

NIGHT RULES CHEAT SHEET (E1)

Pre-Game

Scenario Defender:

1. May HIP 25% (FRU) squad equivalents (crews count only for Japanese). Receives Dummy counters = squad equivalents. All units may set up concealed.
2. Place NO MOVE counters on Defenders.
3. Remember Defenders can Bore Sight! (see also E1.71)
4. PTO 1944-45: US Defender may set up trip flares (see Starshells/IR/Trip Flares) if in OB.
5. Fortifications HIP until 1) TEM is used; 2) non-Dummy unit enters; 3) extra MP used to enter/exit it within LOS.

Scenario Attacker

1. Scenario Attacker gets one Cloaking counter for each squad equivalent (inc. Jap. crews). Cloaked units can carry 5 PP w/o penalty but must be dm if possible. PRC cannot be Cloaked. SW PP>3 cannot fire the player turn they lose Cloaked status.
2. Printed SAN actually TWO higher (mark on scenario card). Also: captured MG cause auto SAN.

Rally Phase

1. Weather DR (not on first player turn): 6 on colored dr results in 1 hex change of NVR. If white dr ≤ 3 , it lowers; dr = 4, no change; dr ≥ 5 , it goes up (max 6). Before first starshell/IR, dr 4 increases NVR. **If Ground/Deep Snow, Max NVR is 9; Min NVR is 2.** See E1.12 for scattered clouds, half/full moon.
2. +1 all Recovery attempts.
3. DM counter stays unless Original Rally DR \leq morale.

Prep Fire Phase

1. Attacker can fire Starshells.
2. +1 LV Hindrance DRM, except against TEM due to HA or if target has any terrain whose topmost height is a full level higher than firer, or in same hex. Does not nullify FFMO. Cumulative with LV Hindrances and Smoke. Does not reduce Residual.
3. ACQ NA unless target Illuminated.
4. Multi-Location FG NA.

Movement Phase (E1.5)

1. Defender can fire Starshells at beginning of phase.
2. Inf/Cav: +1 MF per Concealment Terrain Location. Vehicles: +1 MP/MF per hexside. NA for entry of caves/cave complexes.

3. +1 Recovery drm.
4. **Straying:** (NA if LOS to Known enemy unit or Beach/Ocean; if on/ADJ road, gully, stream, path, river bank, cave or cave complex, illuminated location) Stray on cdr = 6 for Lax units. If wdr also 3-6, Normal strays; if 5-6, Stealthy Strays. Straying DR; cdr = hex grain of stray; move far as possible. Stop straying if enter Location of Good Order friendly unit (can continue movement).
5. **JITTER FIRE ON DOUBLES; SEE REVERSE, E1.55**—must roll for malf, sniper, ROF; marked with first/final counter.
6. NVR = 0: Attacker moving into concealed defender location is not returned to original location (but is vulnerable to TPBF). If attacked, it cannot leave. No Double Time, Infantry Road Bonus, Gallop or Vehicle MP expenditure.
7. **No Move Counters:** Remove if unit has been attacked (exc OBA/sniper) or has seen Known enemy unit.
8. Scenario Defender, after any attack, may make dr < ELR for his best leader to gain Freedom of Movement (thereafter, any unit beginning MPh with it can move).
9. No extra cost to enter/exit pillbox/entrenchment unless in LOS of Good Order enemy unit.
10. **Cloaked Units:** 6 MF; 5 PP (dm if possible); *no night MF penalty.*

Defensive First Fire/Defensive Fire

1. Defender can fire IR.
2. +1 LV Hindrance DRM (see Prep Fire).
3. Fire Lane can be beyond NVR. Can create Fire Lane to bore-sighted location; see E1.71.
4. ACQ NA unless target Illuminated.
5. Multi-Location FG NA.

Advancing Fire Phase

1. +1 LV Hindrance DRM (see Prep Fire).
2. ACQ NA unless target Illuminated.
3. Multi-Location FG NA.

Rout Phase (E1.54): Low Crawl only. Can move ADJACENT to, but not towards, Known enemy unit. No elimination for failure to rout.

Advance Phase: Don't forget +1 MF/Concealment Terrain Location.

Close Combat Phase (E1.77): Attacker Ambush on dr 2 < than defender, **unless Illuminated.** CC causes Gunflash.

Night Rules Cheat Sheet (Front)

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Concealment/Cloaking (E1.3-1.43)

Concealment Gain: As normal, but automatic when dr needed during day.

Concealment Loss:

1. Non-Assault Movement: Only when entering Illuminated location or enemy unit's location.
2. Assault Movement: Only when entering unit's Location.
3. Firing: Only when in Illuminated Location or Enemy NVR.

Cloaking Loss:

1. As if concealment.
2. For making an attack (EXC: Successful Ambush).
3. Successfully placing Starshell
4. Suffers Sniper attack.

Line of Sight (E1.1-1.15)

1. LOS from non-illuminated to: 1) within NVR (1/2 NVR for BU AFV); 2) Illuminated Location; 3) Moving vehicles(at 1.5 NVR, or 2 NVR if tracked); 4) Gunflashes (treat as concealed if beyond NVR).
2. LOS from illuminated to: 1) Illuminated Locations; 2) Gunflashes (treat as concealed).
3. Blazes cause illuminated zone equal to twice # of Blazing levels in hex (Heavy & Very Heavy Dust: # of levels, Extremely Heavy Dust only own location). Fires cannot be deliberately set. Kindling causes loss of concealment and gunflash if within LOS Good Order enemy unit. Terrain obstacles of ≥ 1 level within Illumination Zone of Blaze cause quasi-Blind hexes that block Illumination. Flames illuminate their own location only.
4. Dense Jungle, Bamboo: No LOS at night between adjacent

Jitter Fire Table

DR	Result
2	Closest Def. JFs
4	Closest Def. JFs unless Stealthy
6	Closest Def. JFs if Lax
8	Moving unit JFs unless Cloaked, Stealthy, or Normal
10	Moving unit JFs unless Cloaked or Stealthy
12	Moving unit JFs

- dense jungle hexes except due to Illumination/Gunflash.
5. Neither starshells nor IR illuminate non-Aerial portion of a jungle hex (but Illuminate Bypass area of Light Jungle hexes).
 6. Cave Illuminated only if its hex AND its Entrance Hex are Illuminated. No Cave Complex can ever be Illuminated.
 7. OBA: see C1.6., E1.87. SR always in LOS of Observer.

Starshells/IR/Trip Flares (E1.92-1.93)

1. Starshell Initial Use only (during PFPh, MPH, DFPh) if: A) LOS to enemy unit; B) Moving enemy vehicle within 16 hexes if no friendly vehicles on board; C) Friendly Gunflash; 4) Enemy FFE.
2. Subsequent Use only at beginning of PFPh (Att), MPH (Defender Starshell), DFPh (Defender IR). **Leaders can fire any time during phase.**
3. Usage dr: ≤ 4 for leader or mortar IR; ≤ 2 for MMC or CE AFV.
4. Do not lose concealment, but do lose HIP or Cloaking.
5. **Placement Methods:** A) in hex (starshells only) w/1-hex drift; B) along LOS to Known enemy unit or Gunflash (≤ 9 hexes for Starshell) w/drift 1/2 dr (FRU); C) 3 hexes away (multiple of 6 for IR) w/drift 1 dr.
6. **IR:** Uses ROF and causes Gunflash. No Usage dr for OBA. OBA must have Radio Contact & Battery Access but chits used for IR are reshuffled into pile once Fire Mission completed. OBA fires IR as SR, not as FFE. Onboard MTR must make To Hit DR (only for mal/Low Ammo/SAN); placement is Auto. Target hex need not be in CA (which does not change). IR is like starshell but 6-hex range.
7. **Trip Flares.** 1944-45 PTO, US Defender. Record trip flares up to # in OB in any jungle/bamboo/wire/panji Locations. Record hex and # of trip flares. Any non-Dummy (even friendly) unit that spends MF/MP causes trip flare dr (rare exceptions see E1.95) for each separate qualifying expenditure (not for each MF/MP expended). Trip flare dr occurs *before* Defensive First Fire.
8. If Final dr is \leq # trip flares in Location, trip flare is set off. Drm -4 if unit entered using road or path (not created during play). Trip Flare illuminates accessible ground-level locations in that hex. Flare counters placed during RtPh, APh, CCPh are removed at end of next Player Turn's AFPh. Allows subsequent use of starshells/IR. Once one has been set off, # remaining is reduced by one (or by two for vehicle with -4 dr).
9. **NOBA** ≥ 150 mm with Radio Contact and Battery Access may fire an IR in PFPh/DFPh even during/at start of an HP/WP Fire Mission. Place IR, then proceed with HE/WP in normal manner.
10. **DUST:** Light/Moderate Dust reduces starshell illumination by 1 hex & IR by two; blaze unaffected. Heavy Dust: starshell 1 hex range, IR two hex range. Very Heavy Dust: starshell no hexes & IR its own hex. Extremely Heavy Dust: none for starshell/IR.

Night Rules Cheat Sheet (Back)

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