other. Trenches automatically connect to any trench marker in an adjacent hex. Infantry can move from one trench to a connecting trench on the same level for only one MP, but must pay one extra MP to exit the trench into their hex; place such units *on top of* the Trench marker. Fences, walls, mines, wire, hedges and Bocage do not affect movement between connecting trenches. A unit may exit a trench adjacent to a building *directly into* a Cellar. Only fully-tracked vehicles may enter a Trench hex but they risk Immobilization. The DRM for a unit in a trench is +20 (+40 vs. non-mortar artillery).



7.2.2 **AT Trenches:** An AT Trench is treated the same as a Trench except that no vehicle can enter a hex with an AT Trench and infantry must pay 2 MP to enter or leave an AT Trench, unless they are moving to/from an adjacent AT Trench hex. AT Trenches may be considered connected to normal Trench markers.



7.2.3 Trenches and AT Trenches are not created during play. They are only provided as part of a side's OB or purchased as an RG.

7.3 MOUSEHOLES



7.3.1 Units may use a Demo Charge to 'blow' a mousehole into an interior factory wall/between Cellar hexes. This hole allows units in a hex adjacent to the Mousehole marker to move across the interior wall hexside for 2 MP; they also have a LOS into the hex through the Mousehole. Mark the hexside with a Mousehole counter.

7.3.2 **Creation:** To create a Mousehole, a DC SW Team must declare the attempt and make an attack on the FFT, using the 100 FF column with *no terrain DRM*. Any E/C/M+ result creates the Mousehole. Any units on the far side of the mousehole are attacked on the '10' column *only* if the attempt succeeds. An original '00' destroys any units on the *both sides* of the mousehole hexside and places rubble in both hexes (instead of Fire).

7.4 MINES



Mines in the CGS are now considered a mix of anti-tank and anti-personnel mines, with a few booby traps, such as un-exploded aircraft mines, thrown in for good measure. Note the rules for clearing mines also apply to *other* types of battlefield clearing (e.g., wire).

7.4.1 Mine Placement

7.4.2 Mine counters represent a combination of AP and AT mines in the same hex. Mines are provided in the OB or purchased as an RG.

7.4.3 **Placement:** Mines may be placed in most types of terrain, but not in Water hexes (none on the DTW/GE maps). If placed in AT Trench or Trench hexes, the mines are always assumed to only be in the 'outside' of the hex, and thus effect units entering/exiting those hexes only if not moving from trench to trench, or into a Cellar hex connected to a trench.

7.4.4 **Hidden Mines:** If an Order of Battle provides mines, they may be set up hidden. Mines not be hidden in Paved Road hexes. For hidden mines, make a side note of the hex hidden mines are in, revealing them when an enemy unit enters the hex for the first time or via Searching.

7.4.5 **Searching:** Any infantry unit stacked with a leader may search for hidden mines/units during the Fire and Movement Phase as Crawling Movement. A searching unit rolls a d10 to determine how many hexes the unit has 'searched' in addition to its own hex. Consult the Searching Table for the result of this DR. Mark searching unit(s) and the leader as Crawled Fired after they conduct their search.

7.4.6 Mines and Combat

7.4.7 Mines attack any non-Crawling infantry units and all vehicles entering and exiting the hex (unless moving through a trench or from a trench into a Cellar) on the Firepower Factors Table; use the 12 column on the FFT against infantry and the 45+ column against vehicles.

7.4.7.1 **Results Vs Vehicles:** Any AFV that enters a Mine hex is K-KILLED on an E result and M-KILLED on a C result. Un-armored vehicles are attacked in the same fashion as AFVs except E and C results in a K-KILL and M/M+ results in M-KILL.

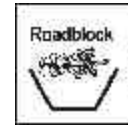
7.4.7.2 Any attack by mines resulting in a "00" result eliminates the mines (remove the Mine counter) and has no other effect.

7.4.8 **Clearance:** One Squad, (or 2 HS) *and* a leader (Engineers

do not require a leader) in the same hex may *remove* mines by entering the hex using Crawling movement. The lifting unit(s) must then begin, and complete a Fire and Movement Phase in the hex without becoming Disrupted. The lifting units use their impulse as Platoon Movement to remove the mine counter. Treat them as using Cautious Movement (i.e., a -10 DRM). Mark the units as Moved but note they do not move from the hex during the FMPH they remove mines.

7.4.9 Infantry may use Crawling movement to enter or exit Mine hexes without being attacked.

7.5 ROADBLOCK



7.5.1 Roadblocks are provided for in the OB or purchased as an RG and can only be placed at the start of a firefight.

7.5.2 **Placement:** A Roadblock must be placed across a road hex so it covers a hexside crossed by a road depiction. A roadblock is treated like a Wall with a +15 DRM across the three hexsides it is placed pointing to. Unlike a Wall, no vehicle may cross these hexsides.

7.5.3 **Removal:** A Roadblock is removed by any FFT 'E' result from HE/DC fire or in the same manner as 7.4.8 Clearance.

7.6 WIRE



The effect of wire on infantry is to slow them down. The rule was kept simple, and the effects rather limited to depict the lack of heavy concertina wire on this battlefield. Wire poses one of the few differences between fully tracked and half-tracked (semi-tracked) vehicles on the CGS battlefield. The latter must roll on the Immobilization Table, albeit with a reduced risk of M-KILL compared to wheeled vehicles.

7.6.1 Wire may be placed in any non-building hex at the start of the firefight.

7.6.2 **Entry:** Wire may not be moved into by infantry except by Crawling. Mark such units as Crawled Fired upon entry. Only tracked vehicles may enter Wire without becoming *automatically* Immobilized. Tracked vehicles must roll on the Immobilization Table upon entry.

7.6.3 **Removal:** Wire is removed by a FFT 'E' result from HE/DC fire or in the same manner as 7.4.8 Clearance.

8. COVER

8.1 HEXSIDE COVER



This rule represents units taking up position directly behind a hexside obstacle, such as a wall, instead of using the terrain 'inside' the hex. Where there is no such hexside terrain, the Cover counter represents units making full use of the in-hex terrain. We've made a change in the marker, adding an arrow to it, to go along with a specific hexside.

8.1.1 **Hexside Placement:** A non-Pinned Down, non-Disrupted unit behind a Wall, Hedge, Fence or Bocage hexside may prevent the use of the protective DRM for a unit moving adjacent into a hex sharing the hexside terrain by placing a Cover marker as use of an impulse as Crawling movement. Mark the unit as Crawled. The arrow on the Cover marker must point to one specific hexside that contains hexside terrain. Another Cover marker may be placed for another hexside by using another impulse. Units may also setup freely using hexside Cover ≤ 1 Cover marker per hex.

8.1.2 Treat a unit marked with a Cover marker as in hexside Cover position. This marker depicts being up against the Wall, Hedge, Fence, or Bocage in question for that hexside, not in the terrain in the unit's hex. Point the Cover marker at a specific hexside; it only affects the pointed-to hexside.

8.1.3 Any fire across the pointed-to Wall, Hedge, Fence or Bocage hexside by the non-marked unit allows the marked unit to apply the protective modifier for that fire, while a non-marked unit does not receive the protective modifier for fire from an adjacent marked unit.

8.1.4 A unit marked with a Cover marker does not receive the protective terrain DRM for terrain in its hex against any fire that can be traced to any part of the hexside they are taking Cover behind without hitting the *other* terrain in its hex or hitting part of the hexside terrain they are *not* claiming Cover behind.

Example: A German squad in DTW P5 places a Cover marker aiming at the Wall on the P5/P4 hexside. A Russian squad in Q6 may fire on the German squad with a 0 DRM; the fire hits the Wall hexside without hitting other terrain in the hex. A Russian squad in P4 would not receive any DRM for the Wall (it may get Shellholes if it moved IN, i.e., on top of a Dug-In marker).

8.1.5 More than one unit may claim a hexside Cover position for a specific hex, subject to stacking limits, by placing their own Cover marker.

8.1.6 A Cover marker is immediately removed if the unit subsequently becomes Disrupted. Becoming Pinned Down if already in Cover *does not*.

8.1.7 Units may exit a Cover Position at no additional cost. Remove the Cover marker when they do so.

Example: A German squad in DTW I8 uses an impulse to place a Cover marker pointed at hexside H7/I8. It is marked as Crawled. A Russian squad Crawls from G7 to H7. The German squad can fire at the Russian with 1/2 FF (for Crawled Fire, still available when marked as Crawled) and a -10 DRM (no terrain DRM for the Wall due to Cover + -10 for Open Ground = -10).

8.2 IN HEX COVER

The only time this rule has an effect is if there is a hexside terrain type (e.g., wall) in the hex they are in. The idea is to use your cover to force the enemy to come in close to deal with you. Note the enemy can still see the building you are in and may attack by using the HE To Hit Table on the Building column to fire into the hex. Artillery may also be brought down in the hex. It is just the units that no LOS exists to, i.e., they may not be fired on directly by a squad, machine-gun SW Team, etc. if a hexside terrain type lies between the target and firer.

8.2.1 Any infantry unit may place a Cover marker in their current hex if it has a positive on-map terrain DRM (i.e., not smoke, trench, etc.) by using an impulse. Mark them with a Cover marker with the arrow facing away from any hexside terrain (if there is hexside terrain on every hexside, place the units on top of the Cover marker). Mark such units as Crawled when first placing the marker. Units may also setup In Hex Cover.

8.2.2 In hex cover represents hiding inside a building, and results in hexside terrain blocking LOS between the unit so-marked and units that are *not* adjacent to the hexside terrain (e.g., Wall) for that hex. In Hex Cover units receive no additional DRM. An adjacent enemy would get the hexside terrain cover when fired on by a unit marked as In Hex Cover.

8.2.3 The Cover marker is immediately removed if the unit subsequently becomes Disrupted. A normal Cover marker is used.

8.2.4 Units may exit an In Hex Cover Position at no additional cost. Remove the Cover marker when they do so.

Example: A German squad in DTW J5 uses an impulse and places an In Hex Cover marker (same marker as Cover) in his hex. A Russian squad in L6 has no LOS to the Germans in J5. They would have to move adjacent (e.g., K6). Note the Gate in J5/J6 would provide a LOS if they were in J7.

MOVEMENT SECTION

9. STACKING

One might ask why even bother to have stacking rules at all. After all, the effects of overstacking can lead to higher losses to the overstacked side from artillery, aircraft and other attacks simply due to the opportunity to affect more units with one shot. These rules try to eliminate weird game-busting stacks and to simulate the command problems in an overly crowded piece of battlefield real estate.

9.1 STACKING LIMITS

9.1.1 Each hex can normally hold up to three (3) friendly squad-equivalents and two (2) vehicles. Stacking limitations are for each level in a hex, i.e., there is additional stacking allowed because of the presence of a building in a hex. Any changes to the stacking limits are specified in the rules for that type of terrain. Vehicles may never enter Upper Levels or Cellars.

Example: There could be three squads on the Upper Level +1 of a building hex, and one squad on the Upper Level +2 without overstacking.

9.1.2 For the purposes of stacking, two half-squads are the equivalent of one squad. Each Support Weapon team/gun crew is the equivalent of one squad.

9.1.3 Leaders do not count toward stacking limits.

9.1.4 Wrecks do not count toward stacking limits.

9.1.5 Enemy units in the same hex have their own stacking limits (i.e., there may be three German squads plus two German AFV and three Russian squads and two Russian AFV in the same hex).

9.2 OVERSTACKING

9.2.1 Units may voluntarily move into a hex if stacking limits would be exceeded without performing bypass movement around an in-hex building, but pay double the MP expenditure necessary to do so.

9.2.2 If a hex has more than the allowed number of units in it at the start of a Command Phase, the owning player must choose excess units and mark them Disrupted (mark already-Disrupted units with a with a WIA marker instead.) AFV/armed vehicles (only, ignore UA vehicles) are Suppressed.

9.2.3 Stacking limits apply at all times during the game.

10. INFANTRY AND SW/GUN MOVEMENT

10.1 INFANTRY MOVEMENT TYPES

Understanding the movement system for infantry in the CGS is a necessary key to successful play. The most dangerous (read: exposed) type of movement is Running; it is also the fastest. Cautiously moving units should be pictured hunched over, shuffling around the battlefield. Two movement types, Assault and Crawling, are the slowest, but allow units to also fire during the same, or a later impulse during that FMPH. One thing to remember is that a unit is only penalized for the additional -10 DRM penalty for Running is for Defensive Fire taken when that unit is in the act of moving (i.e., before any other unit uses an impulse). Thus, a Running unit may finish its move and still suffer the extra penalty for any Defensive Fire made against it before the opponent uses the next impulse (or another friendly unit if using Random Multiple Impulses or a scenario allows one side to use multiple consecutive impulses). This is the reason the Moved marker only has the -10 DRM (i.e., instead of -20) on it; this -10 applies during the entire FMPH for so-marked units. The additional -10 DRM (totaling -20) only applies when the player's hand is literally on a unit announced as using Running Movement.

10.1.1 Infantry and Guns move in one of four ways during the Fire and Movement Phase. Infantry units may be Running, using Cautious Movement, Assault Movement, or Crawling. Support Weapons and Guns may only move using Cautious or Crawling Movement. The owning player states what kind of movement he is using before actually moving the unit. Unless stated otherwise by the owning player, all units are assumed to be using Cautious Movement.

10.1.2 The following is a summary of the effects of each type of movement:

Move Type	MP	DRM	Marker	Squad, HS or Leader	Support Weapon*	Gun*
Running	8	-20**/-10	Moved	Yes	No	No
Cautious	6	-10	Moved	Yes	Yes	Yes
Assault	4	-10	Assault Moved	Yes	No	No
Crawling	1 hex	N/A	Crawled	Yes	Yes	Yes

* A SW Team or Gun Crew may only move once it is on its personnel side (the other side from the picture of the weapon) unless its a Crawling SW Team. To flip over to that side it costs the unit 2 movement points. To flip back to the weapon side it costs two movement points. A support weapon or gun may only fire its front-side weapon when it is on its weapon (it is a 1-2 HS otherwise).

** The -20 DRM ([-10 for moving] + [-10 for running] = -20) for running units is only applied to Defensive Fire against the running unit as it is actually being moved. Once a Running unit is done moving and marked as Moved, the opposing player would have to declare any Defensive Fire against that Running unit before any other unit uses an impulse, or the -10 DRM for Running would no longer apply. Note the DRM is not -20 for Running and -10 for Moved.

10.1.3 Squads or HS using Assault Movement may use 1/2 (fractions rounded up) of their non-MG/BAR Firepower Factors at any time during the impulse at a cost of 1 MP. If a unit using Assault Movement has not yet used its allotted Firepower Factors in the Fire and Movement Phase, it may do so later in the Phase by using as a subsequent impulse to Fire. Mark with an "Assault Moved" or "Assault Fired" marker to show if the unit has used its fire opportunity yet during the Fire and Movement Phase.

10.1.4 Infantry using Crawling Movement may use 1/2 (fractions rounded down) of their non-MG/BAR Firepower Factors at any time during the unit's movement. If a Crawling unit does not use its Firepower Factors while moving, it may fire later as a separate impulse. Mark as "Crawled" or "Crawled Fired" to show if the unit has used its fire opportunity yet during the Fire and Movement Phase.

10.1.5 Units marked as Moved or Assault Moved receive the -10 DRM for any fire against them during the same FMPh. The -10 in the red circle on the Moved/Assault Moved markers indicates this modifier. The -20 DRM for Running units is only in effect for Defensive Fire against that unit during the impulse it moved and is not cumulative with the -10. The "+2" refers to the +2 DRM for a Screened shot against a moving AFV/vehicle unit.

10.2 INFANTRY MOVEMENT

10.2.1 The type of movement infantry uses on the battlefield determines their speed and the relative risk of moving around. Some types of movement also allow moving units to fire.

10.2.2 Infantry units choose a movement type, then move from one adjacent hex to another, up to the limit of their Movement Points allotted for that type of movement. For every new hex a unit moves into it expends a number of Movement Points equal to the cost to enter that hex, as shown on the Terrain Effects Chart.

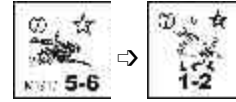
10.2.3 Infantry stacked with a leader (or one or more leaders) or using Platoon Movement may enter an enemy occupied hex without an Action Check.

10.2.4 Infantry not moving with a leader may enter an enemy occupied hex only by passing an Action Check. If the hex contains an enemy AFV, apply a +1 DRM to the Action Check.

10.2.5 A unit that fails this Action Check may use any remaining Movement Points to continue moving but may not attempt another AC to enter an enemy occupied hex that FMPh.

10.2.6 Any unit (except a leader) must take a Morale Check immediately upon entering a hex containing a Disrupted friendly unit, unless a non-Disrupted leader is present in the hex.

10.3 MOVING SUPPORT WEAPON TEAMS



While this section details the rather simple process of moving SW Teams, a play hint is in order. Setting up a SW Team move side up can serve as a simple Fog of War mechanism. Of course, you'll want to spend an impulse to flip them over to use the SW (unless a flamethrower or demo charge) before the enemy closes. A little bit of fog can go a long way in a face-to-face match.

10.3.1 A SW Team is any counter that *does not* have an HE FP Equivalent in the lower right hand corner of the front, or weapon side of the counter, with a 1-2 HS on the back. To move a Support Weapon Team, the unit must first spend two Movement Points to flip from its Support Weapon side (above left) to its move side (above right). A SW Team may set up on either side.

Example: A Russian M1910 SW Team is a machine-gun that flips to its personnel side, a 1-2. It will either have four movement points remaining when using Cautious Movement (6 MP less 2 MP to flip) or may use Crawling movement without flipping as per 10.3.2.

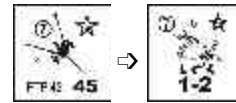
10.3.2 A SW Team may *only* use Cautious Movement with one exception; SW Teams *may* Crawl, i.e., one hex—but mark such units as Crawled Fired) if their weapon side is facing up. Once the move side is facing up, the unit may move using either Cautious or Crawling Movement. Support Weapons may not use Running or Assault movement ever. They may flee.

10.3.3 A SW Team may 'flip' more than once during a FMPh.

10.3.4 SW Teams that move may not fire their weapons, with the exception of FT/DC/MOL. SW Teams with their move side up may fire in the same manner as a 1-2 HS. No inherent weapons are available to SW Teams.

10.3.5 SW Teams make their attacks directly on the FFT. No HE To Hit Table roll is needed. Use the appropriate column for each SW Team based on the type or range involved in the attack.

10.4 GUN MOVEMENT



10.4.1 A Gun Crew unit is any counter that has an HE FP Equivalent in the lower right hand corner of the front, or gun side of the counter, with a 1-2 HS on the back. The front is also referred to for CA pur-



poses. An on-board Mortar is also considered a Gun Crew counter and uses the rules in 10.4. To move a Gun (unless it is being towed or already on its crew side), the unit must first spend 2 MP to flip from its Gun side (above left) to its move side (above right). A gun fires as a 1-2 HS with its Move side up with no inherent SW. Guns may always set up hidden with no extra RG cost.

Example: A Gun that flips to its personnel side will either have four or 1 hex in MP available, depending on whether they are using Cautious or Crawling movement.

10.4.2 A gun crew may not move if its gun side is facing up. Once the crew side is facing up, the unit may move using either Cautious or Crawling movement. Guns may not use Assault or Running movement.

10.4.3 Note that a player may opt to set up or enter guns with the personnel side facing up at the start of play to avoid the Movement Point cost to flip to its crew side. Any gun entering from off-map must move on-map with the personnel side up unless it enters being towed.

10.4.4 Guns pay double the MP costs of infantry units. A gun may not move over a Wall, Hedge, Fence or Bocage hexside, i.e., they may only cross these terrain types via a Gate opening.

10.4.5 Guns that begin the firefight set up on map are considered to be Dug-In and receive a +20/+30 DRM on the Firepower Factors Table (make a side note if a gun moves, applying this DRM to all guns not so-noted; you may also optionally use the counter-mix provided Dug-In markers). No other unit may use the gun's Dug-In status, and once a gun moves from its original set up hex it may not be considered Dug-In again for the rest of the firefight; they may set up Dug-In (and hidden) for a new CG firefight.

10.4.6 Guns must be set up facing a specific hexspine and may only fire through a covered arc consisting of the front two hexes of this facing. A gun may turn to a new facing, 'spinning' any number of hex spines, by being marked with a moved counter during the Fire and Movement Phase, or by adding +2 to a Screened Shot DR for the first shot (i.e., use of ROF) after the turn for *each* hexspine turned or by using Gun Desperation Fire.

Example: A Russian 45mm AT-gun is in DTW F34 (CA facing G34/G35). A German squad is in F12 and a Pzkw IVF2 is in L33. The gun may change its covered arc during the Fire and Movement Phase by turning any number of hexspines and being marked with a Moved counter. It may also spin to face F33/G34 and fire at the Pzkw IVF2, first needing to secure a Screened Shot die roll of "3" or greater (+2 for spinning one hexspine). Or, it may spin to face F33/G34 and attempt to hit the German squad in F12; in this case it would need to roll a hit dice roll of ≤ 75 ("95" for one hex range +20 DRM for spinning one hexspine). In either case, if the AT-gun chose to use its second shot (note, its ROF is "2") during a subsequent impulse (assuming it is not Pinned Down/Disrupted/WIA before the impulse returns to the Russian), there would be no need for a Screened Shot roll for the Pzkw IVF2 (it could simply make a dice roll on the DFET, using Trigger Pull 2 data) and the shot on the infantry would reflect the placement of a -10 acquisition marker for an (automatic) shot at this range ("95" with a -10 DRM to the to hit dice roll).

10.4.7 Guns (and Mortars) must use the HE To Hit Table to secure a hit before making an attack on the FFT using the matching gun caliber column.

10.5 TERRAIN AND MOVEMENT

One thing to remember when moving around the CGS battlefield is that almost all terrain that is not Open Ground costs infantry 2 MP to enter. Just make a mental note of the terrain that is an exception to this rule of thumb and you'll have a handle on the costs of movement in no time.

10.5.1 Each kind of terrain has a cost for moving into it. For example, it cost 1 MP for a squad to move into an Open Ground hex, but two for it to enter a building. Crawling units always move only one hex or move up/down one level. See the Terrain Effects Chart for a breakdown of the Movement Point costs for each terrain type.

10.5.2 Some hexes have obstacles along the hexside, like walls, that requires the expenditure of Movement Points to move across them. When moving into a hex with a hexside obstacle, a unit has to pay the hexside cost then the cost of moving into the hex (unless there is a Gate opening).

10.5.3 Units can change elevation one of two ways: by moving to terrain on a higher (Hill) or lower (Gully) level, or by using a staircase or moving into a Cellar inside a building. In a non-building, moving to a higher elevation doubles a hex's terrain cost.

10.6 BUILDING BYPASS MOVEMENT

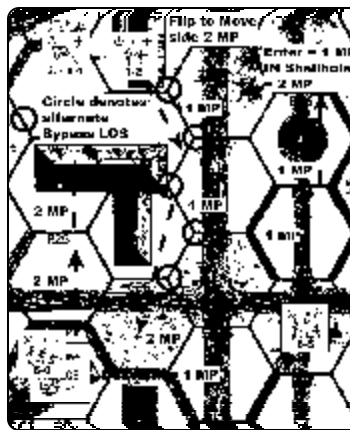
The choice was made to allow infantry to skirt around the outside of a building while limited vehicles to only doing so on a road for a simple reason. Our respected colleague Major Rob Modarelli, a former Tank Company Commander out at Op. Forces was aghast that another tactical level system allowed AFV to pull up next to a building possibly containing unfriendly forces; it would just never happen. An infantry unit is assumed to send someone inside as a scout. Making the choice only applicable for buildings (i.e., not for woods or other terrain) is simply a nod to the difference in representations of building and other types. Our squad can make the difference to go inside or stay outside of a building; other terrain is going to slow down some of the squad as it is fairly evenly spread within the hex.

10.6.1 Instead of entering the buildings shown in building hexes, a moving infantry unit can instead ignore that terrain, i.e., "bypass" it. This allows a squad, half-squad or support weapon team to move through a building hex without entering the building. The terrain cost for bypassing units becomes that of the other terrain in the hex (usually open ground).

10.6.2 Bypass movement is restricted to two adjacent hexsides of a particular building hex. The cost of moving across these two hexsides is one Movement Point (unless non-open ground is present in the hex).

10.6.3 Any fire against bypassing units uses a Line of Sight traced to the hex center dot normally or to an alternate LOS consisting of connecting hexspines on the side of the building being bypassed or anywhere along the hexside of the building on the side where it is being bypassed. In either case, no terrain DRM is applied for the building. Hexside terrain still modifies the fire if the Line of Sight crosses it (if traced to the center-dot of the hex being bypassed) as does any smoke, wreck, etc.

10.6.4 The only hex a unit may move through without entering the terrain depicted is a building hex. Units bypassing a building do not pay for any hexside terrain unless it is actually crossed. A unit may move around either "side" of a building by choosing which two hexsides it is using bypassing.



Example: In the example at left German Squad 21 spends 1 MP to descend from Level +1 to the ground level of building hex B26; '21' then crosses the fence on the hexside of B26 to enter B25 at a cost of 2 MP (3 MP spent thus far); Squad 21 ends its movement impulse by entering the ground level of the building in B25, using another 2 MP. Squad 21 used a total of 5 MP, necessitating the use of Running or Cautious Movement to accomplish this move. The German SW Team MG 34 13 starts its move by spending 2 MP to flip to its move side. It then spends 1 MP to bypass C24; another 1 MP to bypass C26; and 2 MP to enter the Debris in C26, for a total of 6 MP, using Cautious Movement. Note the LOS to fire at this bypassing squad is the center-dot of C24/C25 or the circled bypass LOS alternates.

10.6.5 A unit may not end its movement outside of a terrain obstacle in a hex. Units use Bypass movement only to pass 'around' terrain in a specific hex. Treat a unit forced to stop by enemy fire while bypassing a building as in the building, after resolving the fire that stopped it (i.e., no building DRM is applied on the Firepower Factors Table for fire against the unit bypassing outside the building). If there are enemy units *in* the hex on the ground level, even if hidden (revealed if hidden), mark all units with a Close Combat marker upon entry.

10.7 INFANTRY PLATOON MOVEMENT

Don't let the name platoon throw you a curve ball. This rule will be utilized often during successful play. Checking your stacking limits you'll note that up to nine squads may be moved during a single impulse using this rule. When looking to get the jump on the enemy that's a lot of men to move in one impulse, especially if needing to get into that important hole your fire created or to simply swamp a sector of the enemy's defensive line. And note there is no restriction to stop you from using Assault Fire when moving as a platoon; that's a lot of possible men moving up and firing on your line. Especially if your units have used up their own fire opportunities!

10.7.1 Infantry units that begin the Fire and Movement Phase adjacent in three or fewer hexes, with at least one hex containing a leader, may move together as a group, or 'platoon' using the same impulse to move. These units are moved simultaneously, i.e., each unit moving one hex at a time, paying the appropriate costs for moving into their respective hexes and are fired at using Defensive Fire as if moving at the same time.

10.7.2 Units using Platoon Movement must begin and end the Fire and Movement Phase adjacent or in the same hex, unless some or all elements of the 'platoon' are Pinned Down, Disrupted, or Eliminated, in which case the remainder may continue moving, but must attempt to 'close up' and become adjacent/same hex as another unit in the 'platoon'. If they are unable to close up to meet this requirement as their next MP expenditure, one hex worth of unit may continue moving; all others end their move. If the accompanying leader is Pinned Down, Disrupted or Eliminated, any units in the platoon that wish to continue moving must pass an Action Check, unless another non-Pinned Down/Disrupted leader began the Fire and Movement Phase accompanying that platoon and is still capable of moving.

10.8 FLEEING

Fleeing represents men moving about the battlefield seeking one thing: shelter from fire. Only Disrupted units (which includes units marked with WIA markers) may use this movement. One thing to note about Fleeing is that as an infantry unit passes a Command Phase Action Check to replace a Disrupted Marker with a Pinned Down; it may no longer Flee. We consider the squad leader of the unit has regained some control over his charges. Note a unit marked as WIA will only replace that marker with Disrupted, allowing it to continue Fleeing. In the event such units are in a Rally Point; of course, the markers would be removed.

10.8.1 Any Disrupted non-Gun infantry unit may use its remaining Movement Points to head for the nearest (in hexes) Rally Point as the remainder of its movement during the impulse it became Disrupted. Fleeing units may also crawl to any adjacent hex which would give the unit a positive terrain DRM, even if a leader is not present. A Disrupted unit may always move one hex toward (using the shortest path in hexes) the nearest Rally Point/eligible terrain during the impulse it became Disrupted even if the unit has no remaining Movement Points. Fleeing after the impulse that a unit became Disrupted uses an impulse. Example: a squad selects to run in its impulse, giving it 8 MP. After spending 2 MP it is fired on by enemy units and becomes disrupted. Normally, a disrupted unit may not move. However, because of the fleeing rule, it may—but it does not have to—spend its remaining 6 MP to get to a Rally Point or similar terrain specified in the rule.

10.8.2 Fleeing may continue in a subsequent FMPh by units that are disrupted. No unit is required to flee. If fleeing would make a unit move closer to an enemy unit in its LOS, it may not flee—it stays in its current hex. The opposing player may not reveal a hidden unit to force a fleeing unit to stop unless it is about to enter the hidden unit's hex, in which case the fleeing unit stops in the last hex it entered prior to trying to enter the hidden unit's hex. Once a fleeing unit enters a Rally Point or eligible terrain in the absence of a friendly Rally Point within three hexes it may flee no further. Otherwise, it may continue to flee toward the nearest (in hexes; owner decides ties) friendly Rally Point or eligible terrain, whichever it reaches first, where it stops upon entry and may flee no further Exception: If a Fire marker is placed in the hex). Units eligible to flee that are already in eligible terrain do not leave, i.e., they do not flee from such terrain, unless a Rally point is within one FMPh and 3 MP of movement, and at no time does such a

move force the unit to enter a hex with lesser cover (in terrain DRM).
10.8.3 All fleeing by Disrupted units is considered Cautious Movement, unless the unit is adjacent to a Rally Point or eligible terrain, in which case the unit may use Crawling Movement. Mark fleeing units as Moved or Crawled.

11. VEHICLE MOVEMENT

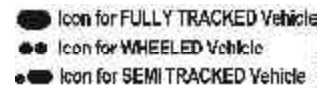
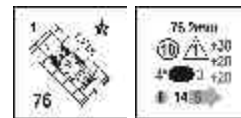
11.1 VEHICLE MOVEMENT

There are two pieces of information now found on the back of the vehicle counter that apply to its movement capabilities. The MP are provided in the two available categories, normal and AFV Assault Movement. There is also an icon provided to identify if a particular vehicle is tracked, semi-tracked or wheeled.

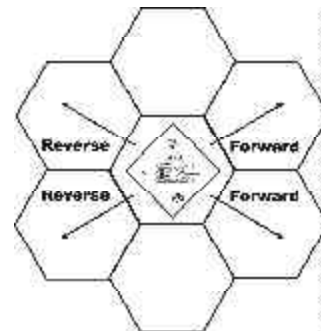
11.1.1 On the back of each vehicle counter is the MP for that unit. The MP for that vehicle is the black number to the left of the gray arrow ('14' in the example below). The MP available for Vehicle Platoon Movement have been calculated, and are found in red inside the gray arrow ('5' in the example below). The vehicle type, as regards MP expenditures, is denoted by the symbols for fully tracked, semi-tracked and wheeled vehicles.

11.1.2 Vehicles face a hexspine covered arc. That is, the image of the vehicle faces a hexside. Vehicles move forward or backward based on their Facing. This is known as their Vehicle Covered Arc (VCA). A vehicle may only enter one of the two hexes in its VCA (or rear VCA if moving in reverse). Changing facing costs a vehicle one Movement Point per hexspine change.

11.1.3 **Russian AFV Movement:** All tracked Russian AFV must pass an Action Check to move unless entering from off-map that FMPh. Failure of this AC simply means they cannot move, i.e., they may still fire.



Example: The above unit (at left) is the front of a Russian KV1A AFV. It has a gun caliber of 76mm and the lower right hand corner of the counter is its front. Its ID # is '1'. Reading the back from the top down, left to right: use the Russian 76.2mm DFET for fire against AFV. It is a +10 turreted tank with a ROF of 1. The Front, Side and Rear Armor Factors are +30, +20 and +20. It is a tracked vehicle with 4 co-axial Firepower Factors and 3 bow machine-gun. It has a TQ of 8 and 14 MP, 5 for AFV Assault Movement.



Example: The Russian T34 76B above is in hex DTW D38 with its VCA/TCA facing E38/E39. It chooses to move normally (i.e., it is not using AFV Assault Movement). It has 21 MP available. It move as follows: E38 [(2 + COT) + (1 Open Ground) = 3 MP]-change VCA to E37/F37 [1 MP]-E37 [1 MP for Shellholes/Road]-E36 [1 MP to follow hexspine E36/F36 - then change facing, using another 1 MP to change VCA then another 1 MP to 'follow' the road along hexspine E36/F35 for a total of 3 MP spent in E36—the hedge on hexside E36/F35 is not crossed, thus no MP expenditure is made for it]-E35 [1 MP]-change VCA to E34/F34 [1 MP]-E34 [1 MP]-F33 [1 MP]-G33 [1 MP]-change VCA to H32/H33 [1

MP]-H33 [1 MP through Gate] and change the TCA facing to H32/I33 [spends no additional MP when done at the same time as any MP expenditure; otherwise it would be 1 MP to change the TCA.

11.1.3 Immobilization and Entering Enemy Hexes

11.1.3.1 Some terrain types are difficult for vehicles to traverse. These types are Immobilization Terrain, and are noted in the column denoting which units must use the Immobilization Table when entering such terrain. If an 'OK' result is not obtained, the vehicle is marked with an M-KILLED marker.

11.1.4 AFV may enter a hex occupied by enemy units (whether infantry, Guns or AFV or any combination) by passing an Action Check. There is no Action Check necessary to enter a hex containing an unarmored vehicle, even if there is infantry riding in it. The only Morale Table DRM applied to an AFV Action Check for entering enemy hexes is that for being within Morale Support Range of friendly or enemy AFV.

11.1.5 Vehicles may move in reverse and pay quadruple the usual costs to move backward (except for wheeled vehicles, which pay double the usual cost). Any time a vehicle changes gears, either to move in reverse or to move forward again, it must pay one Movement Point to change gears, and then may move normally.

11.2 VEHICLE BYPASS ROAD MOVEMENT

As noted earlier, this rule is the only way a vehicle can move around terrain in a specific hex. It is provided to allow the system to simulate villages and cities with very narrow streets. Vehicles may only move around buildings in such settings on a road that runs along its hexside. There are no roads on the DTW/GE maps eligible for this rule.

11.2.1 Vehicles are normally prohibited from using bypass movement. The one exception to this rule is for hexsides that have roads printed directly on them (e.g., ToB16/C17 hexside). A vehicle (except for a transport towing a gun) may move exactly along such roads, changing its facing (and paying one Movement Point for each facing change) to follow the path of the road along the hexspine, paying one Movement Point per hexspine crossed.

11.2.2 Treat fire against any vehicle on a Bypass Road as targeted at the point where the three hexes come together to form its front facing. Leave any vehicle K-KILLED/M-KILLED while using a Bypass Road on the hexside (or the last full hexside traversed). No other vehicle may use the Bypass Road for the remainder of the firefight, and apply the smoke DRM to any fire that crosses the hexside/hexspine containing a burning wreck (i.e., not through the hex).

11.3 VEHICLE PLATOON MOVEMENT

This rule is provided to simulate the massed movement of armor. It can also simulate a convoy, if used by trucks, for example. As noted in the section on moving an infantry platoon, there is no restriction stopping the use of AFV Assault Movement. A line of tanks moving up with machine-guns and guns blazing can be quite effective in dislodging that enemy infantry unit from a woods-line or other lesser cover (or Open Ground, of course!) Picture this same group of tanks moving up with a company of men riding on their hulls and you get the idea. The platoon rules can allow the student of the CGS to deploy a great deal of combat potential, all during one impulse.

11.3.1 Non-overstacked AFVs in up to three hexes may move together as a 'platoon' in the same manner as outlined for infantry.

11.3.2 AFV using Platoon Movement may not overstack.

11.3.3 AFV Platoon Movement may combine with infantry Platoon Movement as long as each infantry unit begins the impulse in a hex with an AFV. All AFV and infantry move as part of the same impulse but are otherwise subject to all normal movement rules. Infantry conducting Platoon Movement stacked with an AFV in the same hex are *not* subject to the -10 DRM for moving but may not use Running Movement.

11.3.4 AFVs using Platoon Movement are subject to all other rules for AFV movement, including the use of AFV Overruns and AFV Assault Movement. Roll all attack effect and Action Checks individually for each AFV in a platoon.

11.3.5 Any gap that opens up in a platoon due to the M-KILL/K-KILL of an AFV must be closed-up such that all remaining AFV are adjacent as the platoon's next MP expenditure. If this is not possible, any *one* AFV may continue moving *if* it passes an Action Check. All infantry except in the hex of that one AFV must also end their move.

11.3.6 Each AFV in a platoon pays the *highest* Movement Point cost expended by *any* AFV in the platoon to enter a new hex.

11.4 TRANSPORT AND RIDERS

This rules section covers the gamut of movement around the battlefield that entails a vehicle of any type. Included are men riding on the hull of a tank, in a truck or half-track or other transport AFV (e.g., Komsomolets) or the towing of a gun.

11.4.1 The term Transport describes any vehicle when in the act of carrying an infantry unit or towing a gun.

11.4.2 Only infantry may ride on a vehicle and in each case the listed capacity may not be exceeded. A Gun Crew may use a vehicle with the capacity to Tow Guns. SW Teams must have their move side up to ride. Guns (not on-board mortars), may be 'hooked' up for towing with their weapon side up.

11.4.4 Any number of leaders may exceed the capacity limits.

11.4.5 The owning player uses one impulse to mount transport or hook a gun up for towing.

Example: During the FMPh, the Russian player moves a T-34 tank two hexes from DTW W22 to W20, where a squad mounts the tank as a rider. After expending 1/2 of its Movement Points, the tank may continue its move. The combined tank/squad are marked as moved, using one impulse, at the end of this action.

11.4.3 The following table describes the carrying capacity of vehicles:

Vehicle Type	Squad Equivalent Capacity	Tow Guns?
All other AFV	1	No
Opel Blitz, GAZ MM, Sd Kfz 251-C	2	Yes
Jeep, Kfz 4, GAZ II 73, Komsomolets	HS/SW Team /Gun Crew	Yes

11.4.6 The Action Check for infantry not stacked with an NCO entering an enemy occupied hex also applies to infantry in armored transport. A unit that fails this Action Check may use any remaining Movement Points to continue moving but may not take any other Action Checks to enter enemy occupied hexes that FMPh. Un-armored vehicles may not enter an enemy occupied hex.

11.4.7 No unit riding on a vehicle (Exception: half-tracks) may fire, except during Close Combat. Riders have 1/2 (fractions rounded up) firepower in CC. The only terrain modifiers received by riders are for Bocage or hindered LOS.

Example: A Russian squad is mounted on a T-34 in DTW D28. Fire from a German squad in F26 would not receive the +5 modifier for the intervening Hedge.

11.4.8 **Half-tracks:** The German Sd Kfz 251-C is a half-track. All rules for AFV and transport apply to this vehicle normally except where noted otherwise in this rules section. Infantry squads/HS may fire their Firepower Factors and inherent LMG when riding in a half-track. Riders in a half-track are immune to infantry or machine-gun SW Team fire from the same level unless they are marked with a 'Fired' marker of any type. Riders in a half-track may be fired on by any unit if the height advantage of the firing unit is at least equal to the range in hexes to the target (e.g., A Russian squad on Upper Level +2 may fire at a unit in a half-track up to two hexes away.) Units fired on while in a half-track receive a +5 terrain DRM.

11.4.8.1 **Assault Fire:** Infantry riding in a half-track may (only) use Assault Fire normally if the half-track uses AFV Assault Movement.

11.4.8.2 **Fleeing:** Disrupted units inside a half-track may dismount to flee during any FMPh they *begin* Disrupted, i.e., they may not flee