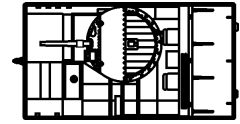


Vroenhoven Special Rules (VSR):



The following rules are applicable for scenarios VHN #1-#6 played using the Vroenhoven map.

VSR1. Terrain:

VSR1.1 Albert Canal: The Canal Albert is at level -1, is unfordable and has a slow current. Note the canal covers some HEXSIDES only (EX: F3-F4). Such hexsides may NOT be crossed but adjacent hexes (EX: F3 or F4) may be entered. They are 'Tow Path' hexes (see VSR 1.12).

VSR1.11 Albert Canal Cliff : The Albert Canal is considered to have Cliff on the hexsides touching water (blue terrain). Hexsides like C5-C6 are also Cliff hexsides. All Cliff rules are in use normally AND movement between the lower (Tow Path) terrain adjacent to the Albert Canal to the higher terrain is NA (EXC: see VSR1.12 below). Note the levels on the map are -1 (the Tow Path [EX: hex G5]); Level 0 (EX: hex H6); Level +1 (marked as +10 on the map [EX: hex N20]) and Level +2 (marked as +20 on the map [EX: hex P21]).

VSR1.12 Tow Path: A 'Tow Path' runs parallel to the Canal Albert. The Tow Path is represented by all hexes between cliff hexsides and the canal (EX: hex E3) with a dirt road running through them. A Glider that lands in a Tow Path hex receives an additional +3 drm to its Crash dr (E8.23). Infantry movement from the Tow Path to the top of any Cliff hexside is possible ONLY from a bridge hex at the cost of one MP per level change.

VSR1.2 Casemate (hex J6 CA J5-K6): The structure in hex J6 is a 'casemate'. It works exactly as a regular 2-5-7 Pillbox except for the following:

- 1) The Casemate is a Level 1 obstacle to LOS and offers the same protection as a Wall for fire against units in the Casemate hex (EXC: same hex).
- 2) A Casemate is never treated as a Bunker (B30.8) as regards adjacent trenches.
- 3) The only other Fortification allowed in a Casemate hex is Wire.
- 4) Guns and machine-guns set up in the Casemate may NOT be removed/Scrounged during play.

VSR1.3 Vroenhoven Bridge (K4-K5): The Bridge is considered a Stone bridge with a TEM of +1 for purposes of B6.33.

VSR1.4 Kindling: kindling is NA.

VSR1.5 Other Terrain: Hex E10 is an example of the Sunken Roads found on the map. The J26-J27 hexside is a Barbed Wire Fence (P3.) Hexside F26-F27 is a Hedge. Hexside E5-E6 is a Cliff. Hex M16 is Orchard.

VSR2. German FSJ (Fallschirmjäger - Paratroopers):

VSR2.1 FSJ capabilities

VSR2.1 All FSJ are considered Elite, and Stealthy. All FSJ MMC are considered Assault Engineers (H1.22), and Sappers (H1.23). They all can Self-Rally (A10.63).

VSR2.2 FSJ MMC: FSJ MMC possessing an inherent LMG are represented by 7-5-8 squads and 3-4-8 HS while those not Possessing a LMG use 5-4-8 squads and 2-3-8 HS counters. All squads have Assault Fire and Spraying Fire capabilities. All FSJ squads are considered to have an encased 9 Broken Morale Level, while all FJS HS have an encased 8 Broken Morale Level.

VSR2.3 H-to-H CC: Hand-to-Hand CC (J2.31) can only be initiated by the FSJ (EXC: Berserk Belgian units).

VSR2.4 FSJ Guards: All FSJ have their Guarding stacking (A20.51) augmented to eight times their Unit Size.

VSR2.5 DC: DC Possession is always secretly recorded prior to play.

VSR3. Belgian MMC capabilities:

VSR3.1 Belgians have Assault Fire (A7.36) for Elite (i.e., 4-5-8) squads.

VSR3.2 Belgian grenades: Due to a lack of grenades in working conditions, treat all (T)PBF as normal PBF instead, and, subtract one from the units FP when using PBF (EXC: 1 FP is always treated as 1 ½ FP when using PBF).

VSR3.3 Belgian AFV: Belgian T-13(b) type III are treated as having radios (i.e., they are not Governed by the C14.-C14.23 rules).

VSR4. Rout:

VSR4.1 For Rout purposes, replace the word "Woods" with "Orchards" in the Rout rules. In addition, F.1C is in effect and German FSJ may always Rout towards a Glider.

VSR5. No Quarter/Massacre/Civilian Interrogation:

VSR5.1 No Quarter (A20.3)/Massacre (A20.4)/Civilian Interrogation (E2.4) are NA.