CLOSE ASSAULT
BASIC GAME RULES

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ABOUT THIS DIGITAL CONVERSION

This is a digital conversion of Yaquinto's "Close Assault" wargame, which was originally published in 1983. Unfortunately, Yaquinto's game publishing division was shut down soon after the game's release.

SOFTWARE: This digital conversion is exclusively for use with the "Battlegrounds Gaming Engine" (aka BGE) virtual tabletop software. BGE v1.0 or later is required to play. This rulebook assumes working familiarity with BGE's commands and features.

UPDATED RULEBOOK: This rulebook is based on the original printed game's 4-page "Basic Game Rules Folder", which covered only the rules for the Basic Game. A separate Manual covered the rules for the Advanced Game as well as additional Optional rules, but these rules are not included in this digital conversion, nor are many of the game components necessary for playing with those rules. The PDF format has the advantage of being searchable, to find specific rules faster. All of the original black-and-white illustrations have been recreated in full color. Some changes have been made to account for the digital conversion. For example, all references to cardboard chits or counters have been changed to "token".

UPDATED MAP & TERRAIN: The mapboard and terrain units have been updated to be more visually appealing. In addition, *all* of the terrain is now modular, so that you can create your own custom battlefields (in the original game, only the hill and tree units could be moved).

SOFTWARE SETUP: You should disable all the dice except for the d10. If you use BGE for other games, we recommend that you keep a separate BGE installation on your hard drive just for "Close Assault", so that you don't need to continually customize your BGE installation to support other game systems. If you do so, rename the executable to something like "BGE – Close Assault", so as not to share Preferences files with your other BGE installation/s. You will probably also want to disable or delete the Game Files, Deployments, Dice Macros, and other illustrative files that come with BGE by default.
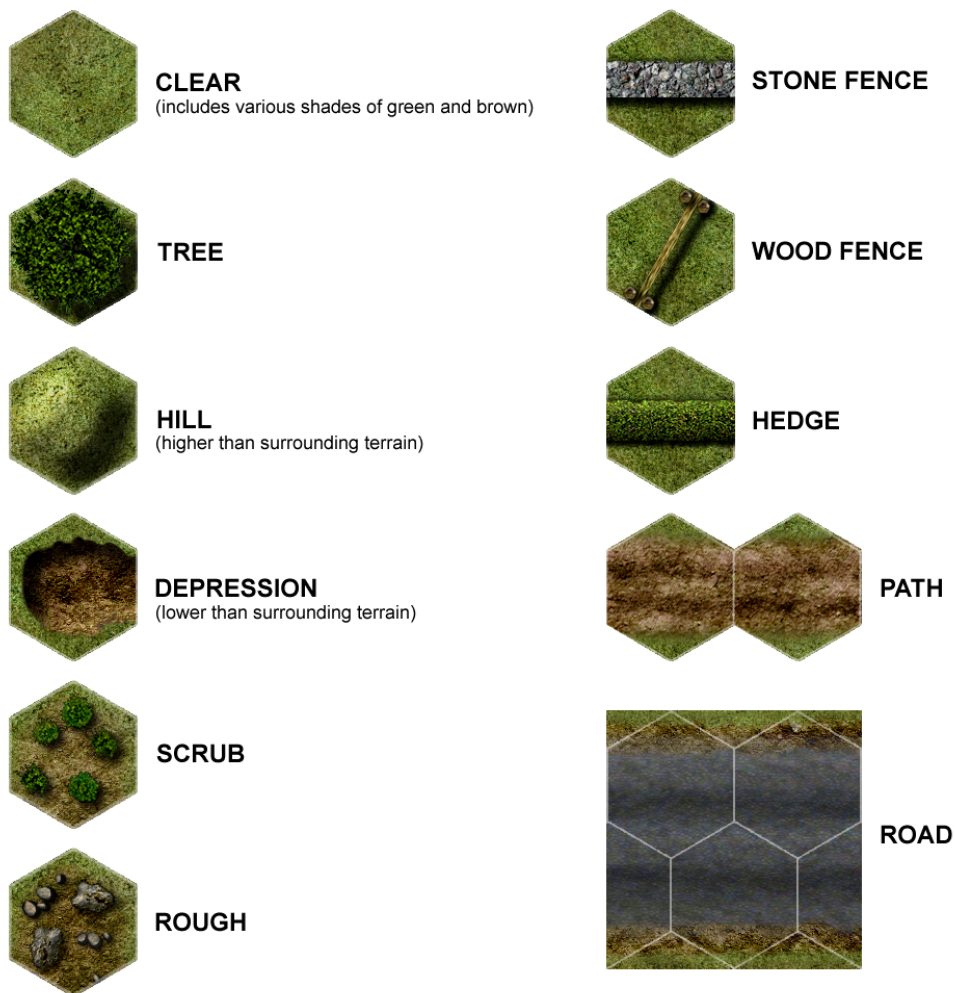
INTRODUCTION TO THE BASIC GAME RULES

This is a game of man-to-man combat in the European theater during World War II, designed to test the tactical skills of two or more players, each commanding small opposing forces. Combat at this level was at its most basic and brutal – propaganda and overall war news mattered little. What mattered was the immediate enemy, his location and weapons, the immediate terrain, and sheer survival. The essence of the game is, by use of maneuver and firepower, to lead *your* forces to victory. The rules need not be memorized, but should be carefully and thoroughly read, and used as a reference for questions that arise during the play of a game. The rules are organized by a number code for quick reference. The rules also do not have to he read or learned all at one sitting. Games can and should be played using only these Basic Game Rules. Additional, more complex rules found in the MANUAL (not included) can he introduced as the player's tastes and interests dictate.
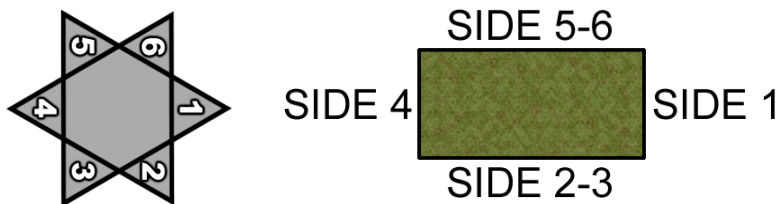
1.0 BASIC GAME COMPONENTS

The following components are used for the play of the Basic Game. Please load the BGE Game File called "Basic Game Scenario.bge" and familiarize yourself with the game components while reading through this section.

1.1 THE MAPBOARD: The mapboard shows a generalized area of typical terrain. A hexagonal grid is used to regulate movement and the positioning of the playing pieces, and individual hexagons are called "hexes". In the center of each hex is a light "sighting dot" used to determine lines of sight (this can be hidden until needed by simply hiding the grid overlay in BGE). The terrain representations shown on the mapboard are identified below.
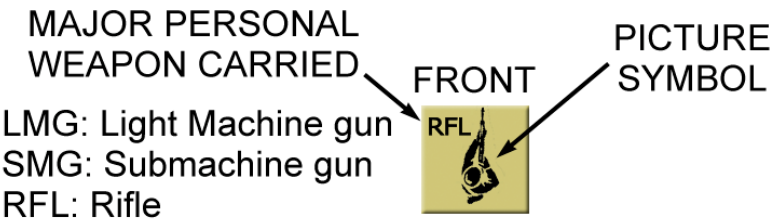
MAPBOARD TERRAIN IDENTIFICATION CHART

CLEAR
(includes various shades of green and brown)

STONE FENCE

TREE

WOOD FENCE

HILL
(higher than surrounding terrain)

HEDGE

DEPRESSION
(lower than surrounding terrain)

PATH

SCRUB

ROAD

ROUGH

Each side of a hex can be identified by a number, that number corresponding to the number assigned to that same side of the "directional hex" on the mapboard:

SIDE 5-6

SIDE 4

SIDE 1

SIDE 2-3

The directional hex (located in the top-right of the mapboard) identifies the sides of the mapboard, as shown above.

1.2 THE PLAYING PIECES: The game's tokens, or playing pieces, are called "units". Allied units are tan and Axis units are bluish-green. Units of other colors are neutral, and may be used by either or both sides. The units used in the Basic Game are identified below:

1.2.1 SOLDIER UNITS: These units, called "soldiers" in the rules, each represent an individual man and his major personal weapon.

MAJOR PERSONAL
WEAPON CARRIED

FRONT

PICTURE
SYMBOL

LMG: Light Machine gun
SMG: Submachine gun
RFL: Rifle

RFL

1.2.2 SEQUENCE UNITS: These are lettered for identification – color shows the owning player side.

F

1.2.3. INFORMATION UNITS: These are placed on or adjacent to other units to reveal information about the other units.

POSTURE UNITS

C CROUCH

P PRONE

STATUS UNITS

SUP SUPPRESSED

STN STUNNED

SPEED UNIT

R RUNNING

DIRECTION UNIT

→

One of each Information unit has been placed above the mapboard. The person hosting the game session should "copy and paste" these units into place as needed during play, and should delete any Information unit from the mapboard when it is no longer needed. Note that Posture units and Status units are multi-token units. Use BGE's token-swapping feature to display the desired information. With the exception of the Direction unit, Information units need not be rotated at all during play.

1.3 DIE: The game is played using a 10-sided die, called a "decimal die" since it can roll *ten* different numbers ("1" to "0" – a rolled "0" is the highest number, and is read as a "10"). A dice macro using a black 10-sided die is included, but feel free to make your own dice macro using a different die color. For faster game play, it is recommended that you disable all but one dice macro during play.

1.4 TURN INDICATOR: A multi-token unit located in the upper-right corner of the screen (above the BG button) is used to keep track of the current turn number. Use BGE's token-swapping feature to increment the current turn number every time one turn ends and a new turn begins.

1.5 THE BASIC GAME RULES & CHARTS: This rulebook contains all the rules required to play the Basic Game. All the charts needed for play are provided on-screen. These can be accessed either via BGE's "Library" feature, or simply by placing the mouse cursor over the miniature chart tokens located in the top-left of the Game Table window (just below the BG button). Players may start a game after reading this rulebook and familiarizing themselves with the game's charts.

2.0 BASIC GAME SET UP AND PREPARATION FOR PLAY

2.1 STEP ONE: Load the BGE Game File called "Basic Game Scenario.bge". The mapboard and all the units required for play will load.

2.2 STEP TWO: One player randomly lays out all of the tree and hill units on the mapboard (these are initially located below the mapboard). These units can be laid out in any manner, but should be spread well across the surface and placed *only* in clear hexes. When this is completed, the player hosting the game session should use BGE's "Tile" command on all the tree and hill units, so that they won't be accidentally moved during play, and so that they appear *below* the grid overlay rather than over it. The other player may choose which side of the mapboard ("1" or "4") to set up on. The player who placed the movable terrain must set up on the opposite side.

2.3. STEP THREE: The players now choose the nationality of their side by any mutually agreeable method, one player using Allies and the other Axis. Both players will use a force of the following units:

SOLDIER UNITS: 1xLMG, 1xSMG, 4xRFL
SEQUENCE UNITS: 3

2.4 STEP FOUR: Each player now rolls the die, rolling again to break ties. The player with the low roll then sets up his soldiers in any desired manner within five hexes of his side of the mapboard. After this, the other player sets up his soldiers in any desired manner within five hexes of the opposite side of the mapboard. Red "Start Area" overlays are provided to clearly indicate where each player may set up their units. Once set-up is complete, the person hosting the game should use BGE's Unit Manager to Sideboard the units called "Start Area, Side 1" and "Start Area, Side 4". Play is now ready to begin.

3.0 THE BASIC GAME SEQUENCE OF PLAY

The game starts when all set up and preparation is completed. The game is played in Turns. Each Turn is divided into Phases, which are performed in the order listed below. For the Basic Game Scenario, this sequence is repeated for four Turns, after which the game is finished and victory is determined.

3.1 THE MIX SEQUENCE UNITS PHASE: Either player should select all of the sequence units (making sure they are "face-down" first), then use BGE's "Stack & Shuffle" command to "draw" a random token. This procedure effectively simulates the printed boardgame's "chit pull" mechanic, where a random cardboard counter is pulled from a small cup or similar container. The top-most token after the shuffle represents the sequence chit you "pulled".

3.2 THE IMPULSE PHASES: The sequence units are randomly drawn one at a time. Move the top-most token away from the stack of Sequence units, then use BGE's token-swapping feature to "flip the unit over". As each is drawn, the soldiers on the side drawn may be used to perform the various Actions allowed by the two Impulses. This continues until all sequence units have been drawn. You may either use the "Stack & Shuffle" command each time a Sequence unit is to be drawn, or stick with the original shuffle order established in the "Mix Sequence Units" phase; either method provides random results.

3.3 THE TURN RECORD PHASE: Advance the Turn Indicator (using BGE's token-swapping feature). The number shown by the Turn Indicator is the number of the Turn being played.

4.0 GENERAL BASIC GAME PROCEDURES, RULES, AND DEFINITIONS

These all play a part in different ways during a game.

4.1 CONTROLLING PLAYER DEFINITION: Players *always* perform all moves and die rolls for the units they use. Thus, players are always the "controlling players" for their own units.

4.2 READING THE DIE – DIE MODIFIERS: The number that appears at the top of the die when thrown is the number rolled. "Modifiers" to this die roll are called for in the rules, and require numbers to be added or subtracted to the number actually thrown. *For example, if a "5" is rolled on the die and a modifier of "-1" is called for, the result is "5-1 = 4", and the result is interpreted as if a "4" had been rolled.* If more than one modifier applies, the effects are cumulative. *For example, if modifiers of "-1" and "+2" both apply, the cumulative modifier is "-1+2 = +1".* You may wish to load the "d10" dice macro (rather than auto-roll it) so that you can make the necessary adjustments to the die modifier field.

4.3 UNIT FACING: The "fronts" of units face the tops of those units, as is shown in 1.2.1. Soldiers must at all times be facing toward a definite *hexside,* not toward the angle of a hex. Be very careful with the placement of units with regard to their facing, especially when more than one unit is present in a hex, so that no chances for confusion exist. BGE's token-rotation features should help keep tokens properly oriented toward a hexside.

4.4 UNIT POSTURE: A soldier may be in a "Standing", "Crouching", or "Prone" posture in the Basic Game, as is shown by the placement or non-placement of a posture unit on or near the soldier. If no posture unit is placed, the soldier is "Standing", if a "P" posture unit is placed, the soldier is "Prone", and if a "C" posture unit is placed, the soldier is "Crouching". A posture unit remains the same until movement factors are expended to change it, or is changed when the soldier is Stunned.

4.5 UNIT SPEED: In the Basic Game, a soldier may be "Normal" or "Running", as shown by the placement or non-placement of a speed unit on or near the soldier. If no speed unit is placed the soldier is at "Normal" speed, and if a "R" speed unit is placed the soldier is "Running". A soldier is Running only if four new hexes were entered. Once placed, a Running unit remains in place until the next sequence unit for the soldiers side is drawn, or it is removed when the soldier is Suppressed or Stunned.

4.6 UNIT STATUS: A soldier may be "Stunned" or "Suppressed" as a result of fire, as shown by the placement of a status unit on or near the soldier. If no status unit is placed, neither applies. If a "STN" status unit is placed, the soldier is "Stunned", and if a "SUP" status unit is placed, the soldier is "Suppressed".

4.7 FENCE AND HEDGE HEX UNIT DIRECTION: In a fence (stone or wood) or hedge hex, a soldier may be on *either* side of that particular obstacle. A direction unit must be placed on or near the soldier, with the arrow showing which side of the hex is occupied.

4.8 STACKING – MORE THAN ONE UNIT PER HEX: Any number of soldiers or other units of the same side may occupy the same hex at the same time. They may be in the same or different facings, postures, speeds, directions and/or status. Normally, there are no problems, but if things get too crowded in a hex, the player may have to carefully explain the situation to the opponent or even make some notes to avoid confusion.

4.9 MAPBOARD SIDES: The partial hexes along the sides of the mapboard may be used normally. No soldiers may exit the mapboard.

5.0 THE MIX SEQUENCE UNITS PHASE

The sequence units should be "flipped upside-down" during these Phases (using BGE's token-swapping feature), and thoroughly shuffled and mixed (using BGE's "Stack & Shuffle" command) so that no one knows which sequence unit is which. Either player may handle this, and it must be done at the start of every Turn.

6.0 THE BASIC GAME IMPULSE PHASES

6.1 GENERAL IMPULSE PHASE RULES: The sequence units are "drawn" one at a time. As each is drawn, the player controlling the soldiers of the sequence unit's side may perform two "Impulses", which constitute one Impulse Phase. Only after the completion of this Impulse Phase may the next sequence unit be randomly drawn. As each sequence unit is drawn, invert the previous sequence unit (so that the white side that says "Sequence Unit" is showing) and place it in an area separate from those still to be drawn. No player may examine the inverted sequence units or the ones still to be drawn. This continues until all sequence units have been drawn. Thus, players are never sure of the order in which a Turn will be resolved.

6.1.1 REMOVAL OF SPEED UNITS: When a sequence unit is drawn, all speed units marking *that* side's soldiers are removed from play.

6.1.2 REMOVAL OF SUPPRESSED STATUS UNITS: When a sequence unit is drawn, all *Suppressed* status units marking the *other* side's soldiers are removed from play.

6.1.3 CHANGE OF STUNNED STATUS UNITS: When all Actions in an Impulse Phase have been completed (i.e., at the end of an Impulse Phase), all *Stunned* status units marking *that* side's soldiers are changed (using BGE's token-swapping feature) to show that the soldiers are now Suppressed.

6.2 BASIC GAME ACTIONS – MOVEMENT FACTORS AND EXPENDITURES: The two Impulses of an Impulse Phase may be performed in any desired order by the controlling player. Each Impulse must involve *different* soldiers. No single Soldier may ever be used to perform Actions during *both* Impulses, or expend more than the allowable number of movement factors during any one Impulse Phase. During each Impulse, each involved soldier may expend up to *four* movement factors performing any desired "Actions", which may be performed in any desired order or combination. All Actions cost movement factors. All movement factors *do not have* to be expended. The number of movement factors expended in having a soldier perform any single Action are listed in the BASIC GAME MOVEMENT FACTOR EXPEN-DITURE CHART. Note that the number of movement factors expended to perform an Action often varies depending on the posture of the soldier used to perform the Action. No Actions may be performed that movement factors available are insufficient to perform.

6.2.1. ENTER A NEW HEX: A soldier is moved into a new hex containing any type of terrain. Hexes entered must be consecutive – a unit may not skip hexes. Moving soldiers may enter and/or pass through hexes containing other friendly soldiers, but may not enter or pass through hexes containing opposing soldiers without a melee combat. A soldier may be moved only into the hex directly in front of the unit's facing. Mark a soldier as Running if four new hexes are entered during the Impulse. This Action is shown by moving the unit into the new hexes.

6.2.2 TURN 1-3 HEXSIDES IN A HEX: A soldier's facing is changed by one, two, or three hexsides (60 to 180 degrees). This Action is shown by pivoting the unit within the hex.

6.2.3 CROSS FENCE, HEDGE, OR HILL/DEPRESSION: A soldier is crossed from one side of a fence or hedge to the other while remaining in the same hex. These Actions are shown by adjusting the Direction unit to show the new location. This expenditure must also be made if the soldier crosses a hill or depression hexside while going up or down the hill or depression. After crossing the hexside, movement factors must also be expended to enter the new hex.

6.2.4 POSTURE CHANGES: A soldier's posture can be changed from Prone to Stand, Stand to Prone (note that changing from Stand to Prone expends only one movement factor, while changing from Prone to Stand expends two movement factors), Prone to Crouch, Crouch to Prone, Crouch to Stand, or Stand to Crouch. Adjust (or delete) a posture unit to show these Actions.
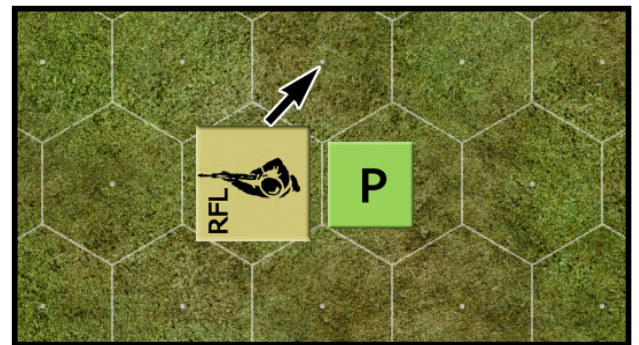
6.2.5 FIRE WEAPONS (COMBAT): Although a hand grenade is actually thrown, for game purposes treat as if it and all other weapons are "fired". Firing is resolved by die rolls after announcement. An individual soldier may be used to perform no more than one Combat Action per Impulse Phase.

6.2.6 MELEE (COMBAT): A soldier is moved into a hex containing an opposing soldier (or soldiers) and engages in hand-to-hand combat. This, like firing, is also a Combat Action, and can not be done by a soldier that had already been used to fire. Melees are resolved by die rolls.
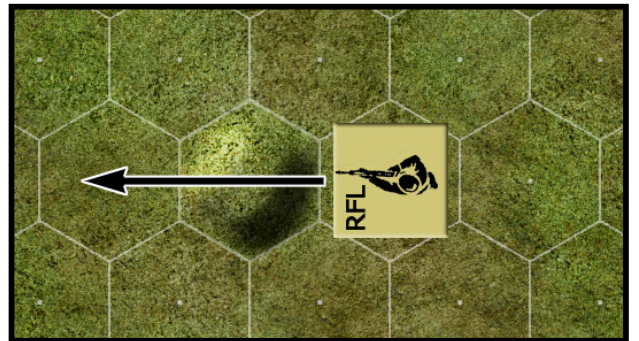
6.2.7 STACKS: All soldiers who start an Impulse in the same stack may all have Actions performed up to their total number of movement factors as part of that one Impulse. They may do so whether the stack remains together or breaks up into smaller stacks and/or individual soldiers as their Actions are performed.

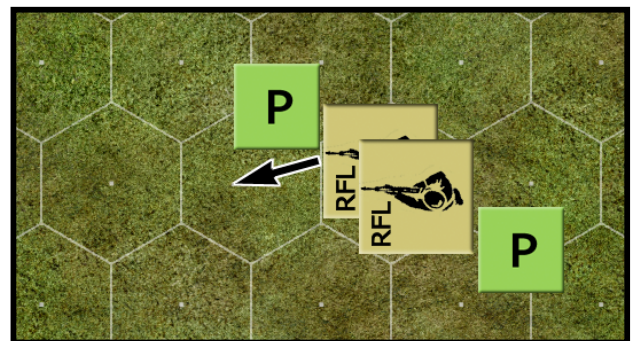**6.2.8 EXAMPLES OF ACTION MOVEMENT FACTOR EXPENDITURES:**

6.2.8.1: A soldier starts the Impulse Prone. Two movement factors are expended to Stand, one movement factor to turn two hexsides, and one movement factor to enter a new hex.

6.2.8.2: A soldier starts the Impulse Standing. One movement factor is expended to enter a new hex, and one movement factor to cross the hill hexside, moving up the hill. Then, one movement factor is expended to enter another new hex, and one movement factor to cross the hill hexside, moving down *off* the hill.

6.2.8.3: Two soldiers start the Impulse stacked together and Standing. The first soldier (as determined by the controlling player) expends two movement factors firing, then one movement factor to go Prone. The second soldier expends one movement factor to enter a new hex two movement factors to fire, then one movement factor to go Prone.
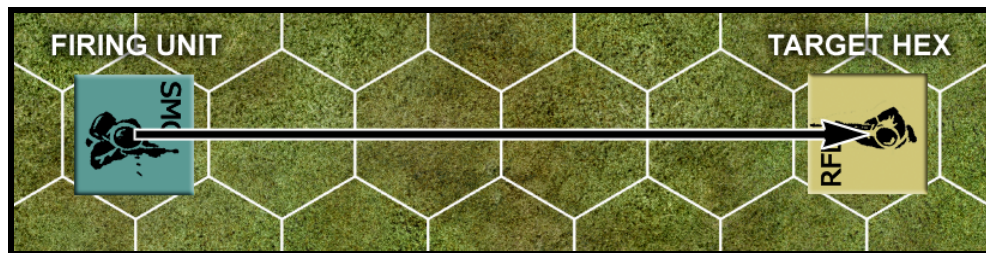
6.2.9 EFFECTS OF STUNNED AND SUPPRESSED ON MOVEMENT FACTORS: Stunned soldiers may not be used to expend movement factors. Suppressed soldiers have their available number of movement factors reduced by one.

6.3 BASIC GAME FIRING – HOW TO FIRE: The following rules apply when a soldier is used to expend movement factors to fire.
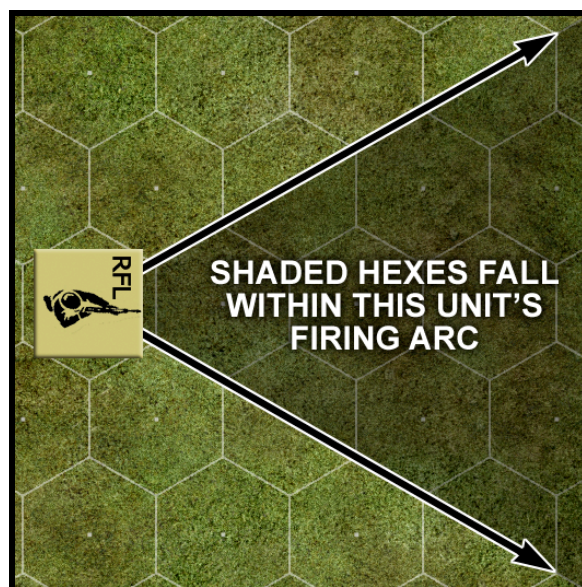
6.3.1 GENERAL RULES OF FIRE: Fire may be directed at any hex that lies in both the firing arc and firing range of the soldier firing (called the "firing unit"), and is not blocked by line of sight considerations. The opposing soldier or hex being fired at is called the "target unit" or "target hex". Grenades are directed at a target hex (not necessarily containing soldiers), and all other weapons are directed at a specific target unit within a target hex (firing player's choice). All soldiers are fired individually, and may direct their fire at only one target hex each time they are fired. Two or more firing units may be fired separately at the same target hex or unit during the same Impulse or Impulse Phase. No more than one soldier in a single stack may be fired while the stack remains *together,* although, if the stack is broken up by movement, the new stacks and/or individual soldiers may be fired (one per stack) after entering a new hex.

6.3.2 THE FIRING RANGES: The maximum ranges of the various weapons are shown on the BASIC GAME FIRING CHART. Any ranges that contain a number (even a "0") are in the range of a specific weapon. The "firing range" is determined by counting the number of hexes by the shortest possible route from the firing unit to the target hex, not including the hex that contains the firing unit, but including the target hex. *For example, below is shown a range of five hexes:*

RANGE LINE: There is a "range line" printed on the Hand Grenade line on the CHART, between the numbers "5" (ranges 4-6) and "3" (ranges 7-9). This indicates that a soldier must be Standing to be used to fire (throw) a hand grenade 7-9 hexes. A Crouching or Prone soldier can be used to fire a hand grenade only up to a 6 hex range.

6.3.3 THE FIRING ARC: The "firing arc" depends on the firing unit's facing and includes all hexes or partial hexes in a 60 degree arc. Any hex within a firing unit's firing arc is a possible target hex. No fire may be directed at hexes falling outside of this firing arc.

SHADED HEXES FALL WITHIN THIS UNIT'S FIRING ARC

6.3.4 THE BASIC GAME LINE OF SIGHT: "Line of sight" determines what a firing unit can "see". If the line of sight to a potential target hex may be completely "blocked" by some obstacle, perform a line-of-sight check. Use BGE's "Measure Range" feature on the firing unit to draw a straight line to the sighting dot in the target hex (be sure to first use the snap-to-grid feature on the firing unit; this will ensure that the line originates from the sighting dot in the firing unit's hex). Unless both hexes are hill hexes, an intervening hill hex blocks the line of sight. The hexsides of a hill hex count as part of a hill hex. If both hexes are divided by an intervening fence hex (including units actually in the fence hex) and either or both units are Prone, the intervening fence blocks the line of sight unless one or both of the hexes are hill hexes. To be blocked, the line of sight must pass through the fence *picture* printed on the mapboard. A hex containing *friendly* soldiers will block a line of sight if they are in the same posture or in a higher posture than the firing unit and both units are on the same height terrain. Hills are the highest terrain and depressions the lowest terrain. All other terrain is somewhere in between in height. Stand is higher than Crouch and Crouch is higher than Prone. Hexes containing opposing soldiers do not block a line of sight in this way.

6.3.5 RATES OF FIRE: When weapons are fired, the Impulse used in performing the Action allows them to fire their full "rate of fire" for the two movement factors expended. The weapon's rates of fire are shown on the BASIC GAME FIRING CHARTS, and are different for each weapon. The light machinegun and submachinegun are both "automatic weapons", as shown by the "x" that appears in their rate of fire. The number that appears to the *left* of the "x" is the number of "bursts" that can be fired by the weapon in one Impulse. The number that appears to the *right* of the "x" is the number of "shots" per burst. *For example, a light machinegun may fire two bursts of four shots each.* All target units must always be in the same hex, and only one burst may be fired at any single target unit by the same weapon during the same Impulse Phase. If only one target unit is in a target hex, only one burst may be fired. The submachinegun has "selective fire" – the two lines for this weapon show two different rates of fire – the one to be used is up to the controlling player. The "2x3" line is its automatic rate of fire, and the "2" line is its "semi-automatic" rate of fire. The "2" indicates that two shots may be directed at a single target unit – they may not be split against two different target units. The rifle and hand grenade both have a rate of fire of "1". One shot may be directed at one target unit or target hex per Impulse. In the Basic Game, each soldier is considered to be carrying unlimited supplies of bullets and hand grenades.

6.3.6 FIRE PROCEDURES: After checking the firing range, firing arc, and line of sight to determine if firing is possible, and, if necessary, deciding which rate of fire to use, the fire is announced and resolved. If the firing unit is to expend additional movement factors *after* firing, this must be announced at the time of firing, as this modifies the die number rolled.

6.3.6.1 THE HIT NUMBER: On the BASIC GAME FIRING CHART, cross-reference the firing weapon's line with the range in hexes to the target hex to find the "hit number". *For example, if a rifle is fired at a fifteen hex range, the hit number is "5".*

6.3.6.2 THE BASIC GAME FIRING MODIFIERS: Now check the BASIC GAME FIRING MODIFIERS. Each is explained in more detail below.

6.3.6.21 FIRING UNIT IS SUPRESSED: If the firing unit is "Suppressed" (see 6.4 below), the die number rolled is modified by "+1".

6.3.6.2.2 TARGET IN COVER: "Cover" is any obstacle that can stop a bullet or fragment. If a target unit is in a tree or rough hex or *in* a fence hex with the fence *between* the firing and target units, the die number rolled is modified by "+1". THIS MODIFIER DOES NOT APPLY FOR FIRING HAND GRENADES, BUT DOES APPLY TO THEIR BLAST.

6.3.6.2.3 TARGET IN CONCEALMENT: "Concealment" is any obstacle that will not stop a bullet or fragment, but does conceal a target by making it less visible. If a target unit is in a scrub or tree hex or in a hedge hex with the hedge *between* the firing and target units, the die number rolled is modified by "+1". Note that tree hexes offer *both* cover *and* concealment and thus have a combined total modifier of "+2". THIS MODIFIER DOES NOT APPLY WITH HAND GRENADES (FIRING OR BLAST).

6.3.6.2.4 TARGET IS CROUCHING OR PRONE: If the target unit is Crouching or Prone, the die number rolled is modified by "+1" or "+2", respectively. THESE MODIFIERS DO NOT APPLY FOR FIRING HAND GRENADES, BUT DO APPLY TO THEIR BLAST.

6.3.6.2.5 PER TREE OR HEDGE HEX IN LINE OF SIGHT: For *each* tree hex and/or hedge that the line of sight passes through, the die number rolled is modified by "+1". The hexsides of a tree hex count as part of a tree hex. A tree hex is counted regardless of the heights of the firing and target hexes. For hedges, the line of sight must pass through the hedge *picture* on the mapboard – where a fence or hill would block a line of sight, a similarly placed hedge or tree will only cause the die modifier. Check line of sight the same as when checking to see if completely blocked.

6.3.6.2.6 TARGET IS RUNNING: If the target unit is marked as Running, the die number rolled is modified by "+2". THIS MODIFIER DOES NOT APPLY WITH HAND GRENADES (FIRING OR BLAST).

6.3.6.2.7 FIRER EXPENDS MOVEMENT FACTORS OTHER THAN COMBAT: If the firing unit expends any movement factors performing Actions that are not Combat Actions, before and/ or after firing, this modifies the die number rolled by "+1" per movement factor expended by non-Combat Actions.

6.3.6.3 RESOLVING FIRING: Fire is resolved by rolling the die (or dice macro).

6.3.6.3.1 LIGHT MACHINEGUNS, SUBMACHINEGUNS, AND RIFLES: Roll the die (or dice macro) once per shot fired. Modify each shot by the applicable modifiers. If the hit number or less is rolled, the target unit is eliminated and removed from play. Otherwise, the shot "misses". *For example, a light machinegun is fired at two soldiers in the same hex. The range is 30 hexes, giving a hit number of "3" and the target units are both Prone ("+2" modifier). One burst of four shots each is fired at each target unit. For the first soldier "0" (read as "10"), "6", "5"and "1" are rolled. The "1" hits ("1+2=3", the hit number), and that soldier is eliminated. For the second soldier, "8", "7", "8" and "3" are rolled, all "misses".*

6.3.6.3.2 HAND GRENADES: In addition to the major personal weapon, each soldier also carries hand grenades. Roll the die (or dice macro) once per fire (throw). Modify by the applicable modifiers. If the hit number or less is rolled, the target hex (now called the "impact hex") is hit. If the modified die number is higher than "10", consider the grenade to be a "dud" – it missed completely and no further action is taken. If the modified die number is higher than the hit number, but "10" or less, the target hex was missed, but the "spread" must be checked to see what nearby hex *was* hit.

6.3.6.3.2.1 HAND GRENADE SPREAD: Consult the GRENADE SPREAD DIAGRAM. The "x" shows the target hex, and the arrow shows the hexside crossed by the line of sight from the firing unit (if the line of sight crosses directly over a hex angle, the firing player can choose which of the hexsides that form the angle to use). Roll the die – the grenade lands in the mapboard hex corresponding to the number on the diagram, which now becomes the impact hex. *In the following example, the grenade missed and a "4" was rolled, so "B" shows the impact hex.*

If the impact hex is a hex that is a completely blocked hex from the firing unit's line of sight, or if the impact hex is beyond the grenade's range or goes off the mapboard, treat as a "dud" (no effect). Otherwise, blast is evaluated from the new impact hex.

6.3.6.3.2.2 GRENADE BLAST: When a grenade explodes, its explosion and fragmentation effects can cause damage not only in the hex hit, but also in nearby hexes, called the "blast zone". The "blast hit number" for a Basic Game hand grenade is "6". The GRENADE BLAST DIAGRAM shows die roll modifiers that apply in nearby hexes, in addition to any other

applicable firing modifiers. One die roll is made for *each* soldier in the blast zone hexes (this can also affect *friendly* soldiers in these hexes). *For example, assuming that no other modifiers apply, a "6" is the hit number in the impact hex ("B" on the diagram) and no modifiers apply there. Adjacent hexes have a "+3" modifier, and hexes which are two hexes away from the impact hex have a "+5" modifier.*

6.4 STUNNED AND SUPPRESSED: Soldiers can be Stunned or Suppressed as a result of fire that misses.

6.4.1 AUTOMATIC FIRE SUPPRESSION: For automatic fire from a light machinegun or submachinegun (automatic fire only – not the semi-automatic rate of fire), any soldiers in the target hex that are *not* hit (whether actually fired at or not) are Suppressed, and should be marked with a Status unit. It is possible for *automatic fire* to Suppress all soldiers in a hex, even if there is no chance of a hit (positive modifiers make it impossible to roll the hit number) *if* a modified number of "10" or less can be rolled.

6.4.2 GRENADE STUNS AND SUPPRESSION: Soldiers in a grenade impact hex that are not eliminated are Stunned, and should be so marked. In addition to being marked as Stunned, the soldiers also are automatically marked as Prone, if not already in that posture. Stunned soldiers may do *nothing* to expend movement factors until the Stunned is changed to a Suppressed. Soldiers in a blast zone, but not in an impact hex, that are not eliminated are Suppressed *if* an *unmodified* die roll of "2" could have caused a hit (ie., if a "2" had been rolled, a hit could have been scored, even considering all modifiers).

6.4.3 STATUS EFFECTS ON SPEED: Any Running soldier who is Stunned or Suppressed automatically has the Speed unit removed and is no longer considered to be Running.

6.5 HOW TO HAVE BASIC GAME MELEE COMBAT: To initiate a melee combat a soldier or soldiers must be able to enter a hex containing an opposing soldier or soldiers *and* have at least one movement factor to expend for the melee. It is possible to have melee in a hex during the same Impulse Phase as fire is directed at the hex by other soldiers. The hit number for melee is "5". If a modified die number of "5" or less is rolled, the side that entered the hex (the "attacker") wins, and *all* opposing soldiers in the hex are eliminated. If a modified die number of "6" or more is rolled, the side originally in the hex (the "defender") wins, and *all* attackers are eliminated. The die number is modified by "-2" for *each attacker* in excess of the number of defenders, or by "+2" for each defender in excess of the number of attackers. NOTE: An attacker may enter a hex for melee during the *same* Impulse as the defender was Stunned or Suppressed.

6.6 ORDER OF ACTIONS: Any changes in the mapboard situation caused by an earlier Action apply during any later Action. For example, if fire at a hex Suppressed a Running soldier in that hex, the "+2" modifier for Running would not apply for a later shot at that soldier, even during that same Impulse. The Impulses of an Impulse Phase and the Actions of an Impulse may be performed in any desired order by the controlling player. If a stack of soldiers is used for an Impulse, the controlling player may perform their individual Actions in any desired order, even expending some movement factors for one soldier, then some for another, then back to the first soldier, etc., being careful not to exceed the 4 movement factors allowed with any one soldier.

7.0 VICTORY CONDITIONS – HOW TO WIN THE BASIC GAME SCENARIO

A sideboarded unit called "Advance Lines" shows two red lines of hexes near the center of the mapboard. These are the lines that each player must try to cross with their soldiers to achieve victory. The person hosting the game session can display these lines at any time by using BGE's Unit Manager to remove the "Advance Lines" unit from the Sideboard.

At the conclusion of four Turns, the players count "victory points". Each player gets one victory point for each opposing soldier eliminated, and three victory points for each of their own surviving soldiers located in a hex on the opposite side of the mapboard beyond the red line of hexes on the mapboard that is furthest from the player's start area). The winner is the side with the most victory points; if the case of a tie, the game is a draw.