

DESPERATIONMORALE.COM'S SAME-LOCATION RULE GUIDE

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Cavalry
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1.0 INTRODUCTION

The ASL rules that discuss movement and combat between opposing forces within the same location are spread out throughout the entire rulebook. Moreover, they are poorly indexed, which often makes finding a particular rule difficult. This guide gathers key rules regarding within-a-location movement and combat and summarizes them here, providing citations to the full rules. Note that this guide summarizes certain rules; for details, players should consult the relevant sections of the ASL rulebook. *This aid assumes players are already familiar with Close Combat procedures; only certain unusual aspects of CC are discussed here.*

2.0 INFANTRY ENTERING LOCATION CONTAINING ENEMY INFANTRY/CAVALRY

2.1 MOVEMENT PHASE: Infantry may not move into a Location containing known enemy unit(s) during the MPh [*EXC: Berserk (A15.43), Human Wave (A25.23), Disrupted (A19.12), Unarmed (A20.54), and Infantry OVR (A4.15)*].

2.11 BYPASS MOVEMENT (A12.151): Infantry cannot use bypass movement (A4.3) to enter hex occupied by KNOWN enemy unit. If they enter a hex via Bypass with a CONCEALED/HIP enemy unit(s), the concealed unit(s) do not necessarily lose that status. However, if the Bypassing unit is forced to prematurely end its MPh in the Bypass Location, all concealment in that location (for both sides) is lost.

2.12 HIP/CONCEALED UNITS (A12.15): When a non-berserk infantry or non-charging Cavalry enters a Location containing a HIP/concealed enemy unit during the MPh, all HIP units are placed on the map, concealed, and the Defender must immediately reveal \geq one concealed unit in that Location and thus force the moving unit back (even from a Wire Location) to the last Location entered [*EXC: units al-*

lowed to enter enemy locations such as Berserk units], where it will end its MPh (unless it goes Berserk first). If the Attacker is concealed, Defender can require him to momentarily fully reveal a non-Dummy unit in that stack before revealing any units of his own. MF expended is considered used but spent in previous location, not destination hex (which may cause Residual FP in that location to attack returning unit, as well as minefields, FFE). The Attacker will lose concealment if the Defender had a non-Dummy unit.

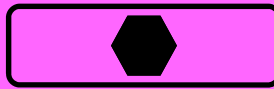
2.13 MULTIPLE CONCEALED UNITS: When a stack of multiple concealed units must reveal a unit (assuming owner does not wish to reveal all of them), Random Selection is used to determine which ones (including recently HIP units placed concealed on the map). If the only concealed unit revealed is a SMC, Attacker may attempt Infantry OVR (A4.15), which may force Defender to reveal another non-Dummy unit in Location, if any exist.

2.14 NIGHT (E1.13): When a moving ATTACKER whose NVR = 0 attempts to move into a concealed DEFENDER's Location, it is NOT returned to its previous location. The defender loses concealment per A12.15. The defender may be required to attack it with TPBF; if so, the moving unit may not subsequently leave that LOCATION (mark units with a CC counter). Otherwise, moving unit may continue to move. However, a moving ATTACKER still loses concealment/cloaking if entering an enemy-occupied Location during the MPh (E1.31).

2.15 PTO (G.4): A12.15 does not necessarily apply when during the MPh an ATTACKER enters a jungle/kunai/bamboo Location whose occupying enemy units consist only of HIP Stealthy Infantry Defenders not in a pillbox/building or manning a HIP gun. The Defender may invoke A12.15/A12.41 (as applicable), but also can have Defending units retain their HIP status, or can have a unit(s) attack ATTACKER with TPBF/Reaction Fire. A11.19 applies unchanged at beginning of CCPh, but a HIP unit placed on board can still possibly cause an Ambush.

2.151 HIP TANK HUNTER HEROES (G1.422, G1.425): HIP THH revealed by entry into their hex during the MPh (but remember G.4) are eliminated immediately if they are unable to make a Reaction Fire attack. They do not cause enemy units to be returned to their previous Location; such units may continue their MPh if able.

2.16 INFANTRY OVR (A4.15): MMC can enter a hex with 1 enemy SMC (only) at 2x normal MF cost plus passing NTC (a friendly leader can take NTC himself; passing exempts MMC from NTC but failing prevents those units from moving or any other actions during that phase). NTC must add DRM = to TEM (plus in-hex LOS Hindrance like Smoke) of defender's hex and/or its hexside.



2.161 INF OVR SMC OPTIONS: Defending SMC (if Good Order) can attack OVR units on IFT (if able), then immediately engage in CC during MPh; OR prior to DFF can at its option be retreated by ATTACKER to adjacent accessible non-enemy-occupied Location, unless it is broken, pinned, in Melee, TI, in a vehicle.

2.162 INF OVR RESULTS: If CC occurs and SMC is eliminated, OVR units may continue their MPh if possible. If SMC and OVR units survive, they are considered in Melee (but SMC can still be OVR again by other units, even though in Melee).

2.163 BERSERK UNITS AND INF OVR: Berserk units (A15.432) require no NTC nor increased MF expenditure, nor does the SMC have the option to enter a new hex.

2.17 HUMAN WAVES (A25.23)/BANZAI CHARGES (G1.5): These charges (along with related Cavalry Waves; A13.62) allow movement into enemy occupied Locations during the Movement Phase. See relevant rules for details; however, note the following special cases.

2.171 BANZAI BEGINNING IN ENEMY-OCCUPIED HEX: In a Banzai Charge (unlike a Human Wave), a Banzaiing unit can actually start the Charge in an enemy hex (not Location); however, such a unit(s) cannot be used to establish the HW Direction (A25.231).

2.172 ENTRENCHMENTS: Per A25.232, a HW/BC unit *must* if possible move below an Entrenchment counter containing an enemy unit. It must also attempt to move beneath Panji/Wire. Note that these are Impulse movements that can possibly trigger additional Defensive Fire.

2.173 IGNORABLE LOCATIONS: If a HW/BC unit has entered a Location containing an armed, Known, non-Disrupted enemy unit or a Pillbox hex, other HW/BC units are not required to enter it (though they may).

2.174 SMC LOCATIONS: If the Location entered contains one enemy SMC only, Infantry OVR (A4.15) is automatic, with no NTC or additional MF cost, nor can SMC move to another Location.

2.175 DISRUPTED/UNARMED UNITS: If the Location entered contains Disrupted/Unarmed enemy units, A19.12 and/or A20.54 (respectively) apply at end of the Impulse.

2.176 DARE DEATH SQUADS AND SMCs (G18.6): Chinese Leaders stacked with Dare Death Squads may voluntarily go berserk and accompany the MMC on their charge. Chinese Heroes stacked with Dare-Death Squads may also accompany them (without going berserk themselves; however, they cannot move in the subsequent APH).

2.2 ROUT PHASE: Broken units cannot end their RPh in a Location with a Known enemy unit. Per A10.533, if a Broken unit enters a Location with a concealed/HIP enemy unit, it 1) at least one concealed non-Dummy must lose Concealment (Random Selection applies; a HIP unit would be placed on the map unconcealed); and 2) either surrenders (per conditions in A20.21 such as Disrupted or Encircled) or is repulsed to last occupied hex and eliminated for ending RPh ADJ to Known enemy unit.

2.3 ADVANCE PHASE: Units may enter hexes containing enemy units, provided they are otherwise able to (EX: Fortified Building Location, B23.922; Locations requiring a PAATC).

2.4 FORTIFIED BUILDING LOCATIONS (B23.922): Infantry in *any* phase may not enter a FBL if an unpinned, Good Order enemy squad/equivalent is inside (unless Breached; B23.9221). A Gun and crew is not considered a squad/equivalent for this purpose. Infantry which try must remain in their previous hex and lose remainder of their MPh/APh; MF expended is considered spent (not lost) in the previous hex. Loss of concealment rules for such attempts still apply normally, however, even though FBL was not entered.

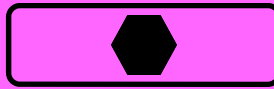
3.0 INFANTRY ENTERING LOCATION CONTAINING ENEMY VEHICLE

3.1 MOVEMENT PHASE: Entry by Infantry of Location containing an enemy vehicle is allowed only if Berserk (*including Chinese Hero accompanying Dare Death Squad*)/Human Wave/Banzai Charge.

3.2 ENEMY MOVEMENT PHASE (STREET FIGHTING, A11.8): If friendly Infantry is in a building hex adjacent to a road hex that is adjacent to \geq building hexes on the other side of the road, the infantry may (presuming it passes any required PAATC) temporarily move into that road hex to engage in Street Fighting against an AFV that has just entered that hex (see B31.132 for Narrow Streets). After the CC attack, it is returned to the previous location. The vehicle may not fight back, including sN (though Crew Small Arms still applies; A11.621).

3.3 ADVANCE PHASE (A11.6): To advance into a Location containing a manned, unconcealed enemy AFV, a MMC must pass PAATC [EXC: *SMC, Fanatic, Berserk, Japanese units exempt from PAATC*]. A Leader may use his leadership value for MMC stacked with him even if he does not advance into the Location himself. Inexperienced Infantry take 1TC. A unit that passes its PAATC must immediately enter the AFV location; it may not await outcomes of other PAATCs. PAATCs are not required in the APH for units

LOCATION-2



already in the same Location as an enemy AFV.

4.0 VEHICLE IN/ENTERING LOCATION WITH ENEMY INFANTRY/CAVALRY

4.1 VEHICLE BEGINNING TURN ENEMY OCCUPIED LOCATION: The options available to a vehicle that begins its turn in a Location occupied by enemy Infantry/Cavalry include the following. Assuming the vehicle can otherwise enter the hex, the options below can typically also be applied to vulnerable enemy PRC.

4.12 PREP FIRE: A stopped vehicle can fire its MA (with +2 DRM Case E penalties) and/or MG (at TPBF) at enemy Infantry/Cavalry in hex.

4.13 BOUNDING FIRST FIRE (BEFORE START MP): A vehicle not under a Motion counter may fire at enemy units in its hex at the beginning of its MPh (i.e. before starting), but would still face Case E and Case C Bounding Fire Penalties (C5.33). Moreover, any attempt at fire, even MG fire, would be subject to a possible Gun Duel (C2.2401), which defender would be likely to win. Because vehicle is still stopped, Case J penalty (Moving/Motion Vehicular Target) would not apply. MG/IFE would be halved TPBF.

4.14 BOUNDING FIRST FIRE (AFTER START MP): A vehicle not under a Motion counter may expend a start MP prior to firing. This makes it subject to Defensive First Fire, though not as a moving target because it has not entered a new hex. However, because it becomes “non-stopped” immediately, Infantry attacking it in CC Reaction Fire (or with DC or MOL; see D.241) would still get the +2 DRM for attacking a Motion/non-Stopped Vehicle. The vehicle can subsequently fire at enemy units in hex with relevant Case C & E penalties and/or halved TPBF.

4.15 UNDER MOTION COUNTER (NO STOP MP): A vehicle under a Motion counter when its MPh begins may fire at units in its hex at the start of its MPh (i.e., before expending any MP), but would still face Case E and Case C Bounding Fire Penalties (C5.33). Moreover, any attempt at fire, even MG fire, would be subject to a possible Gun Duel (C2.2401). MG/IFE would be quartered TPBF.

4.16 UNDER MOTION COUNTER (STOPPING): A vehicle that began its MPh under a Motion counter may expend a MP to stop before firing at units in its own hex, making it subject to DFF. It would face Case E and Case C penalties, but MG/IFE would have halved TPBF.

4.2 ENTERING ENEMY INFANTRY/CAVALRY OCCUPIED LOCATIONS: Vehicles may enter Locations containing enemy Infantry/Cavalry freely, assuming no other

restrictions (terrain, etc.) apply.

4.21 CONCEALMENT (A12.41): When an “unbroken” vehicle enters a concealed enemy’s Location without using Bypass or a woods-road, all concealed enemy personnel [*EXC: those exempt from PAATC*] must be revealed voluntarily or must pass a combined PAATC using the lowest current Morale Level among them (modified by best unpinned Good Order leader); Dummies take this PAATC with a Morale Level of 7.

4.22 VBM AND CONCEALMENT (A12.42): When a non-broken vehicle enters an enemy Location in Bypass, concealed units therein are revealed only voluntarily or if the vehicle (or any passengers/riders) end the MPh (not *its* MPh) in that Location. Moving a vehicle into bypass in an enemy occupied Location may subject it to CC Reaction Fire (D7.21) with the Street Fighting Ambush.

4.23 Unloading into Fortified Building Location (A12.151, D6.5): An AFV in bypass may not unload (including Bailing Out/CS), a PRC into bypass in a known FBL. If an AFV attempts to unload ((including Bailing Out/CS), a PRC into bypass in an unknown FBL the Defender must announce the FBL and the ex-PRC is forced back per A12.15-.151 to the last Location previously occupied by its vehicle that the Infantry unit *could* enter in a MPh. If no such Location exists, it is eliminated (this is per an MMP clarification).

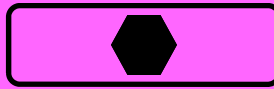
4.3 OVERRUNS (D7): OVR are a form of Bounding First Fire. A vehicle must expend 1/4 (FRU) of its printed MP allotment in addition to the normal cost of terrain and announce an OVR. It (and PRC) cannot have previously fired (other than previous OVR). OVR is resolved on IFT immediately after MP expenditure [*EXC: Bog DR, non-Reaction Fire DFF resolved first*].

4.31 OVR VS. CONCEALED TARGETS: If the hex contains unknown enemy units, the OVR may be announced after expending MP to enter the hex, rather than before. Vehicle OVR expenditure is NA until combined PAATC (A12.41) is resolved, at which point vehicle may decide to expend MP for OVR.

4.32 OVR RESTRICTIONS (D7.12-7.13): Cannot OVR an AFV, but can OVR any Vulnerable PRC. If their vehicle is in Motion, any OVR attacker would have a +2 DRM. OVR cannot be made with Reverse Movement. Cannot OVR an obstacle while in VBM. Cannot OVR a hex a vehicle begins its MPh in unless it leaves and re-enters it.

4.33 OVR FP: OVR FP is calculated as follows.

- **Base FP:** 1 for unarmored vehicle, 2 for non-tank bulldozer (plus it is considered dozing; see G15.26), 2 for AFV, 4 for AFV with manned, functioning MA that is



not MG, FT, MTR, ATR or IFE-capable.

- **MG:** Add to Base FP the halved TPBF of all manned and functioning MG/IFE armament (EXC: RMG).
- **Passengers/Riders:** CE armored halftrack (only) Passengers can add halved TPBF. Other Passengers can add quartered TPBF. Riders can add quartered TPBF. Defensive combat results vs. Passengers/Riders do not affect their addition to the OVR FP.
- **FT:** FT FP added normally with no TPBF or halving adjustment.
- **Total FP halved:** 1) if vehicle is Immobilized or destroyed before resolving OVR; 2) vs. a concealed target.

4.34 LEADERSHIP (D7.16): Attacker may use an Armor Leader (or Passenger leader per 6.65, though vehicle does not have to be a halftrack) to modify the OVR attack.

4.35 OVR WEAPON MALFUNCTIONS (D7.17): An Original OVR DR of 12 result in weapon malfunction (use Random Selection when there are multiple possibilities). If no weapon could malfunction, or if OVR were against inanimate objects only, vehicle is Immobilized instead.

4.4 OVR DEFENSE: Units subjected to an OVR have a variety of options, as described below, but the general rule is that once an OVR is declared, nothing can stop it from taking place, though its effects may be mitigated.

4.41 DEFENSIVE FIRST FIRE: Defensive First Fire from outside the OVR hex takes place before the OVR; that from within the hex is considered Reaction Fire and takes place after the OVR [EXC: *Overrun Prevention (C5.64)*]. Defensive Fire that results in the vehicle being Immobilized or destroyed does NOT stop the OVR but does halve its FP value.

4.42 OVERRUN PREVENTION (C5.64): Regardless of the number of previous shots [EXC: *OVR Prevention IF may occur only once per gun*] taken by a non-vehicular Gun during a Player Turn, it may possibly [EXC: *“No IF” guns*] take one shot at a target in its own hex if it is about to be OVR.

4.421 PROCEDURE: After OVR MP expenditure is announced (but before OVR is resolved), the Gun may make a To Hit DR. However, a Gun that has already fired from woods/building/rubble may not change its CA, making it ineligible for OVR Prevention against an AFV entering the hex from outside its CA. Intensive Fire penalties (C5.6) apply. The Original To Hit DR also acts as an NMC against its own manning Infantry; if the result pins or breaks the unit the To Hit attempt is voided [EXC: *Malfunctions and Low Ammo may still occur*]. Regardless of result, Gun is marked with a “No Fire” counter and may not fire again, even against another OVR.

4.422 GUNS WITHOUT FIRE COUNTERS: Even a non

-vehicular Gun NOT currently marked by a First/Final/Intensive Fire counter is subject to the provisions of OVR Prevention when about to be OVR (i.e., NMC, etc.), except that its shot is not treated as Intensive Fire and Gun is not marked with “No Fire” counter.

4.43 TEM: Defenders are entitled to TEM (unless OVR vehicle is using only a FT). OVR vs. Infantry/Cavalry in Open Ground hex may apply FFMO –1 DRM (even if there is other applicable TEM, with which the FFMO would be cumulative: entrenchment, Emplacement, shellhole, vehicle/wreck, bridge, wall, bocage, etc.). SMOKE is also applicable.

4.44 OVR REACTION FIRE (D7.2): Survivors of an OVR may attempt CC Reaction Fire or Non-CC Reaction Fire (if available) against the OVRing vehicle/its PRC.

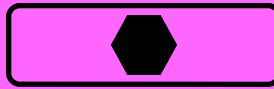
4.441 CC REACTION FIRE (D7.21): Allowed by armed, non-Melee unbroken/unpinned Infantry/Cavalry units using CC vs. vehicle rules. Street Fighting allowed if applicable and if the unit/its SW not marked with any First/Final/Intensive/No Fire counter (see D7.211 for details). Units must pass a PAATC unless exempt or they took one earlier in the MPh. Failed units are also prohibited from Non-CC Reaction Fire attacks. The Vehicle does not get to attack back (even sN or Personnel Escort).

4.4411 FPF CC REACTION FIRE (D7.212): Units marked with a Final Fire counter (even if pinned) otherwise eligible to use CC Reaction Fire *must* attempt such an attack if OVR [EXC: *if it is possible for the unit to use FPF Non-CC Reaction Fire*]. The attack DR acts as a NMC DR vs. the defenders.

4.442 NON-CC REACTION FIRE (D7.22): Unbroken Defending units not already under CC/Melee counters may attempt Non-CC Reaction Fire (insofar as they are able) using TPBF/ordnance/FT/Thrown-DC. Guns must change CA but TH Cases A and E are NA. A Reaction Fire ordnance hit or FT/DC attack strikes/is thrown through the AFV’s Rear Target Facing.

4.4421 FPF NON-CC REACTION FIRE (D7.221): Non-Gun-manning units eligible to use Non-CC Reaction Fire but marked with a Final Fire counter must [EXC: *vs. OVR by unarmored vehicle with no PRC*] use TPBF, an ordnance SW, a FT or Thrown DC against that vehicle [EXC: *pinned units cannot use FT/DC; if allowed, they may choose to use CC Reaction Fire instead*]. Each attack DR also acts as a NMC vs. the defenders.

4.4422 GUN CREWS (D7.23): Gun crews eligible to use Non-CC Reaction Fire who are manning a gun marked with a First/Final/Intensive/No Fire counter when OVR [EXC: *OVR by an unarmored vehicle with no PRC*] must conduct



FPF reaction fire as follows:

- **Gun marked with First Fire Counter:** Must Intensive (or Sustain; C2.29) Fire it as FPF Non-CC Reaction Fire.
- **Gun that cannot Intensive Fire (i.e., marked with “No IF” or cannot change CA, etc.):** Must make a CC or TPBF FPF attack (owner’s choice) as if they were marked with Final Fire counter.
- **Gun marked with Final/Intensive/No Fire counter:** Must make a CC or TPBF FPF attack (owner’s choice) as if they were marked with Final Fire counter.

4.5 OVR RESULTS VS. WEAPONS/GUNS: OVR KIA results can possibly destroy un-possessed weapons in target hex; roll for Random SW/Gun Destruction (A9.74) with -1 drm if OVR unit was fully-tracked. A fully-tracked AFV that OVRs a location AND ends its MPH in that location may check for Random SW Destruction (A9.74) of unlimbered, NM, and RFNM Guns and abandoned weapons even if OVR did not result in a KIA (unless weapon was in entrenchment). Fully-tracked AFVs may OVR Location devoid of personnel to automatically destroy any Gun/SW therein (unless in entrenchment).

5.0 VEHICLE ENTERING LOCATION WITH ENEMY VEHICLE

5.1 STAYING IN ENEMY HEX (D2.6): A vehicle can enter a hex containing an enemy vehicle, but cannot voluntarily stop or end its MPH in Motion in that hex (whether vehicle is Known or not) unless it can do so out of that vehicle’s LOS (see VBM) or unless it can, at the moment/position of entry, attack that AFV (regardless of To Hit possibility) and potentially destroy/shock it with Original TK or IFT DR of 5 (with non-Depletable ammo). If it cannot, it also cannot attempt ESB in that hex.

5.2 VBM IN ENEMY HEX: A vehicle cannot enter via VBM a hexside already containing an enemy vehicle in VBM in that hexside (or even a friendly vehicle or wreck, for that matter; see D2.31). Enemy vehicles may exist in Bypass on different hexsides of the same hex (D2.37).

5.3 OVERRUNS (D7.12): Enemy AFV may not be OVR, but their Vulnerable PRC can be. OVR attacks against a Motion vehicle (AND its PRC) receive a +2 DRM.

5.4 TERRAIN LIMITATIONS: One-Lane Bridges (B6.431) and Sunken Lanes (B4.43) occupied by a vehicle prevent entry of other units [EXC: *Infantry/Cavalry, vehicles with a +2 size modifier, motorcycles*].

6.0 COMBAT WITHIN A LOCATION

6.1 GENERAL CONCEPTS

6.11 TARGET SELECTION LIMITS (A7.212): Enemy units (even if Disrupted, but not including unarmed/unarmored vehicles) in friendly unit’s location may prevent it firing at units in other locations. If a unit (including Spotters, but not Observers) is eligible for TPBF vs. Known enemy units, it can attack only units in its location.

6.12 BOW-MOUNTED WEAPONS/IMMOBILIZED VEHICLES (D8.5): After the phase in which a vehicle becomes Immobile, its bow mounted weapon(s) may be used against a target in its own hex only during DFF and only if the target is entering the hex from within its VCA, and only a # of times \leq the MF/MP expended by the target to enter the hex (i.e., subsequent MF/MP expenditure within the hex cannot trigger fire by bow-mounted weapons).

6.13 AFV/WRECK TEM (D9.3): Units cannot claim the +1 wreck/friendly-AFV/abandoned-enemy-AFV TEM if they are being fired at from within that same Location.

6.2 FIREPOWER ATTACKS

6.21 SNAP SHOTS (A8.15): Units cannot take Snap Shots at a unit entering the firer’s hex.

6.22 TPBF FIRE (A8.312): Armed, unbroken Infantry defenders not in melee MUST attack any enemy Infantry/Cavalry MMC that enters their location in the MPH. This would force the cancellation of any Fire Lane emanating from that hex (A9.223). In the AFPh attacking units use TPBF halved for Advancing Fire.

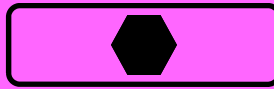
6.23 BYPASS (A12.151): Previously concealed Defending units firing at units in bypass in their hex use TPBF along with FFNAM/FFMO (if applicable) in DFF. During Final Fire, moving units would be entitled to full TEM for the obstacle.

6.3 SUPPORT WEAPONS ATTACKS

6.31 FT VS. VEHICLES: FT attacks always attack the Rear Target Facing, even vs. Bypass vehicles (D3.2).

6.32 DC USAGE (A23.61): DCs may not be Thrown to, or Placed in, the same Location occupied by the unit possessing it [EXC: *Japanese units, vehicular targets in Bypass; in such cases Placement cost is 1 MF*].

6.321 JAPANESE DC USAGE: A DC placed by a Japanese unit in its own location (G1.612) can attack only en-



emy/Melee units (and terrain/Fortifications). Unbroken Japanese Infantry units may also (G1.424), in lieu of placing it, detonate a DC immediately during or at the end of its own MPH in the same manner as a DC Hero (G1.424), but is eliminated in doing so. DCs so detonated by Japanese units above a Bank/Panji counter against targets beneath that Bank/Panji counter are resolved as a Thrown DC.

6.322 DC USAGE VS. VEHICLES: For resolution of a Placed/Thrown DC against an armored target, see A.23.5 and C7.346. A Placed/Thrown DC against a vehicle in the same hex always attacks the Rear Target Facing, even vs. Bypass vehicles (A23.5, D3.2). DCs have a +2 DRM against both Motion and Non-Stopped Vehicles (D2.41), so this penalty would apply against a stopped vehicle that expended a start MP.

6.33 .MOL (A22.611): MOL have a +2 DRM against both Motion and Non-Stopped Vehicles (D2.41), so this penalty would apply against a stopped vehicle that expended a start MP. MOL attacks made from within the same hex always attack the Rear Target Facing of vehicles, even Bypass Vehicles (D3.2).

6.4 GUN/MA ATTACKS

6.41 CASE E (C5.5): Any Gun/MA firing at a target in its own hex must add a +2 DRM. Cases J³ (FFNAM), J⁴ (FFMO), L (Point Blank Range), and M (Bore Sighting) are NA. Acquisition is allowed. Case E does not apply to Underbelly shots fired against a vehicle entering that hex (D4.34). The Case E modifier is doubled if the firer is in woods/building/rubble (unless in Bypass).

6.42 COVERED ARC CHANGES (C5.51): When firing at a target in the same hex, the firer's CA does not change—unless firing as DFF, in which case CA is changed only as much as necessary to include the hexside the moving unit used to enter the hex during that MPH. This and VBM are the only instances where Case A DRM are used when Case E DRM are.

6.43 VBM (D2.321): A vehicle in Bypass that wishes to fire at targets in the obstacle in its hex must use its Bypass side TCA and must pay Case A (C5.1) penalties for firing in the enlarged CA even if it does not change its TCA [*EXC: weapon has already acquired the target; CMG/IFE/Canister firing at same Known target it last fired on*]. A TCA change to or through a Bypass side Target Facing must also suffer an additional +1 to Hit DRM. If both firer and target are in Bypass, no shot is allowed unless there is LOS between their respective CAFPs (C5.5).

6.44 TARGET FACING (D3.2): To resolve the Target Facing of an ordnance attack at a non-OVRing enemy unit in

the same hex, use the colored dr of the To Hit DR as follows: 1-2 Rear, 3-4 Side, 5-6 Front. Shots against vehicles in Bypass in the same hex are considered Side shots (D2.32). Reaction Fire ordnance hits vs. OVRing vehicles automatically hit vehicle's Rear Target Facing (D7.22).

6.5 CLOSE COMBAT: See A11. However, note the following rules provisions.

6.51 LLMC/LLTC: Units in CC never take LLMC/LLTC (A11.141).

6.52 HIP: HIP units placed on board beneath “?” counters at start of any CCPh when they are in the same Location as an enemy unit. HIP THH placed on board during the CCPh do engage in CC (G1.425; if there are no vehicles, they may attack other targets) but are eliminated at the end of the Player Turn they lost HIP or, if in Melee at that time, immediately upon no longer being in Melee.

6.53 AMBUSH: There is no possibility of Ambush if all units in CC began the Aph together, but if even a single unit advanced into the Location, and Ambush is otherwise possible, then it is rolled for.

6.54 CONCEALMENT: Concealed units may opt to decline a CC attack opportunity in an attempt to remain concealed (A11.15). CC attacks vs. concealed units are made at half strength. Ambushed units lose all concealment.

6.55 CREST STATUS (B20.94): Infantry in Crest Status have a +2/-2 DRM for CC attacks by/against them (unless attackers had just entered hex through protected Crest hexsides). Survivors of initial round drop their Crest status. CC attacks by/vs. a Crest-status vehicle/PRC in a Wadi (F5.426) are treated as if the vehicle were not in Crest status.

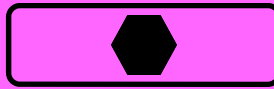
6.56 WIRE (B26.31)/PANJI (G9.21) RICE PADDY BANKS (G8.212): Infantry on a Wire/Panji counter have a +1/-1 DRM to CC attacks by/against them. Units above Bank counters receive a +1/-1 to CC attacks by/against them.

6.57 INF VS. VEHICLE CC: See A11.5-11.8. However, note the following rules provisions.

6.571 ATTACKING PRC: PRC of vehicles destroyed in CC are eliminated with no chance of survival. However, Riders (only) can be attacked separately (A11.611) as Inf vs. Inf CC attack (with -1 DRM against them; Riders also have a +1 DRM to their own CC attacks).

6.572 CREW SMALL ARMS (A11.621): Any unit that rolls an Original 12 when attacking a non-Shocked, non-Stunned, non-Abandoned crewed vehicle in CC suffers Casualty Reduction.

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6.573 STREET FIGHTING (A11.8): CCPh Street Fighting is allowed against any vehicle in a road hex ADJACENT to a building on both sides of that road by units in any of those buildings (see B31.132 for Narrow Streets); it is also allowed vs. vehicles in Bypass in a Woods or Building Location. Normal PAATC requirements apply (A11.6). Units that advance into Road Location to engage in Street Fighting may choose to stay in Road Location following CC attack or return to the Location(s) they came from (EXC: if broken/pinned/on Wire, they would not return).

6.58 VEHICLE VS. INF CC: See A11.62-11.622; however, note the following rules provisions.

6.581 AFV CCVALUE: Allowed AFV attacks (if applicable) in CC (A11.62).

- CMG [EXC: AFV marked “CMG: VCA only” cannot use CMG in CC, though it voids “no MG” penalty; D1.82]. CMG CC attacks by a vehicle on a Narrow Street (B31.132) have a +1 DRM.
- AAMG (ONLY if AFV is CE or is fired by Heroic Rider; A15.23)
- IFE (of turreted MA \leq 15mm)
- RMG
- Riders
- CE Passengers in halftrack
- Close Defense Weapon System (sN; A11.622)

6.59 NOT HELD IN MELEE: Cavalry, cyclists, and skiers are not locked in Melee; if they survive initial round of CC, they may stay as is, or 1) dismount in next MPH and remain in Melee without prior penalty or 2) exit Location in mounted mode in next Mph (A11.71; E4.5). Units that retain their concealment (A11.19) are not locked in Melee nor hold opposing units in Melee. Cavalry and cyclists will, however, hold enemy Infantry in melee.

6.591 MELEE FOR VEHICLES/PRC: Vehicles are never held in Melee (A11.7), though if “unbroken” (A12.1) and Stopped/Immobilized, they will hold enemy Infantry in Melee as long as they remain in the Location. Passengers/Riders who survive their initial round of CC are not required to remain in Melee (A11.71). They may remain as is, or 1) dismount in next MPH and remain in Melee or 2) remain mounted and exit hex on Vehicle.

6.592 MELEE FOR DISRUPTED UNITS (A19.12): Disrupted units in Melee may not Withdraw; unless captured they will be eliminated at the end of the CCPh if still in Melee.

7.0 MISCELLANEOUS

7.1 PASSENGERS/RIDERS/CREW

7.11 UNLOADING: Passengers/Riders may Unload (D6.5) into an enemy-occupied hex (FFNAM always applies, FFMO applies only to unloading Passengers from an unarmored vehicle in an Open Ground hex/CAFP). Passengers/Riders of a vehicle in Bypass are considered in the terrain of the vehicle’s CAFP (D2.36) for DFF, after which they are assumed to be in the terrain of the obstacle itself. Passengers/Riders which added their FP to an OVR may not unload in that phase (but could potentially Bail Out). Crew voluntarily abandoning a vehicle follow the same rules per D5.43; however, a crew abandoning a vehicle as the result of a failed Immobilization TC is subject to Hazardous Movement penalties per D5.5.

7.12 BROKEN PASSENGERS (D6.1): Broken passengers may Rout beneath a Stopped vehicle (D5.311), even if enemy units are in the same hex, but can also remain in their vehicle unless the inherent crew (if any) is eliminated, breaks, or Abandons the vehicle—this would eliminate the broken unit(s) if enemy units were in the hex because they could not rout any further.

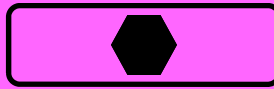
7.13 BAILING OUT (D6.24): Riders may Bail Out (D6.24) into an enemy-occupied hex. Riders must Bail Out (D6.24) if pinned or broken (the latter includes Cavalry and motorcyclists as well). Riders of a vehicle in Bypass are considered in the terrain of the vehicle’s CAFP (D2.36) for DFF, after which they are assumed to be in the terrain of the obstacle itself. Bailing Out is not voluntary, but can be “forced” on Riders of turreted vehicles by changing the TCA of a vehicle as it enters a hex.

7.14 RIDERS AND CC: AFV Riders have a +1 DRM to CC attacks.

7.2 CAVALRY (A13): Non-Charging Cavalry may move into/through an enemy occupied Location during the MPH only if all enemy units therein are Unarmed/Disrupted/Concealed (A13.35).

7.21 CHARGING CAVALRY (A13.6): Charging Cavalry may enter Known-enemy-occupied Locations, assuming it meets the requirements for Charging. Charging units that survive all Defender fire may (in the MPH) if able attack its targets with TPBF (and MOL if available) neither halved for Mounted Fire nor penalized for horse’s (but not rider’s) CX status. After resolving its charge attack, Cavalry may remain mounted in current hex, dismount, or enter another Location. A unit that declared a Charge may not attack in the AFPh even if dismounted (mark it with a Prep Fire marker as a reminder). Charging units in Cavalry Waves (A13.62) need not end their MPH upon entering an enemy-occupied hex.

7.22 FPF VS. CAVALRY: Defending Infantry using TPBF against Cavalry are also considered to be using FPF



(and thus Area Fire). Infantry manning a Gun must use OVR Prevention (C5.64) if possible as if the Cavalry in their hex were an overrunning vehicle (A13.351).

7.3 MOTORCYCLES (D15): Motorcycles can enter enemy-occupied hexes. Sidecars can even OVR (as per an unarmored vehicle), adding quartered TPBF of their Riders' FP to the attack. A motorcycle may not be voluntarily dismounted in same Location as a Known enemy unit [*EXC: Melee, A11.71*].

7.4 BICYCLES (D15.8): Bicycles may not OVR or be ridden into a Known enemy unit's Location. Bicycle Riders are treated as Infantry for purposes of entering an unknown enemy unit's Location.

7.5 UNARMED UNITS (A20): Unarmed units may not enter a location containing a Known enemy unit (A20.5). A Japanese Unarmed Unit (G1.15), however, may do so, and can engage in CC as if it were armed using its "(1)" FP factor.

7.51 ENTERING AN UNARMED UNIT'S LOCATION: Unarmed units are not an obstacle to movement (A20.54) [*EXC: Unarmed Japanese units are an obstacle to enemy movement; G1.15*]. However, they can only be captured by normal CC or by an Infantry/Cavalry unit entering their Location and engaging in an *immediate* CC attack *during* the MPh (if they fail, they are considered in Melee).

7.6 DISRUPTED UNITS (A19.12): Disrupted units do not prevent enemy movement into/through their hex, but do prevent rout toward or through them (A10.51).

7.7 BOATS/LANDING CRAFT/SWIMMERS/WADERS

7.71 WATER OBSTACLE LOCATIONS (WOL, E5.3): Enemy units in a Water Obstacle Location present no obstacle to the movement of Boats and their Location can be entered/passed through as if they did not exist (A8.312 is NA).

7.72 UNLOADING (E5.32): Boats that wish to unload into a known enemy-occupied hex can only do so in the APh. Units that left a boat during the MPh and directly entered a concealed/HIP enemy Location are returned to their Water Obstacle hex as Infantry (not to their boat as Passengers); they are treated as being in a "Water Line" position (E5.531).

7.73 CC AND BOATS (E5.6): When a boat/amphibious vehicle occupies the same WOL as an enemy unit during the CCPh, its passengers are subject to CC (whether enemy unit

is in boat/amphibious vehicle, on a pontoon bridge, or swimming/fording). Boats are not required to remain in Melee and may move normally MPh/APh despite presence of enemy units. Boat Passengers have a +2/-2 CC DRM (similar to trucks). The boat itself cannot be attacked in CC but is destroyed if all Passengers are eliminated (but a manned boat can be captured if all Passengers are captured).

7.74 LC UNLOADING (G12.4): LC Passengers may unload into enemy-occupied hexes.

7.75 LC OVR (G12.612): LC/their PRC cannot be OVR.

7.76 LC CC (G12.7): CC attacks by/vs. a LC/its PRC are NA.

7.77 SWIMMING (E6.2): Swimmers may enter an enemy-occupied boat only if Beached/paddled and only during a CCPh in which they have captured all enemy Passengers. Swimmers are represented by unarmed units (EXC: Rafting, E6.41) and engage in CC only using their inherent "(1)" unarmed CC factor (even if using Rafting or Forging Lines; E6.6). Cavalry swimmers (E6.5) are not Unarmed and retain their full CC FP.

7.78 WADING (G13.495): CC attacks are NA in non-frozen OCEAN locations.

7.8 GLIDERS (E8.4): Surviving gliders have their contents [*EXC: vehicle/Gun and its PRC/manning infantry*] placed onboard during the ATTACKER's AFPh after resolving consequences of all Damage results. They can fire in the AFPh. In CC, a glider is treated as an Immobile, unarmed truck.

7.9 AIR DROPS

7.91 FINAL FIRE (E9.43): After all landing DR are resolved, paratroops are subject to FF using normal LOS and fire rules vs. ground targets; paratroops in same Location with enemy Infantry must be attacked by those units using TPBF; mark survivors with a CC counter.

7.92 APh (E9.6): During the APh, parachute counters are removed and replaced with their component units, which now have their normal capabilities [*EXC: Pre-1942 German paradrops; see E9.7*].

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