

# Slopes Play Aid

**Slope Locations:** Defined by presence of  $\geq 1$  slope hexsides; there are two types: Up-Slope and Down-Slope Locations. Down-Slope Locations are those containing the Slope representation. Locations can be both Up- and Down-Slope across different hexsides. Slope hexsides do not change hex's Base Level Elevation.

**Movement:** Moving Up-Slope costs Infantry/Cavalry/Wagons  $\frac{1}{2}$  MF + COT. Slopes do not negate B3.4 MF road bonus. Vehicles must pay 1 MP + COT to move Up-Slope. During rain/snow, E3.54 applies as if moving unit was in fact changing elevation. Infantry on skis receive  $\frac{1}{2}$  MF bonus for each Down-Slope hexside crossed (cumulative with other bonuses). *KGP/PB*: No vehicle/charging cavalry may cross a combination Crest-Line-slope hexside. *O/VHS*: During each (CG) scenario which occurs on Feb 19, moving Up-Slope into a plowed field hex requires a Bog Check in hex entered.

**LOS:** Neither obstacles nor hindrances. An Up-Slope Location is  $\frac{3}{4}$  Level higher specifically to LOS that 1) *BEGINS* or *ENDS* in that location and 2) crosses the relevant Slope hexside [EXC: entrenched/wall/hedge LOS restrictions still apply (B9.21, B9.3)]. Slopes are IGNORED for LOS traced *through* a slope hex or *along* a slope hexside, as well as for blind hex calculations.

**Orchards:** Because Up-Slope units are treated as being at a different elevation than their Base Level, in-season orchards are same-level LOS *obstacles* to units in hexes with the same Base Levels as those orchards, if the units are Up-Slope to the target.

**TEM:** Infantry in a hex with  $\geq 3$  (or 2 non-contiguous) Down-Slope hexsides may claim a +1 TEM vs. Direct Fire [EXC: FT], if attack originates from non-adjacent firer that 1) has elevation advantage  $<$  range of attack, and 2) attacker's LOS crosses one of target's Down-Slope hexsides. Noncumulative except with Mud/Deep Snow TEM. Being Up-Slope provides no TEM advantage, does not negate FFMO/FFNAM, and allows no HA status/HD attempts.

**Fire Lanes:** Infantry attacked by Fire Lane receives a +1 DRM if firer is 1) Up-Slope from target, 2)  $\frac{3}{4}$  level higher than target, and 3) not adjacent to target. If attack is a Fire Lane Snap Shot, DRM applies only if these conditions apply to both hexes of Snap Shot hexside. For Fire Lane LOS/LOF purposes, assume term "same-level" means "same-Base-Level."

A Desperation Morale Central ASL Play Aid available from [www.desperationmorale.com](http://www.desperationmorale.com).

LOS	
<i>AA16 to DD17</i>	Allowed.
<i>AA14 to CC13</i>	Allowed (not if AA14 was entrenched).
<i>AA12 to CC13</i>	Disallowed. If AA12 unit were on level 1, not level -1, then it would be allowed.
<i>AA16 to CC13; EE15 to DD13; AA14 to CC15</i> (ignoring Orchards)	Allowed. Intervening slope hexsides do not affect LOS.
<i>EE13 to AA15</i> (ignoring Orchards)	Allowed; EE13's 3/4 level can see over intervening wall.
<i>EE13 to AA15</i> (with in-season Orchards)	Disallowed; EE13's 3/4 level invokes same-base-level in-season orchard rule.
Fire	
<i>AA16 to DD17</i>	Allowed, with no hindrances/obstacles. Marsh is a same level hindrance, but AA16 is 3/4 level higher than DD17.
<i>AA14 to CC13</i>	Allowed, but defending unit could claim Down-Slope TEM (not cumulative with hedge TEM).
<i>AA12 to CC13</i>	Allowed, with no penalties. Unit in CC13 cannot claim Down-Slope TEM because LOS does not cross a slope hexside.
<i>CC13 to AA16</i> (ignoring orchards)	Allowed, with +1 TEM for hedge or woods. Intervening slope hexsides have no effect.
<i>AA13 to BB13</i>	Allowed, with no penalties. Up-Slope status confers no Height Advantage TEM.

