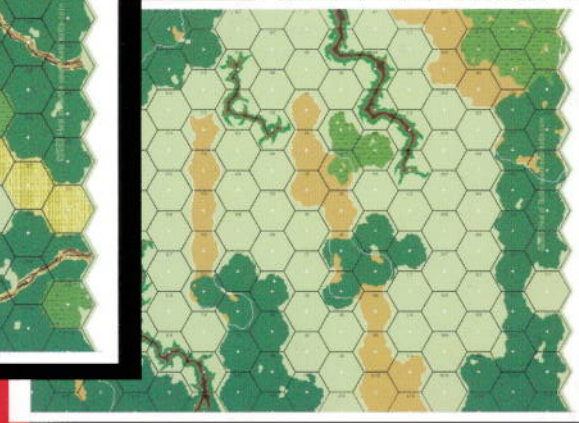
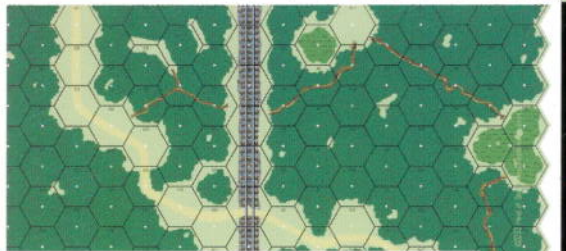


HOB FireFights! #1

A Battle Pack with 6 small, intensive Scenarios compatible with the ASL® Game System and many other tactical level wargames

\$ 20.00



For use with Tactical Wargaming systems. If used for Hasbro products be advised that this is NOT a Hasbro or affiliate product and there is no claim as such.



HEAT OF BATTLE HSR

.1 These scenarios (along with *SS-3 Neither Fear nor Hope*) were designed using Crew Served Weapons rules. In our opinion it enhances the tactical accuracy of the forces in play. Those wishing to disregard these rules, and upon mutual agreement of both players, may replace Scenario Card OB given SW crews with the same number of half squads of the same quality as the majority of the squads involved for that side in that scenario.

.2 Scenario cards will show crew counters for CSW and crewed weapons. Rules for crewed weapons remain unchanged. CSW however, are governed by the following HSRs. All *SS-3 Neither Fear nor Hope* scenarios and any HOB scenario stating these rules are in effect will have the appropriate citation. **Rules stated here (1.-3.3) REPLACE (1.-2.) from the back of the SS-3 Neither Fear nor Hope scenario folder.**

1. Crew Served Weapons (CSW): Any HMG/MMG/Lt.MTR SW being fired by a squad/HS has its B# and Multiple ROF lowered by one (A.11 applies). If captured, the effects of A21.13 also apply in addition to this HSR, unless operated by a crew whereby only A21.13 applies. (Note: basis of rule is G1.611 & O11.619 note C)

1.2 Possession: All CSW must be possessed by a crew at scenario start or when entering the board. A crew may not voluntarily drop a CSW. However, if a crew possesses > 1 CSW, it may drop one of them at any time otherwise allowed.

1.3 Malfunctioned SW: Any Good Order crew in possession of a malfunctioned CSW must attempt repair of that weapon during every Rally Phase until it is either repaired or disabled [EXC: Recovery attempt of another CSW/Gun in the same location during the same phase; if that Crew has possession of multiple SW/Guns it may transfer one of those instead].

1.4 Crew Benefits/Penalties: These rules do not change or modify any other crew benefits and/or penalties as specified in rules governing them.

1.5 Specialist Weapons: Specialist weapons are weapons that required special training or handling to employ properly. The FT (Flame-thrower) and DC (Demolitions Charge) are such weapons. All Infantry, including Elite, must pay the Non-Qualified Use Penalty [A21.13] when using the FT and DC, as well as adding +2 to any DC attack DR. Units designated as Assault Engineer [H1.22] may use the FT and DC without this penalty. Sapper [H1.23] units may use the DC without this penalty.

1.6 SMC Usage: A SMC may be designated as an Assault Engineer/Sapper SMC by HSR. One SMC may also be designated as such per each two (FRU) Assault Engineer/Sapper squad equivalent in the 'at start' OoB. Additionally, SMCs created from an Assault Engineer/Sapper MMC per Hero Creation (A15.21)/Leader Creation (A18.1) may use the same SWs as their parent unit could without paying the non-qualified use penalty. It is recommended to use a side note for any AE/Sapper SMC by writing down the name.

1.7 Multi-trained Units: any SMC/MMC unit designated as Commando [H1.24] by HSR may use a CSW and Specialist Weapons without penalty.

2. AFV Mandatory Repair: Vehicles may not voluntarily decline to repair a weapon.

3. Vehicle Crews: (note: these rules will be used at a later date.)

3.1 Voluntary Abandonment: A crew (EXC: Half-tracks/Carriers) may not voluntarily abandon an AFV.

3.2 Involuntary Abandonment: A vehicle crew forced to involuntarily abandon its vehicle is placed on board Pinned after suffering all same Phase fire against the abandoning crew.

3.3 Exit: A vehicle crew may exit any board edge without being considered eliminated or counted as CVP.

4. National Characteristics:

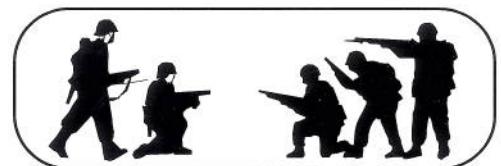
4.1 Russian: In these scenarios 4-2-6/2-2-6 squads Battle Harden and Reduce to/from 4-4-7/2-3-7. If there is more 5-2-7 squad equivalents in the OB (reinforcements included) then 4-2-6 squads and HS Battle-Harden normally.

5. Simultaneous Setup: Simultaneous setup is specified for several scenarios even though one side is entering from off-board. The purpose is to introduce a "Fog of War" mechanism where the attacker does not know how the defender set up when entering play. An unused mapboard is placed between players while the defender sets up his on-board forces; and the attacker places his attacking forces just off-board adjacent to the entry hexes that will be used by those units.

6. Fog of War: If agreed upon by both players the following optional Fog of War rules are in effect.

6.1 SMC: All SMC counters (Leaders, Commissars, and Heroes) may be left off-board until their leadership/heroic benefits are used. The location or MMC ID that the SMC is moving with may be recorded as a side record until the SMC's Leadership benefits are used in any manner whereupon the SMC must then be placed IN its location and/or with the MMC utilizing that SMC's benefits. The unknown SMC will still suffer any fire results; KIA, K, Morale Check, Pin results of the owning MMC.

6.2 SW: All 1 PP SW (Support Weapons) [EXC: FT] may be kept off-board until used, when it then must be placed with the unit possessing it. Prior to game play all undisclosed SW must assigned to a SMC/MMC unit with its ID recorded on a side record.



HOB 'FireFight!' RULES:

FF1. Every FireFight! Scenario has a 'core' Order of Battle (OB) and a Variable Units table. Prior to each playing of a FireFight! scenario, each player makes a secret DR on their respective nationality's table to determine their variable units. In some cases the selected unit(s) will set up/enter with the 'core' OB units, while in other cases, the variable unit(s) will act as reinforcements, entering the area from off-map.

FF2. (SE) Special Entry: All units designated with the **(SE)** mark are subject to variable entry. The player makes a single dr and applies the result as directed on the scenario card Special Entry Rule to all units so marked in his OB or Attached Units list.

Designer's Concepts:

As is generally recognized, small scenarios can be dicey at times, and these scenarios are no different. In an attempt to alleviate some of this, several changes have been made from previous scenario design concepts.

1. The use of the term "Simultaneous Set up" in several scenarios where one side or both are designated as entering has been questioned. We feel that the FireFight scenarios are too small to allow the attacking player to know beforehand the defenders troop (unit) dispositions. By requiring both sides to set up prior to the start of the game, neither side has a pre-game advantage of concentration of troops and AFV against a weak point, because they do not know the weak point beforehand.

2. SMC Leadership has been handled differently by using the SMC Morale, modifiers, and ELR as the basis for leadership of the opposing forces rather than the number of leaders on the tactical war game battlefield.

3. The use of Variable Attachments is nothing more than a standardization of some concepts presented in previous scenarios by other designers. Excitement and re-playability are elusive in the very small-to-small category of scenarios. By having the possibility of different forces arriving on different turns in most playings, it is our desire that the scenarios present changes that make each playing different.

4. All FireFight! scenarios are played on what is essentially a half-mapboard, leading to the use of a small time frame. It was found that when an attacking player had time to just sit and shoot in small unit density scenarios, it was not much fun for the defender and it added to the diceyness of the scenario. By restricting all scenarios to either 4 1/2 or 5 turns some of this is diceyness is eliminated by forcing movement due to time restrictions.

5. All FireFight! scenarios were playtested using the Crew Served Weapon (CSW) rules presented inside the front cover of this pack. Therefore you will see crews matching the number of heavy support weapons in the OB, even though some crews may be represented as vehicular crews rather than infantry crews, we urge you to try playing the scenarios as designed. Players have the option of replacing the crews with HS of the same quality of the unit majority. In some cases, this could drastically change the scenario. For example, in "The Sound of Guns", exchanging the US 1-2-6 crews for HSs will provide a large FP and Range change to the scenario. This scenario was designed for "green", poorly armed, bazooka crews (1-2-6) supported by a few infantry to face off against elements of the Herman Goering Division supported by Tiger tanks. Making the US force tougher could make it almost impossible for a German win.

6. Use of the term "Mortar Observer" has come up. As the war progressed, most nations made use of specially trained officers and men for calling up artillery assets. In a few FireFight! Scenarios a particular SMC/Radio combination has been designated as a Mortar Observer and is the only SMC that can call in OBA. This was done so that the best Morale SMC would not be selected for this action. Forward observers were not heavily armed, nor were they leading charges towards the enemy. Instead, they stayed behind the front line, to make their artillery calls. They were valuable assets, and would not be needlessly risked in front line combat. By using SMC with lower Morale 'assigned' to the radio, the owning player is somewhat forced to protect their forward observed if they want their battalion mortar OBA.

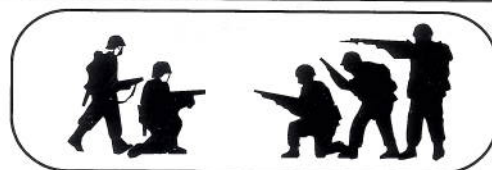
Produced by: **HEAT OF BATTLE**

Designs by: *Steven C Swann, Burnie Hegdahl, Bruce Rinehart*

Artwork by: *Fischers Design Shop (Klaus Fischer)*

Proofreaders: *Steve Dethlefsen, Peter Rogneholt and Robert Delwood.*

Playtested by: *Steven Swann, Burnie Hegdahl, Bruce Rinehart, Jeff Newell and the Puget Sound Advanced Squad Leaders, with special thanks to Robert Delwood and Eric Henyey.*



'FireFights!' are small, intense scenarios compatible with the ASL game system or any other tactical level wargames. All aspects of the game system are covered - with infantry, armor and artillery set in a variety of terrain and theaters.

Variety and re-playability are key components of 'FireFight!' Packs. Each scenario has a variable Order of Battle and some have variable entry turns and reinforcements. The reinforcements, when received, are historically accurate as to equipment available to that particular unit while it was in combat. Fog of war is also enhanced through set up and Scenario Variables.

As a bonus each 'FireFight!' scenario comes with its own historically based 8 ½ by 11 inch map for playing.

Designed for those that love a great game that can be played in one weeknight sitting, each scenario is only 4-5 turns long. This pack contains Six scenarios that pit Seven different nationalities against each other, and against time - in other words, they are TRUE "FireFights!"

Come and join Heat of Battle on a trip through small-unit-actions of World War II. Intriguing in both locale and orders of battle, you will encounter brand new challenges for your favorite tactical game.

FF-1 The Rabka-Mszana Road, Poland, 2 September 1939 - A small band of Polish infantry supported by armored elements of the 10th Mechanized Brigade attempt to slow the advance of the German 2nd Panzer Division as it makes its way through the Tatra Mountain passes.

FF-2 Suomussalmi, Finland, 13 December 1939 - The small Finn village of Suomussalmi had changed hands several times already. Once again the weary Finns had to defend their homeland as the Soviets attacked again to occupy the village.

FF-3 Staroje, Russia, 22 June 1941 - A headlong clash of German and Soviet armor during the first days of Barbarossa. Here in the low hill country it was German communications and speed versus the heavier guns of the Soviet tanks.

FF-4 West of Smolensk, July 1941 - Even after the German armies had made spectacular breakthroughs into the Soviet hinterland, they were forced to fight protracted battles behind their lines to protect the supply lines from bypassed Soviet stragglers.

FF-5 Biazzi Ridge, Sicily, 11 July 1943 - Sicily... Where a small ragtag band of US 'leg' infantry and paratroopers armed only with light weapons had to withstand an assault by the Herman Goering Division's heavy tanks: the feared Tiger tank. With more courage than bazookas, the German assault was repelled, saving the US landing beaches at Gela from being overrun.

FF-6 Soanotaiu Village, Mono Island, Solomons 1 November 1943 - Surviving Japanese soldiers on Mono Island were desperate to escape the advancing allied forces. In a last chance bid to escape their island prison, the Japanese soldier staged a night attack on a New Zealand radar station to steal boats for their escape.

Rabka-Mszana Road

FF 1

HOB's FireFights!

Design: Steven Swann



Battlefield Orientation:



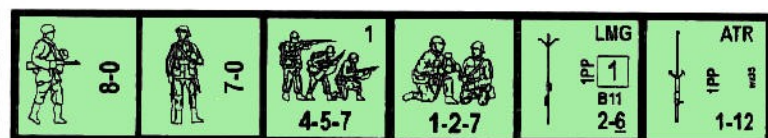
Tactical Objective: To win the Germans must exit $\geq$ three units off the North map edge. Of the units counting toward victory, at least one must be an infantry MMC and no more than one can be a SMC.

Special (SE) Entry Rules: Units marked with a (SE) symbol make a secret dr prior to play to determine turn of entry. dr = 1-2 Turn 1; 3-4 Turn 2; 5-6 Turn 3. Non-(SE) units setup/enter with OB given forces.

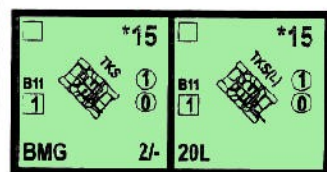
SIMULTANEOUS Set Up: Place an unused mapboard between set up areas.

POLES [ELR: 3] [SAN: 2] [NA]

Elements, 10th Mechanized Brigade Set up on/north of hexrow G.



3 2 2



1 (SE) 1 (SE)



TKS tankettes do not set up at start but enter using Special Entry (SE). Each Gun/MMC may make a secret DR. On a DR $\leq$ 8 that unit may set up in a Foxhole. Unit and Foxhole are HIP until German has LOS, they are then placed on-board Concealed. Polish back side morale is equal to their front side morale. Poles may freely Deploy prior to set up. If the 37mm ATG is received, the Manhandling DR is automatic on turn of entry only.

Variable Polish Units: Make a Pre-game DR and set up on/north of hexrow G unless marked (SE). (SE) units enter along north edge.

DR	Units
2-4	2-2-8 Cr, 37mm Bofors AT Gun (SE)
5-7	4-5-7, 1-2-7, LMG, 46* MTR
8-9	One of the TKS and a additional 4-5-7 may start on-board
10-12	4-5-8 Assault Engineer, DC, 2 AT Mines

TURN

1+

2

3

4

5



SCENARIO	VARIABLES
EC/Wind	Moderate, No wind at start
Crews	Polish ATR is manned by a crew

Historical Perspective: The Rabka-Mszana Road, Poland, 2 September 1939 The German 14th Army, which was driving East and North through Krakow posed a major threat to the rear and flank of the defending Polish Army. The Polish High Command realized this, and in response, the 10th Mechanized Brigade took up positions to bottle up and slow down the German advance. They were aided by the difficult terrain of the foothills leading into the Tatra Mountains.

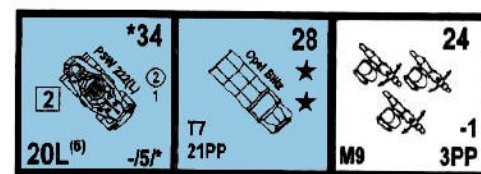
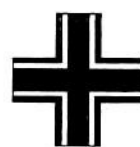
The Germans, under pressure to move quickly into the open and get into the open terrain north of the mountains, used superior numbers to keep in contact with the slowly withdrawing Polish units. While this wore down the Polish rearguard and helped prevent an orderly retreat, German units suffered numerous casualties trying to keep the drive moving in the restricted mountain passes.

GERMANS Move First [ELR: 4] [SAN: 2] [NA]

Recon elements, 2nd Panzer Division Enter on Turn 1 along south edge.



5 2



2

German Flank Option: One additional non-OB 4-6-7 German infantry squad may make a Flank March around the Polish line. This squad may enter on/between hexrow F and I on either the West or East side of the playing area. To determine entry turn make a dr on every German player turn; if a 1 or 2 is rolled, the squad enters that turn. If this squad arrives then the number of Exit units for victory is increased by one to four units if the squad is accepted. This Flank Option may be selected at any time during play.

Variable German Units: Make a pre-game DR and enter along the south map edge on Turn 1 with OB given units unless marked (SE).

DR	Units
2-4	PzKpfw IIA, PzKpfw IB (SE)
5-8	2 x SdKfz 221
9-10	4-6-8, LMG, SdKfz 221
11-12	1-2-7 Cr, 50* MTR, SdKfz 221

Ff1
Rabka Road

Defiant Confrontation

FF 2

HOB's FireFights!

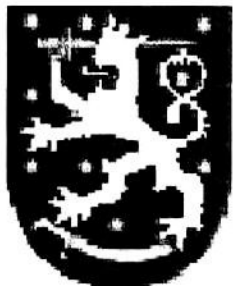
Design: Steven Swann



Battlefield Orientation:



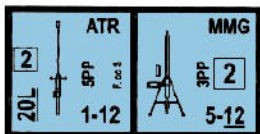
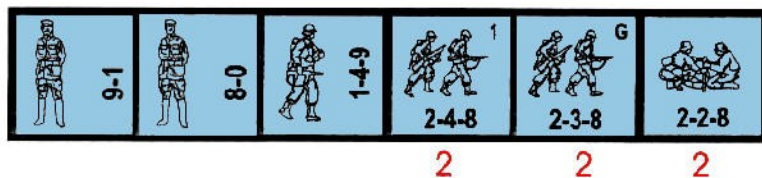
Tactical Objective: To win, the Russians must control at least four of the five buildings at scenario end.



SIMULTANEOUS Set Up: Place an unused mapboard between set up areas.

FINNS [ELR: 4] [SAN: 4] [NA]

Elements, 27th Infantry Battalion Set up concealed on/west of hexrow 4.



Finns have Molotov Cocktails [A22.6] and Winter Camouflage [E3.712]. Two units may set up using HIP. The Finn 1-4-9 Hero, if alone and without SW, may set up using HIP anywhere on the map prior to all other set up. The Finn HIP Hero may remain HIP even if there are Russian units setup in the same hex or if Russian units enter that hex without Searching or Mopping-Up provided the Hero is alone in the hex (even in Open Ground).

Variable Finnish Units: Make a Pre-game DR and enter along west edge on Turn 1.

DR	Units
2-5	2-4-8 HS, LMG
6-9	2x 3-3-8 HS
10-12	3-3-8 HS, 9-0



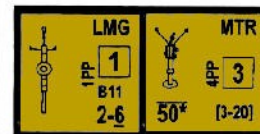
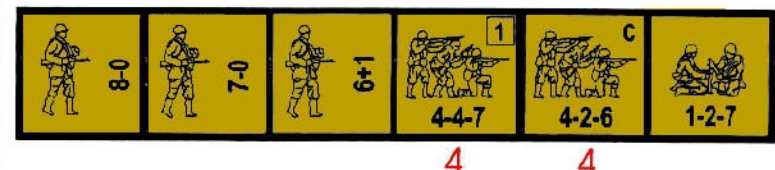
SCENARIO	VARIABLES
EC/Wind	Snow / No Wind at start
Weather	Ground Snow (E3.72) Extreme Winter (E3.74)
Roads	Plowed
Falling Snow	Falling Snow occurs on a Wind Change DR $\geq$ 10 (E3.71).

Historical Perspective: Suomussalmi, Finland, 13 December 1939 The Finns realized that defeating the Soviet forces holding the village of Suomussalmi would greatly weaken the divisional command structure and virtually eliminate any further Soviet advances deeper into Finland. The first several days of fighting produced high Finnish casualties. Finnish progress slowed, and occasional Soviet counter-attacks added to the ferocity of the fighting. As the Finns pushed into Suomussalmi, the Soviet defense stiffened.

Several areas were very well defended with mutually supporting machine-gun positions. Armor and mortar fire helped check the Finnish assault. Soviet counter-attacks, especially when the Finns paused, were common, and in several instances forced the Finns to pull back. Slowly, however the Finns gained the upper hand in the village and broke the leading elements of the 163rd Rifle Division.

RUSSIANS Move First [ELR: 2] [SAN: 2] [NA]

Elements, 759th Rifle Reg., 163rd Rifle Div. Set up concealed on/east of hexrow 9 and/or enter along east side on Turn 1.



2

On a Final HOB DR $\geq$ 9, Russian squads (only) will Deploy into two HS instead of going Berserk or Surrendering. Russians may freely deploy one 4-2-6 MMC prior to play.

Variable Russian Units: Make a pre-game DR and Enter along east edge on Turn 2.

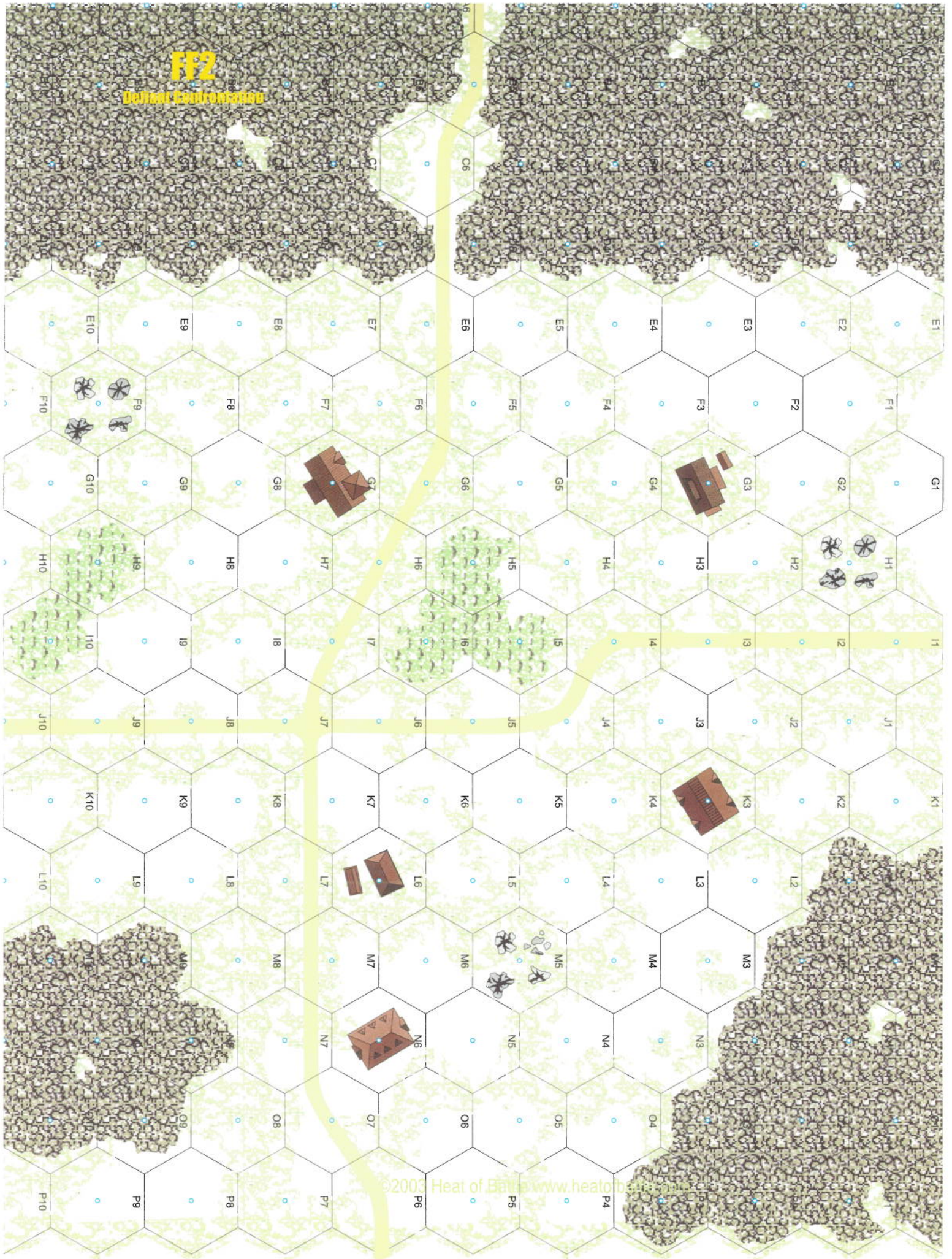
DR	Units
2-6	HMG, 2-2-8 Crew
7-8	4-5-8, LMG, 9-0 Commissar
9-10	OT-133
11-12	2x T-26 M33 w/o MG



TURN



FF2 Defiant Confrontation



Armor Clash

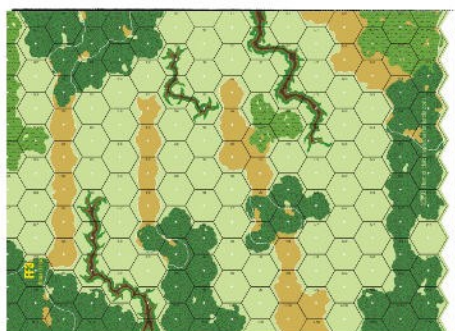
FF 3

HOB's FireFights!

Design: Burnie Hegdahl



Battlefield Orientation:



Tactical Objective: The first side to exit $\geq$ three AFV with functioning MA off their opponent's map edge in ≤ 5 Turns wins. If neither side has won by the end of Turn 5, play continues. The winner is the first side exiting at least one Good Order unit off the opponent's map edge on/after Turn 6. The West board edge is considered German and the East edge Russian.

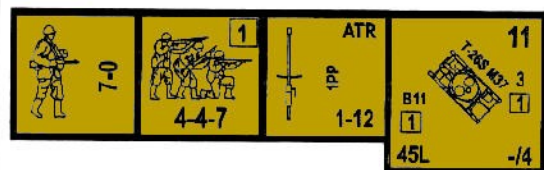
Special (SE) Entry Rules: Units marked with a (SE) symbol make a secret dr prior to play to determine turn of entry. dr = 1-2 Turn 1; 3-4 Turn 2; 5-6 Turn 3. Non-(SE) units setup/enter with OB given forces.

Movement Requirements: Good Order Units of both sides without a LOS to an enemy unit must move and must end their MPH either in LOS of an enemy unit or at least one hex closer to the enemy board edge. Move requirement is NA for AFV that fail their Bog, Mired TC. Shocked, Immobilized or UK 'ed AFV are immune to this rule.

SIMULTANEOUS Set Up: Place an unused mapboard between set up areas.

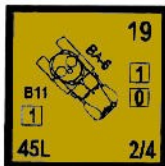
RUSSIANS [ELR: 3] [SAN: 2] [NA]

Infantry Recon Elements, 22nd Tank Division Set up on hexrow P at level 0 or may enter anywhere along hexrow P.



6

Enter on/between J10 and M10 (SE).



2

Prior to set up, make a DR for each Russian Squad, on a DR ≥ 10 that squad suffers ELR replacement.

Variable Russian Units: Make a Pre-game DR and enter along hexrow P on Turn 1.

DR	Units
2-3	4-4-7, ATR, T-26 M33
4-7	37L AT Gun, 2-2-8 Crew, ZIS Truck
8-12	4-4-7, LMG, 9-1, T-26 M33



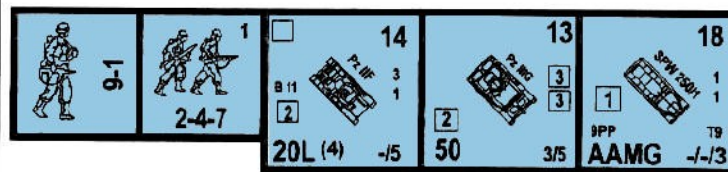
SCENARIO	VARIABLES
EC/Wind	Moderate / No Wind at start
Set Up	Both sides secretly set up for entry prior to game start.

Historical Perspective: Staroje, Russia 22 June 1941 Barbarossa had begun! During early morning hours the 3rd Panzer Division crossed the border into Soviet territory driving hard and fast into the Soviet rear areas. Around midday, about 10 kilometers southwest of Kobrin near the village of Staroje, German reconnaissance elements ran head-on into leading armor elements of the Soviet 22nd Tank Division as it was responding to the German invasion.

The advance of the Soviet 22nd Tank Division was poorly coordinated and just as poorly supported. While the tanks of the Soviet 22nd Tank Division did succeed in temporarily slowing the German advance, it did little to stop it.

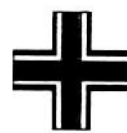
GERMANS Move First [ELR: 4] [SAN: 2] [NA]

Elements, 3rd Recon Bn, 3rd Panzer Division Enter along West edge with half their MP (FRU) remaining.



4

2



The German 2-4-7 HS is the crew for the SdKfz 250/1 Half-track. The halftrack is *Abandoned* if the HS unloads. Variable German Units marked as (SE) are under the same movement restrictions as OB given AFV, if received on Turn 1.

Variable German Units: Make a pre-game DR and enter with OB given units unless marked (SE).

DR	Units
2-5	2x PzKpfw IVe (SE)
6-8	2x PzKfz 231 AC, 2-4-7 HS, Kublewagon, 4-6-7, LMG, Opel Truck
9-12	2x PzKpfw IIIG (SE)

TURN

1+
2
3
4
5

FF3
Armor Clash

Walk in the Woods

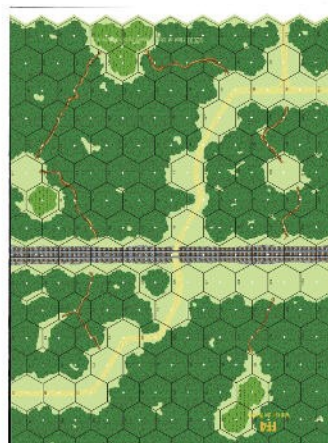
FF 4

HOB's FireFights!

Design: Steve Swann



Battlefield Orientation:



Tactical Objective: The side with the most Victory Points (VP) wins. In addition to CVP, each RR hex and half RR hex controlled is worth 1 VP. A tie is a Russian win.

Fog of War: Use four Concealment counters from a third nationality. Each player places two counters anywhere on the map ≥ 5 hexes from their entry area and on/between hexrows C and N. When a known Good Order unit from either side enters the hex with a Concealment counter a DR is made and the results are applied immediately. Searching and firing into the hex will not affect these units.

DR 2-3 = Russian 9-0 & 6-2-8

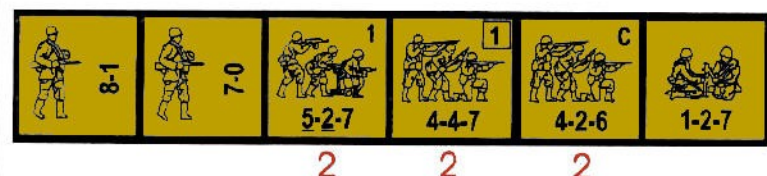
DR 4-7 = 2x Russian 2-2-6 HS

DR 8-12 = Nothing, just a Dummy.

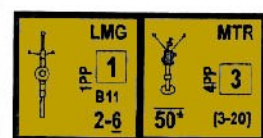
Discovery: If discovered by the Russian player, units (if any) join the Russian player's OB (concealed if there is no LOS to a known German unit). If any Russian units are discovered by the German player, roll for Ambush [A11.4] and conduct an immediate Close Combat [A11]. Russians do not get the Concealed Ambush drm. Place an appropriate Fire counter (if any) on surviving unit(s) if the opposing side is eliminated, otherwise the units are now in Melee.

RUSSIANS [ELR: 1] [SAN: 2] [NA]

Scattered Elements, Soviet Bryansk Front Set up
Cloaked (E1.4) on/west of hexrow 7.



2 2 2



Two MMC may utilize HIP (w/ SMC/SW stacked with them) for setup as opposed to Cloaked. Extra Cloaking counters are not received. Treat the 3-3-7 MMC (if received) as Conscript troops with an ELR of 2 and without underlined Morale.

Variable Russian Units: Make a Pre-game DR and enter on Turn 1 along west edge.

DR	Units
2-3	9-0, 2x 4-2-6, LMG
4-5	4-5-8, 2x 4-2-6
6-8	3x 3-3-7, LMG (treat Partisan MMC as Russian Conscripts)
9-10	6-2-8, 4-4-7, LMG
11-12	4-5-8, 6-2-8, 6+1

TURN

1+
2
3
4
5

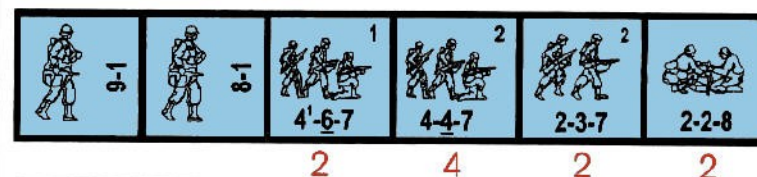
SCENARIO	VARIABLES
EC/Wind	Moderate / No Wind at start
Railroad	EmRR, Embankment Railroad (B32.12).

Historical Perspective: West of Smolensk, July 1941 In mid-July the Panzers of Army Group Center are miles east of these woods, closing on Smolensk. However, the following German infantry had the unenviable job of consolidating the areas bypassed by the Panzers. Pockets of Soviet infantry and partisans gathered in the forest and began ambushing the German supply lines. One of the better Soviet generals, Yeremenko, took over from the faltering General Pavlov to command the Bryansk Front, which faced the German Army Group Center. Yeremenko planned several local counter-attacks. One objective was to recapture the rail lines vital to him just as they were to Von Bock, the German commander. The German infantry was assigned to clear a railroad supply line that ran through a forest that was already threatened by isolated but resistant Russian infantry.

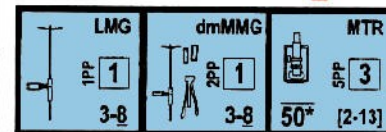
SIMULTANEOUS Set Up: Place an unused mapboard between set up areas.

GERMANS Move First [ELR: 3] [SAN: 2] [NA]

Elements, follow-up Infantry, Army Group Center:
Enter Cloaked (E1.4) on Turn 1 along the east edge.



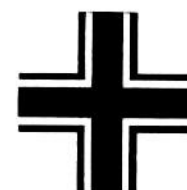
2 4 2 2



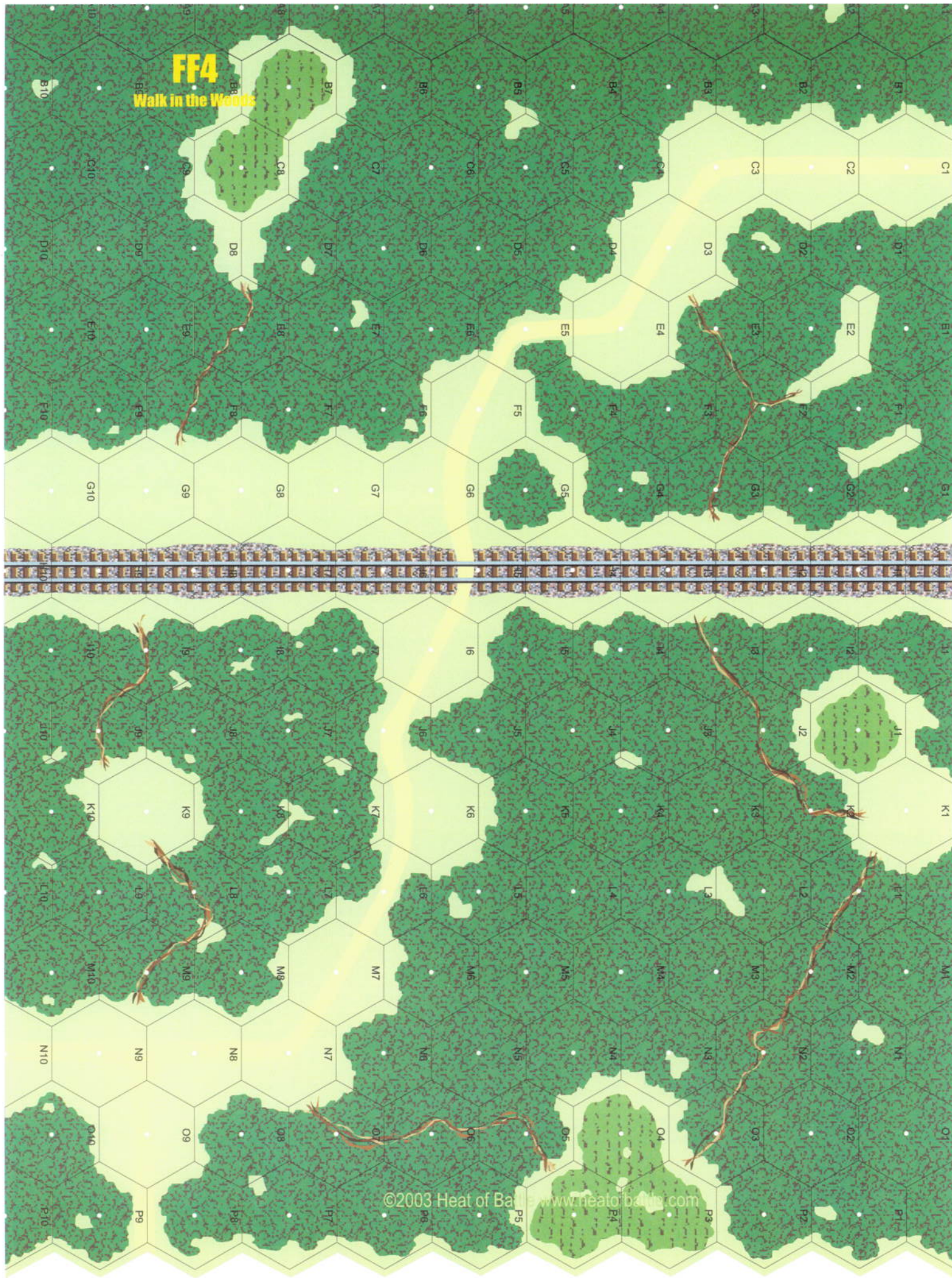
2

Variable German Units: Make a pre-game DR and enter with at start OB forces.

DR	Units
2-3	9-2, 4-3-6
4-5	3x 4-3-6
6-8	2x 4-4-7.
9-10	4-6-7, 4-4-7
11-12	2x 4-6-8, LMG



FF4
Walk in the Woods



The Sound of Guns

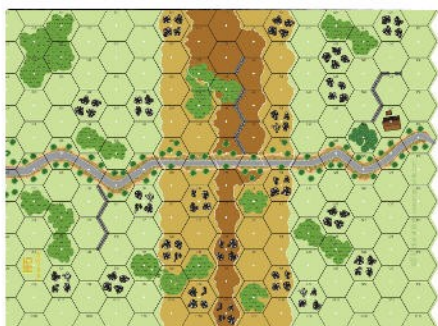
FF 5

HOB's FireFights!

Design: Bruce Rinehart

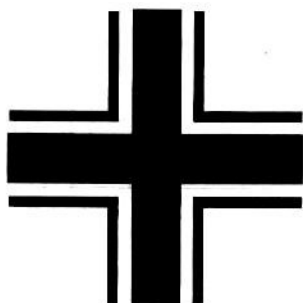
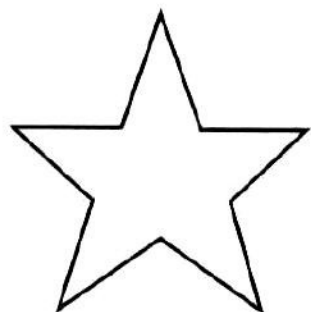


Battlefield Orientation:



Tactical Objective: To win the Germans must exit $\geq$ two units, off the East map edge. Vehicle and Crew is considered one unit for VC purposes. Prisoners do not count toward VC. Only *one* SMC/Hero may count toward this VC.

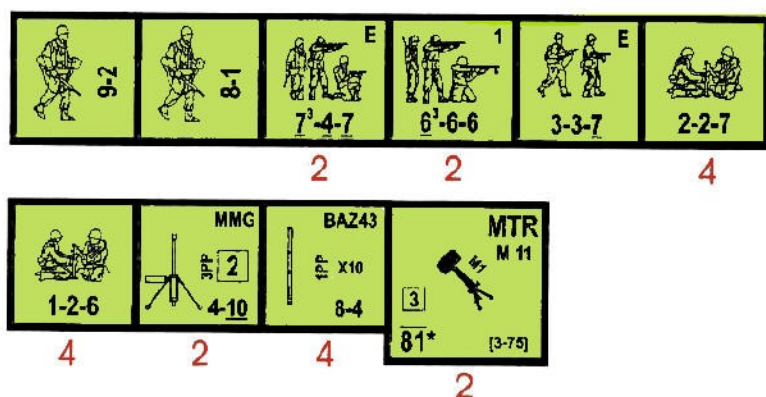
Crew Rule: US MMG must be operated by a 2-2-7 Crew and BAZ must be operated by 1-2-6 Crews, unless the Non-Qualified Use Penalty [A21.13] is paid. HSR.1 is NA for this scenario.



SIMULTANEOUS Set Up: Place an unused mapboard between set up areas.

US [ELR: 5/3] [SAN: 3] [NA]

Elements, 3/505 PIR & 45th Infantry Division: Set up on /East of any Level 2 Hill hex.



US 7-4-7/3-3-7 and SMC are Paratroopers with an ELR of 5, All other US units are Infantry with an ELR of 3. One squad equivalent may set up HIP (w/ any SMC/SW stacked with them). All US MMC may set up in Foxholes of equivalent size as occupying units and if in suitable terrain.

Variable US Units: Make a pre-game DR and enter on Turn 3 along the East edge.

DR	Units
2-4	2 x M4A1 Shermans
5	M4A1 Sherman with a 8-1 Armor Leader
6-8	5-4-6, 1-2-6 Cr, 8-1 SMC, BAZ 43
9-10	7-4-7, 2-2-7 Cr, MMG
11-12	75* Pack Howitzer, 2-2-7 Cr, Jeep



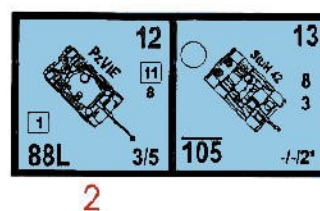
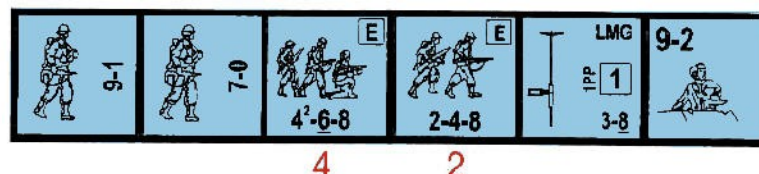
SCENARIO	VARIABLES
EC/Wind	Moderate / No Wind at start
Orchard Road	Paved, treat as EmRR (B32.12) for LOS purposes.

Historical Perspective: Biazzi Ridge, Sicily, 11 July 1943 July 11 was the most perilous day of the invasion of Sicily. Early in the morning General Guzzoni attacked the American beachhead by sending two armored columns in a classic pincer movement. The eastern column comprised of infantry, artillery and Tiger tanks soon became engaged with small bands of American infantry. As the Germans turned to cut highway 115, they encountered fierce resistance from advancing infantry of the 45th Infantry Division supported by scattered forces of the 82nd Airborne's 505th Parachute Infantry Regiment who rushed to the ridge after hearing the sounds of the guns.

After savage fighting by the ragged band of Americans supported by scattered and occasional naval fire and a couple of tanks, the German column was repelled as darkness descended on the ridge. The Americans held the ridge, preventing a Axis counterattack by the German heavy tanks on the still unloading Americans on the beaches for Gela.

GERMANS Move First [ELR: 5] [SAN: 3] [NA]

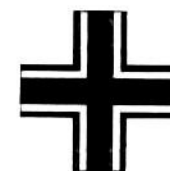
Elements, 2/504th Heavy Panzer Battalion: Set up on/west of hexrow D *OR* enter on/after Turn 1 along the west map edge.



German AFV's are Elite for Ammo Depletion purposes [C8.2].

Variable German Units: Make a Pre-game DR and enter on Turn 2 on road hex A5/A6 (Highway 115).

DR	Units
2-3	Pz VIE Heavy Tank
4-6	StuH 42
7-10	4-6-8 MMC, LMG, SdKfz 251/1 ht
11-12	2x 4-6-7, LMG, Opel Blitz Truck



TURN

1+
2+
3★
4
5

FF5
Sound of Guns

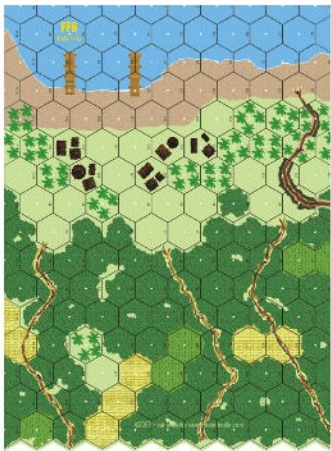
Night Ferry

FF 6 HOB's FireFights!

Design: Steven Swann



Battlefield Orientation:



Tactical Objective: The Japanese win at the end of any player turn when they are the sole occupants of a LCA.

LCA Capture Requirements: An LCA is considered captured when a Japanese MMC loads into it as a passenger at a cost of 2 MF (or by Advance Phase movement) from an adjacent Pier hex. Contrary to G12.7, CC/Melee IN an LCA is allowed.

Night SAN: The SAN values are as printed for the OB. Do not raise for night.

SCENARIO	VARIABLES
Terrain	PTO with Light Jungle
Beach Slope	Moderate
Clouds/Moon	None, Half Moon
NVR	3 hexes
LC Morale	G12.122 is NA
3x Unmanned LCA	One LCA per hex in hexes C6, C7, C8, or C9. LCAs must have a VCA facing north

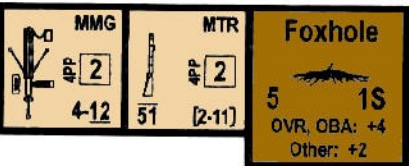
Historical Perspective: Soanotaiu Village, Mono Island, Solomons 1 November 1943 As part of the US Marines assault on Bougainville, several diversionary operations were planned to benefit the defense of the Marines beachhead at Empress Augusta Bay. It was decided that a Radar station would have to be positioned on the north side of Mono Island near Soanotaiu Village. On 27 September a reinforced infantry company of the 8th New Zealand Brigade, accompanied by radar personnel and Seabees landed without opposition at Soanotaiu Village. At the same time two battalions of New Zealanders assaulted the south shore of Mono Island and after meeting several days resistance, began driving the Japanese remnants northward across the island toward Soanotaiu Village.

On the night of 1 November, a strong force of 80 to 90 Japanese suddenly struck the perimeter in an organized determined attack designed to break through the New Zealand defense, seize a landing craft, and escape the Island. The fight, punctuated by grenade bursts and mortar fire raged, in the darkness. One small group of Japanese soldiers penetrated the defenses as far as the beach before being destroyed by a command group.

SIMULTANEOUS Set Up: Place an unused mapboard between set up areas.

NEW ZEALANDERS [ELR: 3] [SAN: 2] [NA]

Elements, 8th New Zealand Brigade Setup on/ between hexrows E and H.



New Zealanders are the Scenario Defender and are Normal. The NZ player places the LCAs. No NZ unit may begin play IN an LCA. The 3-3-7 MMC (if received) are Green troops with an ELR of 2 and without underlined Morale. (3-3-7 MMC represent militia construction troops.)

Variable New Zealand Units: Make a Pre-game DR and set up on/between hexrows E and H.

DR	Units
2-3	2-2-8 Cr, MMG
4-5	2x 3-3-7 (use Partisan MMC), 2x Bulldozers
6-8	4-5-8, (setup HIP)
9-10	18 AP Mine Factors
11-12	2-2-8 Cr, 76* MTR

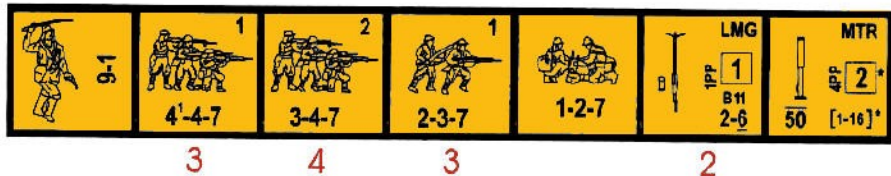


TURN



JAPANESE Move First [ELR: 4] [SAN: 0] [NA]

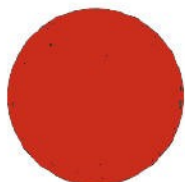
Elements, Mono Garrison, 17th Army Setup on/south of hexrow L.



Japanese are the Scenario Attackers and are Normal. Japanese Friendly Board Edge is the north edge (seacoast).

Variable Japanese Units: Make a pre-game DR and setup on/South of hexrow L.

DR	Units
2-3	4-4-7 and LMG
4-5	3-4-7 and 8-0.
6-8	2x 3-3-6
9-10	9-0 and LMG
11-12	All Japanese are Fanatic

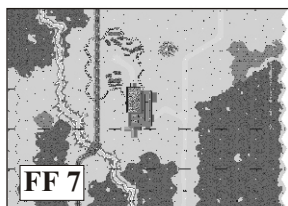


FF6
Night Ferry

PLOW FACTORY

FF 7

Battlefield:



Objective: The Russians win at game end by accumulating ≥ 5 VP. One VP is awarded for each Factory Location and for each wrecked at start tank controlled by the Russians that has either a functioning MA or MG at game end.

Pre-game Set Up: Prior to Set up, German player makes 6 random placement DR [E.3] from hex H5 and then places a Shellhole counter in each hex (re-roll for duplicated hexes.) Prior to Set up, the Russian player places 3 T-34/M40 counters to indicate tank wrecks, in hexes C4, G5, and G7. Make *Random dr* for each wreck to determine VCA and TCA.

Wreck Tank Inspection: For either side to inspect/occupy any tank wreck any squad MMC may automatically deploy into half-squads. Then one HS makes a Recovery $dr \leq 5$ to enter tank. Upon entering the HS must make a dr on the following Tank Inspection table. Each tank may be inspected only once, opposing player is informed of results when his HS enters the tank. If the Germans elect to begin play with a HIP unit IN a Tank Wreck, the Inspection Results are revealed at the same time as the HIP unit. In all cases the tank is Immobilized.

Tank Inspection Table	
1	MA, Turret & both MG work.
2	MA Malfunctioned, Turret and both MG work.
3	MA is NA, Turret does not turn, LMG salvageable.
4	No functioning weapons.
5	#4 & Boobytrapped, ELR reduce HS/Crew Stunned.
6	#4 & Boobytrapped, HS/Crew KIA'ed.

Dubno, Ukraine, 27 June 1941. The German armies had crossed the Russian border just days before. Besides the destruction of the Russian military, there were other strategic goals, including capture of manufacturing facilities. Units of the German 11th Infantry Division had moved into the outskirts of Dubno and captured a plow factory. In response the Soviet 34th Tank Division had cut through the supply line of the German 11th Panzer Division and had turned northeast with the objective of recapturing Dubno. The first Soviet assaults had been repelled during the morning, but by late afternoon the Soviets were ready to try again, this time near the factory. The fighting lasted all afternoon. In the end the Soviets expended most of their ammunition and had lost most of their tank strength. German infantry reinforcements were then able to successfully counterattack and continue their drive into the Ukraine.

Scenario Rules:

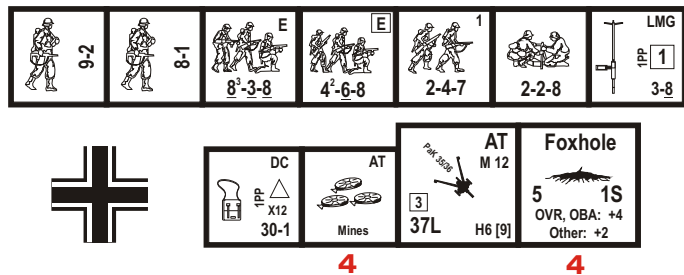
1. EC are Moderate with no wind at start.
2. Streams are Shallow (B20.42). RR are GL (B32.1) and the RR Bridge is Wood, Single Lane; Bridge may Collapse (B6.42). Building J2 is Stone Rubble and Building H5 is a Factory (B23.74).
3. The Germans may Deploy freely during setup. If Germans choose to set up in Wrecked Tanks, they must also make the dr on the Wreck Tank Inspection table. Any results take effect immediately. German units IN Wrecked Tanks at start are HIP. The Germans have 1944 ATMM capability (C13.7) to represent grenade bundles. The German 37L ATG suffers Low Ammo (D3.71).
4. Russian have Molotov (A22.6) capability. Russian Squads may Deploy without Leadership when entering a Wrecked Tank to inspect/occupy the tanks (A25.2).

GERMANS Set Up First

RUSSIANS Move First



Elements, 11th Infantry Division: [ELR 3] Setup east of stream. [SAN 4]

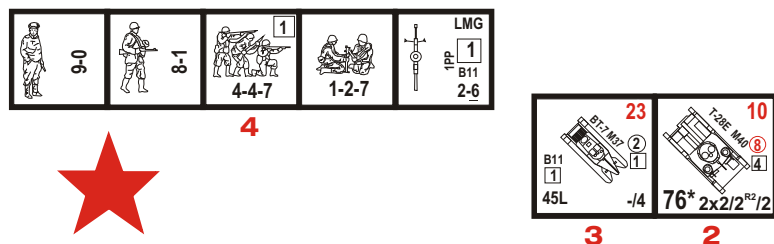


Variable German Units: Make a secret Pre-game DR and enter on Turn 1 on/between hexes H0 and N0.

DR	Units
2-5	2-2-8 Cr, 50* MTR
6-8	2-2-8 Cr, MMG
9-10	2 x PSW 231(6 rad) AC
11-12	SAN Increase by 2

Design: Steven Swann

Elements, 34th Tank Division: [ELR 3] Enter along any map edge west of stream on/after turn 1. [SAN 2]



Variable Russian Units: Make a secret pre-game DR and enter on/after Turn 2 along map edge west of stream.

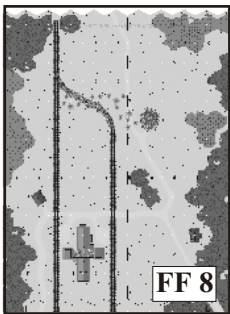
DR	Units
2-3	2 x T-34 M40 Med Tanks.
4-6	3 x BA-6 Armored Cars.
7-9	3 x BT-7 M43 Tanks
10-12	1 x KV-2 Heavy Tank

Artwork: Klaus Fischer

FF7
Flow Factory

GRAY WAVES

FF 8
Battlefield:



Objective: At game end, the Germans must have ≥ 4 Good Order MMC/mobile AFV on/south of hexrow D *and* must have lost CVP's totaling less than $\frac{2}{3}$ the CVP's the Russians have lost.

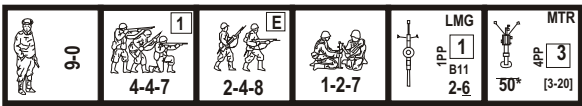
Scenario Rules:

1. EC are Moderate with no wind at start.
2. Railroads are Ground Level (B32.1).
3. One Russian squad equivalent may setup using HIP (along w/any SMC/SW stacked with it). *The Russian 45L ATG (if received) must be Manhandled on-board.* Make a dr for all 4-4-7 received (OB given or Attachments); on a 5-6 replace that MMC with a 4-2-6 MMC.
2. German 5-4-8 MMC are Assault Engineers. The Radio represents 100+ Artillery OBA with HE and Smoke; the 7-0 is a Artillery Observer, *German Battery Access draw pile is 6 Black / 2 Red chits.* If the second Red chit is drawn prior to ≥ 1 FFE being on-board, it is returned to the draw pile and another draw is made.

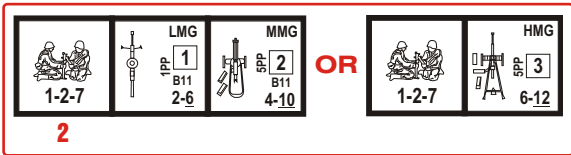
RUSSIANS Set Up First.
GERMANS Move First.

1 2 3 4 5

Elements of 111th Infantry Division: [ELR 2] Set up on/south of hexrow H. [SAN 3]



4 AND



Variable Russian Units: Make a secret pre-game DR and enter on turn indicated anywhere along south edge.

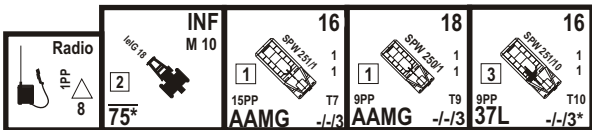
DR	Units
2-8	5x 4-4-7, 1-2-7 Cr, 8-0, 7-0, LMG, ATR. (Turn 3)
9-12	3 x 4-4-7, 8-0, LMG, 45L ATG, 2-2-8 Cr, and increase SAN to 5. (Turn 1)

Design: Steven Swann

Elements, 25th Panzer Rgt, 7th Panzer Division: [ELR 5] Enter along north map edge on/after turn 1. [SAN 2]



2



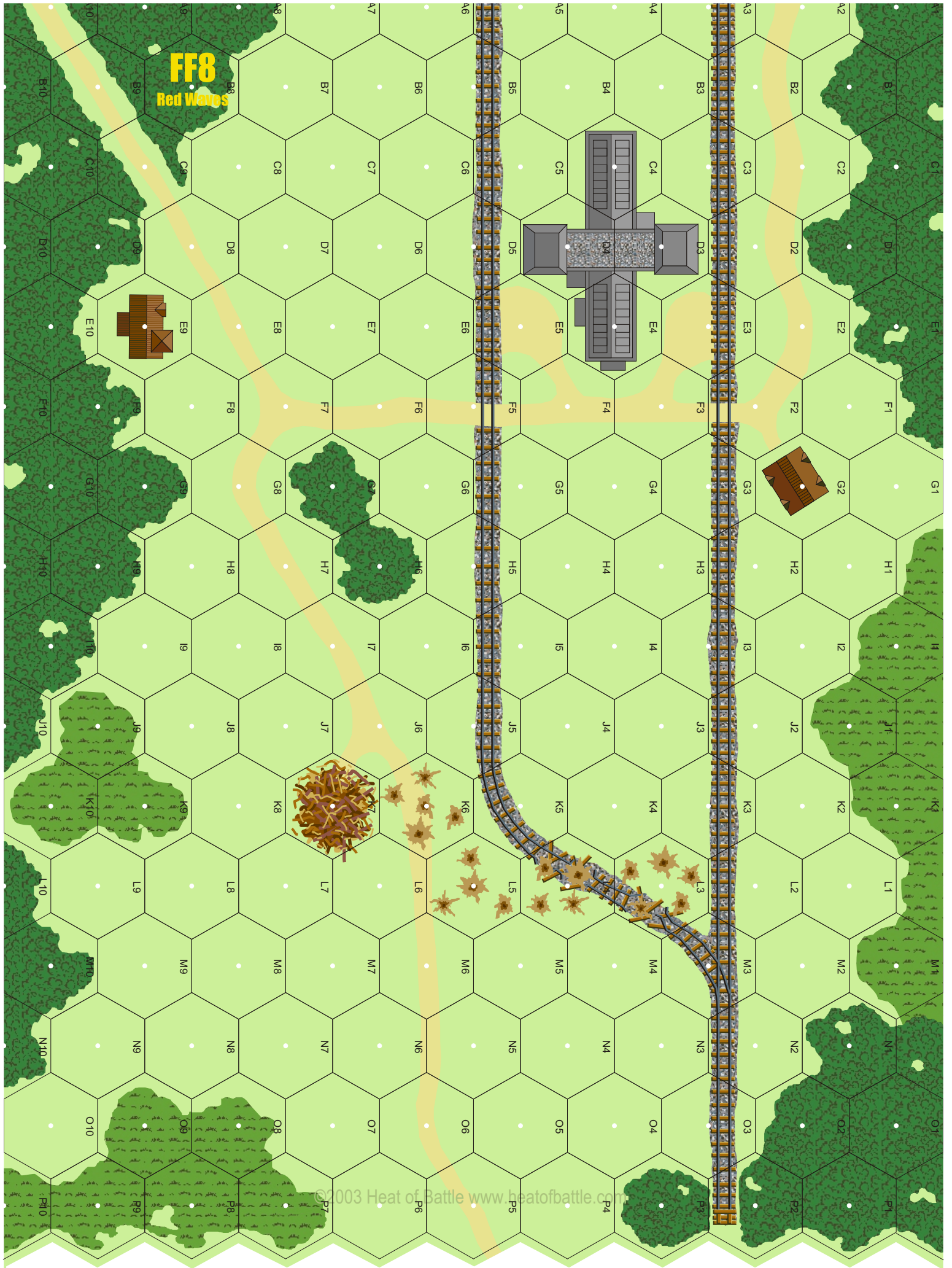
2

2

Variable German Units: Make a secret pre-game DR and enter on/after Turn 2 on/between hexes H0 and N0.

DR	Units
2-3	2 x PzKpfw IIF Light Tanks.
4-9	1 x SdKfz 6/2 ht, 5-4-8, FT, SPW 251/1 ht.
10-12	2 x SPW 251/9, 5-4-8, SPW 251/1

Artwork: Klaus Fischer



DIFFICULT AFFAIRE

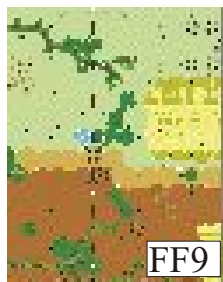
FF9

HoBs FireFights



HOB

Battlefield Orientation:



Tactical Objective:

Germans win if there are no Good Order Russian MMC remaining on board at game end.

Historical Special Rules

RUSSIAN:

All units may set up using HIP (except for Pillbox) if in Terrain other than Open Ground. Radio represents 80mm OBA (Battalion Mortar) with Normal Ammo. One 8-0 and Radio is a Mortar Observer. For each Russian 4-5-8 MMC make a dr; on a 5-6 replace with a 4-4-7. All Russian MMC still HIP at the end of Turn 4 are immediately placed on-board concealed.

GERMAN:

The German Player may elect to set up 3 MMC and one SMC (w/ any SW) in hexrows N and/or O concealed. Radio represents a 120mm OBA (Battalion Mortar) with Normal Ammo. 8-0 SMC with Radio is a Mortar Observer. MTR OBA has only one Smoke Mission available and unlimited HE. For each German 4-6-8 make a dr; on a 5-6 replace with a 4-6-7.

SCENARIO	VARIABLES
EC	Moderate
Weather	Clear
Wind	No Wind at start
Terrain	Grain is In Season

Historical Perspective

West of Butovo, Russia, 4 July 1943: On the afternoon of 4 July, as preparation for the German offensive at Kursk, units of the German 4th Panzer Army conducted several reconnaissance-in-force missions. The objective of the attacks was to eliminate Russian forward outposts. The Panzer Division *Grossdeutschland* Fusilier Regiment was assigned the task of securing the western end of a low treeless ridge west of Butovo. At 1500 the 15th company of the regiment's 3rd Battalion moved forward.

The western end of the ridge was defended by a reinforced platoon of the 199th Guards Regiment. After a brief artillery barrage, the fusiliers moved forward. In addition to mines and other fortifications the Russians responded with mortar fire from the village of Getsevka. In a bloody assault that lasted two hours the Fusiliers finally captured the ridge, but had sustained heavy infantry losses. It was a harbinger of things to come.

German Moves First [ELR: 4] [SAN: 2] [N/A]

TURN

Simultaneous Setup - HOB HSR6

[ELR: 3] [SAN: 3] [N/A]

15th Company, 3rd Battalion, Pz Fusilier Regiment enter along the north edge (German HSR)



8

2

2



Variable Reinforcements set up or enter by Special Entry (SE) along the north board edge. Make a pre-game DR on the Variable German Unit Table below.

1

2

3

4

5

END

Elements of 3rd Battalion, 199th Guards Rifle Regiment set up on/south of hexrow I



2

3



Factors

3



Variable Reinforcements set up or enter by Special Entry (SE) along the south board edge. Make a pre-game DR on the Variable Russian Unit Table below.

Variable Reinforcements: Each player makes a secret pre-game DR on the appropriate table below. The determined units enter play by SE.

GERMAN:

DR Reinforcements

2-4 1x 8-3-8 (Assault Engineer - H1.22 & HSR 1.5), 1x FT, 1xDC

5-9 2x 5-4-8, 1x LMG

10-12 1x 1eIG 18 INF Gun, 1x 2-2-8 - may set up non-emplaced on board with at start units

RUSSIAN:

DR Reinforcements

2-4 1x 37mm PP obr INF Gun, 1x 2-2-8 - may set up non-emplaced with at start units

5 1x 4-5-8, 1x 9-0 Commisar

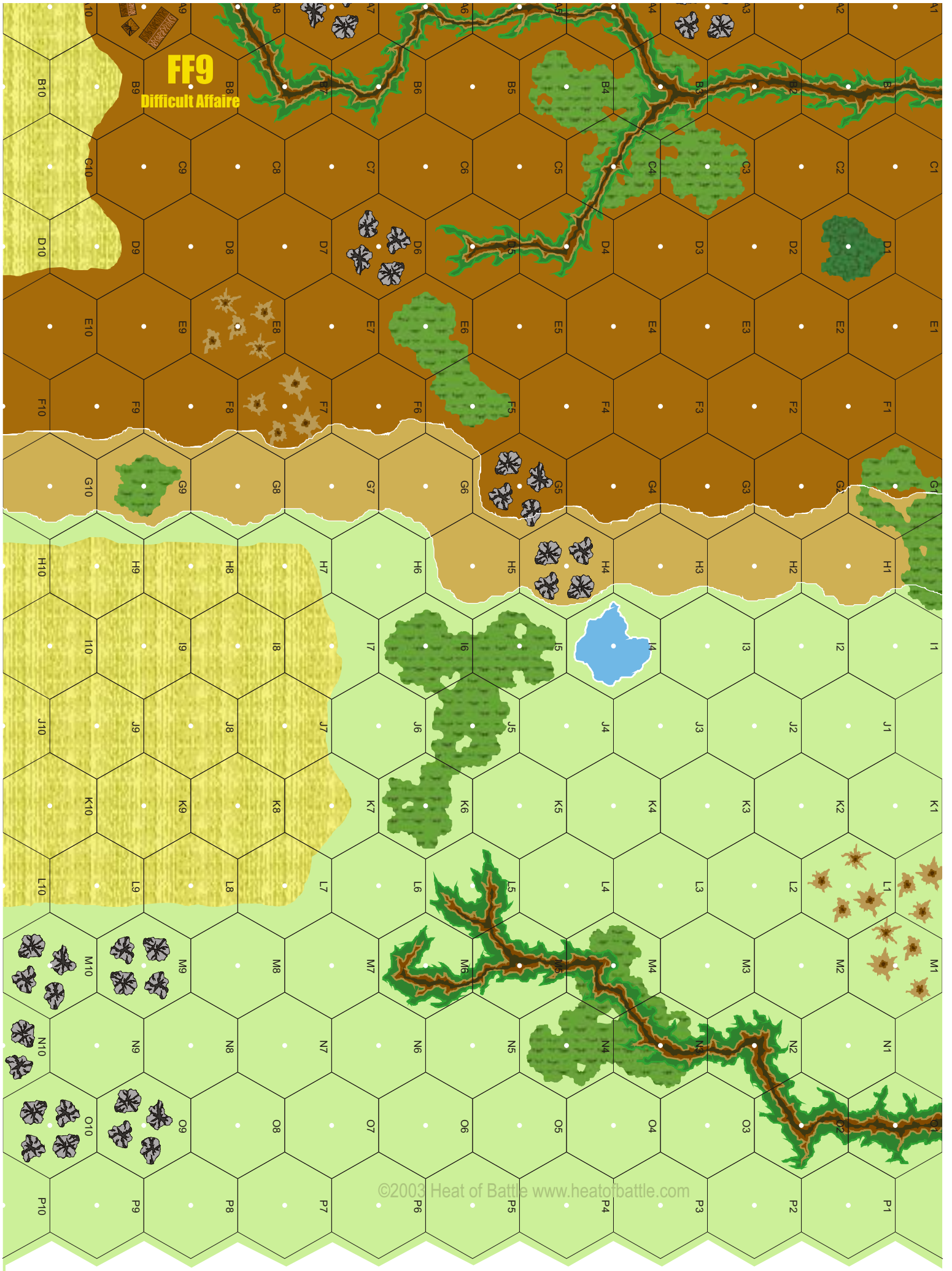
6-7 Pre-registered hex for OBA

8-9 2x 4-4-7, 1x LMG

10-12 Russian SAN: 5, 1x 4-5-8

SPECIAL ENTRY: All Variable Reinforcements (EXC: INF Guns) make a dr to determine their turn of entry:

dr 1-3 = Turn 1 (German), Turn 2 (Russian); 4-6 = Turn 2 (German), Turn 3 (Russian).



FF9
Difficult Affaire

WOUNDED TIGER

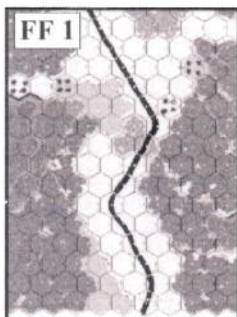
Eastern Front

SS - 01

Battlefield Orientation:



Use the FF1 map from Heat of Battle's FireFights! Pack #1.



Goal: To win the Russians must capture/eliminate the Tiger tank. The Germans win *immediately* upon exiting the Tiger I tank off the south edge.

SSR:

1. EC& Weather are Moist with a Mild Breeze from the east. Fog is in effect (E3.31), the Fog level (E3.31) is at Level 0 and lower with a +2 Fog density DRM (E3.311), and Wind Effects (E3.312) is NA during the first Game Turn.
2. Treat the Road as a Gully (B19.). Any vehicle entering a gully hex must take a Bog DR with a -1 Soft Ground DRM.
3. Prior to the German set up, the Battlefield Set Up (*reverse side*) must be performed.
4. The German SMC, squad, LMG, and one HS must set up using HIP ≤ 3 hexes from J5. One German at start HS *must* be recorded as a Maintenance HS, and sets up IN hex J5. This HS may *either* begin play inside the Tiger tank as an Inherent crew *or* as unconcealed Infantry. The only unit that may attempt to repair the MA and/or un-Bog the Tiger is the Maintenance HS (See special rule for Wounded Tiger on reverse side).
5. All Russian 3-2-8 HS are Assault Engineers (H1.22). The Russian 1-2-7 Crew is a Tank Crew.
6. Wrecked Russian tanks may be inspected as per the Wrecked Tank Inspection rules listed on the reverse side.

Balance:

GERMANS: Maintenance HS may operate Tiger without D3.45 penalty (see Operation After Repair overleaf).

RUSSIANS: Add a 2-4-8 HS to Turn 2 reinforcements

Situation: Between Berezovka and Syrtsevo, Russia, 9 July 1943:

During July, the Gross Deutschland Division fought against elements of the Russian 6th Tank Corps, the 3rd Mechanized Corps, and flanking units from the 90th Guards Rifle Division. Syrtsevo fell to the German 6th Panzer Regiment, 3rd Panzer Division. Fierce fighting continued late into the evening as Gross Deutschland continued its advance. While the advance on 7/8 July had gone well for the Germans, fresh Soviet units, including arriving elements of 6th Tank Corps, moved into positioned to threaten the 48th Panzer Corps flank.

Daily records from the Chief Quartermaster of 4th Panzer Army reported nine Tigers under repair on 10 July. Since the start of combat on 4 July, twelve Tigers had been repaired and returned to the fighting. With limited number of Tigers available (Gross Deutschland started the Citadel offensive with 15 Tigers), it is obvious that repairs to these key vehicles were a high priority. It was imperative that every damaged tank be reclaimed, repaired and sent back into action, even those that were in no-man's-land. The Russians were just as determined that the Germans recover no tanks from the field, and sent out patrols to prevent German recovery.

GERMANS Set Up First

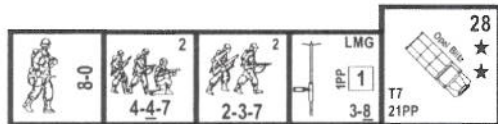
RUSSIANS Move First

+1★ +2★ 3 4 5 6

Elements of the Panzer Regiment and the Motorized Maintenance Company, Gross Deutschland Division: Set up as per HSR 2.

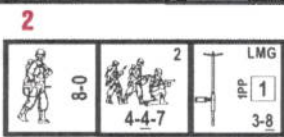


[ELR: 5]
[SAN: NA]

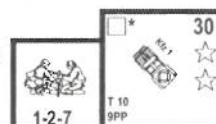


Infantry Support: Enter on Turn 1 along South edge.

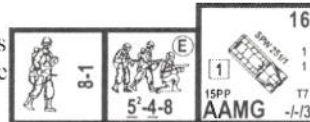
German Attachments on reverse side.



Tiger Crew: Enter on Turn 1 along South edge.



Mechanized Infantry: Enter as Passengers on Turn 2 along the South edge.



Design: Steven Swann

Elements of 90th Guards Rifle Division:

Recon Patrol: Enter on Turn 1 along North edge.

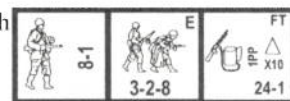


[ELR: 4]
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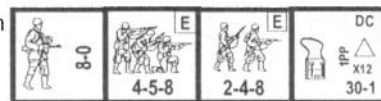


Russian Attachments on reverse side.

FT Team: Enter on Turn 2 along North edge or the East edge north of hexrow G.



Demolition Platoon: Enter on Turn 2 along North edge.



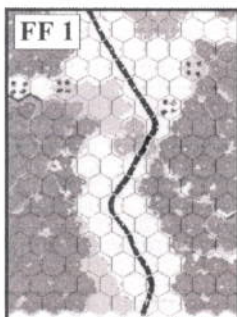
WOUNDED TIGER

SS - 01

Battlefield Orientation:



Use the FF1 map from Heat of Battle's FireFights! Pack #1.



Battlefield Set Up

Wounded Tiger: A Pz VIE is set up IN hex J5 with its VCA facing northeast. The German player makes a dr to determine the TCA (e.g., a dr of 1 results in the TCA facing north). Mark the Tiger with a MA Malfunction counter, a Bog counter, and an Abandoned counter. If the Maintenance HS sets up as an Inherent crew, remove the Abandoned counter. Both MG are disabled; mark the Tiger with a CMG disabled counter and a BMG disabled counter. The disabled BMG may be removed and replaced with an appropriate functioning LMG, if Scrounged (D10.5).

Russian Wrecks: After the set up for the Tiger has been finished, the Russian player makes two dr. For the first dr, place a T-34 M41; for the second dr, place a T-34 M43. Both T-34 tanks set up as a Wreck in a hex designated below:
 Dr= 1-2 hex E6
 dr= 3-4 hex G4 (IN the Gully)
 dr= 5-6 hex M6

Each T-34 Wreck must set up in a different hex, re-roll the die if necessary. After placement of both Russian Wrecks, determine the VCA and the TCA of each Wreck (e.g., a dr of 1 results in a VCA/TCA facing south). Each Wreck is considered Concealment Terrain for a unit which sets up inside.

Designer's Note: While this scenario was tested using the forces indicated, it can be expanded for more enjoyable play. It is recommended that both German and Russian forces be increased by an equal amount of squads of the same quality, SW and SMC of equal quality.

Variable German Units: Make a single selection (or a secret Pre-game DR for Fog of War) and enter on Turn 2 along any edge on/South of hexrow L.

DR	Units
2-5	2 x 5-4-8 MMC
6-9	2-4-8 HS, LMG, 8-1
10-12	2-2-8 Cr, MMG



Eastern Front



Wrecked Tank Inspection: Either side may attempt to have a non-Consript unit occupy a Russian Wreck (D5.42). Upon occupying a Wreck, a dr is made on the following Wrecked Tank Inspection Table with the results of the dr known to both players. A Wrecked Tank Inspection dr is made only once for each Wreck. If a German MMC sets up in a Wreck using HIP, the Wrecked Tank Inspection dr is made when the German unit inside the tank elects to attempt to preform Prep Fire or Def. First Fire action with the tank's weapon(s).

dr	Wrecked Tank Inspection Table
1	All weapons and the turret work.
2	MA Malfunctioned, both MG and the turret work.
3	MA and CMG are disabled and the turret does not turn, the BMG works.
4	All weapons are disabled and the turret does not turn.
5	As per #4 & Boobytrapped: HS suffers ELR Replacement; crew is stunned; SMC is Wounded.
6	As per #4 & Boobytrapped: unit is KIA.

Repair Instructions:

Maintenance HS: The Maintenance HS (*see HSR 2*) may attempt to either repair the MA of or un-Bog the Tiger tank as its sole action during the RPh. Regardless of the success or failure of the repair attempt, the Maintenance HS is TI for the rest of the Player Turn.

MA: The Maintenance HS repairs the MA with a dr of ≤3. A dr of 6 does not disable the MA.

Bog Removal: The Maintenance HS un-Bogs the Tiger as per D8.2 with a -1 (un)Bog DRM. Mired (D8.31) is NA, reroll (un)Bog each turn until unbogged; the Tiger is automatically unbogged on German Turn 4.

Operation After Repair: After it is repaired, the Tiger may be crewed by the Tiger crew (1-2-7) that enters on Turn 1. The Maintenance Crew may attempt to operate the Tiger but must pay the Inexperienced Crew Penalty (D3.45). In all cases, the Tiger has no usable MG.

Transfer: Only one HS/Crew may be inside the Tiger at a time. The vehicle crew may attempt to occupy the Tiger tank during the same phase after the Maintenance HS abandons the Tiger tank.

Variable Russian Units: Make a single selection (or a secret Pre-game DR for Fog of War) and enter on Turn 2 along any edge on/North of hexrow F.

DR	Units
2-5	2 x 4-5-8
6-9	3-2-8 HS, LMG, 8-1
10-12	4-5-8, DC, 7-0



HOB 'FireFight!' RULES:

FF1. Every FireFight! Scenario has a 'core' Order of Battle (OB) and a Variable Units table. Prior to each playing of a FireFight! scenario, each player makes a secret DR on their respective nationality's table to determine their variable units. In some cases the selected unit(s) will set up/enter with the 'core' OB units, while in other cases, the variable unit(s) will act as reinforcements, entering the area from off-map.

FF2. (SE) Special Entry: All units designated with the (SE) mark are subject to variable entry. The player makes a single dr and applies the result as directed on the scenario card Special Entry Rule to all units so marked in his OB or Attached Units list.

Designer's Concepts:

As is generally recognized, small scenarios can be dicey at times, and these scenarios are no different. In an attempt to alleviate some of this, several changes have been made from previous scenario design concepts.

1. The use of the term "Simultaneous Set up" in several scenarios where one side or both are designated as entering has been questioned. We feel that the FireFight scenarios are too small to allow the attacking player to know beforehand the defenders troop (unit) dispositions. By requiring both sides to set up prior to the start of the game, neither side has a pre-game advantage of concentration of troops and AFV against a weak point, because they do not know the weak point beforehand.

2. SMC Leadership has been handled differently by using the SMC Morale, modifiers, and ELR as the basis for leadership of the opposing forces rather than the number of leaders on the tactical war game battlefield.

3. The use of Variable Attachments is nothing more than a standardization of some concepts presented in previous scenarios by other designers. Excitement and replayability are elusive in the very small-to-small category of scenarios. By having the possibility of different forces arriving on different turns in most playings, it is our desire that the scenarios present changes that make each playing different.

4. All FireFight! scenarios are played on what is essentially a half-mapboard, leading to the use of a small time frame. It was found that when an attacking player had time to just sit and shoot in small unit density scenarios, it was not much fun for the defender and it added to the diceyness of the scenario. By restricting all scenarios to either 4 1/2 or 5 turns some of this is diceyness is eliminated by forcing movement due to time restrictions.

5. All FireFight! scenarios were playtested using the Crew Served Weapon (CSW) rules presented inside the front cover of this pack. Therefore you will see crews matching the number of heavy support weapons in the OB, even though some crews may be represented as vehicular crews rather than infantry crews, we urge you to try playing the scenarios as designed. Players have the option of replacing the crews with HS of the same quality of the unit majority. In some cases, this could drastically change the scenario. For example, in "The Sound of Guns", exchanging the US 1-2-6 crews for HSs will provide a large FP and Range change to the scenario. This scenario was designed for "green", poorly armed, bazooka crews (1-2-6) supported by a few infantry to face off against elements of the Herman Goering Division supported by Tiger tanks. Making the US force tougher could make it almost impossible for a German win.

6. Use of the term "Mortar Observer" has come up. As the war progressed, most nations made use of specially trained officers and men for calling up artillery assets. In a few FireFight! Scenarios a particular SMC/Radio combination has been designated as a Mortar Observer and is the only SMC that can call in OBA. This was done so that the best Morale SMC would not be selected for this action. Forward observers were not heavily armed, nor were they leading charges towards the enemy. Instead, they stayed behind the front line, to make their artillery calls. They were valuable assets, and would not be needlessly risked in front line combat. By using SMC with lower Morale 'assigned' to the radio, the owning player is somewhat forced to protect their forward observed if they want their battalion mortar OBA.

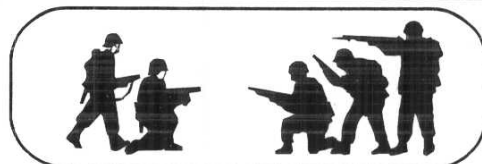
Produced by: **HEAT OF BATTLE**

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Proofreaders: *Steve Dethlefsen, Peter Rognholt and Robert Delwood.*

Playtested by: *Steven Swann, Burnie Hegdahl, Bruce Rinehart, Jeff Newell and the Puget Sound Advanced Squad Leaders, with special thanks to Robert Delwood and Eric Henyey.*



HEAT OF BATTLE HSR

.1 These scenarios (along with *SS-3 Neither Fear nor Hope*) were designed using Crew Served Weapons rules. In our opinion it enhances the tactical accuracy of the forces in play. Those wishing to disregard these rules, and upon mutual agreement of both players, may replace Scenario Card OB given SW crews with the same number of half squads of the same quality as the majority of the squads involved for that side in that scenario.

.2 Scenario cards will show crew counters for CSW and crewed weapons. Rules for crewed weapons remain unchanged. CSW however, are governed by the following HSRs. All *SS-3 Neither Fear nor Hope* scenarios and any HOB scenario stating these rules are in effect will have the appropriate citation. Rules stated here (1.-3.3) **REPLACE** (1.-2.) from the back of the *SS-3 Neither Fear nor Hope* scenario folder.

1. Crew Served Weapons (CSW): Any HMG/MMG/Lt.MTR SW being fired by a squad/HS has its B# and Multiple ROF lowered by one (A.11 applies). If captured, the effects of A21.13 also apply in addition to this HSR, unless operated by a crew whereby only A21.13 applies. (Note: basis of rule is G1.611 & O11.619 note C)

1.2 Possession: All CSW must be possessed by a crew at scenario start or when entering the board. A crew may not voluntarily drop a CSW. However, if a crew possesses > 1 CSW, it may drop one of them at any time otherwise allowed.

1.3 Malfunctioned SW: Any Good Order crew in possession of a malfunctioned CSW must attempt repair of that weapon during every Rally Phase until it is either repaired or disabled [EXC: Recovery attempt of another CSW/Gun in the same location during the same phase; if that Crew has possession of multiple SW/Guns it may transfer one of those instead].

1.4 Crew Benefits/Penalties: These rules do not change or modify any other crew benefits and/or penalties as specified in rules governing them.

1.5 Specialist Weapons: Specialist weapons are weapons that required special training or handling to employ properly. The FT (Flame-thrower) and DC (Demolitions Charge) are such weapons. All Infantry, including Elite, must pay the Non-Qualified Use Penalty [A21.13] when using the FT and DC, as well as adding +2 to any DC attack DR. Units designated as Assault Engineer [H1.22] may use the FT and DC without this penalty. Sapper [H1.23] units may use the DC without this penalty.

1.6 SMC Usage: A SMC may be designated as an Assault Engineer/Sapper SMC by HSR. One SMC may also be designated as such per each two (FRU) Assault Engineer/Sapper squad equivalent in the 'at start' OoB. Additionally, SMCs created from an Assault Engineer/Sapper MMC per Hero Creation (A15.21)/Leader Creation (A18.1) may use the same SWs as their parent unit could without paying the non-qualified use penalty. It is recommended to use a side note for any AE/Sapper SMC by writing down the name.

1.7 Multi-trained Units: any SMC/MMC unit designated as Commando [H1.24] by HSR may use a CSW and Specialist Weapons without penalty.

2. AFV Mandatory Repair: Vehicles may not voluntarily decline to repair a weapon.

3. Vehicle Crews: (note: these rules will be used at a later date.)

3.1 Voluntary Abandonment: A crew (EXC: Half-tracks/Carriers) may not voluntarily abandon an AFV.

3.2 Involuntary Abandonment: A vehicle crew forced to involuntarily abandon its vehicle is placed on board Pinned after suffering all same Phase fire against the abandoning crew.

3.3 Exit: A vehicle crew may exit any board edge without being considered eliminated or counted as CVP.

4. National Characteristics:

4.1 Russian: In these scenarios 4-2-6/2-2-6 squads Battle Harden and Reduce to/from 4-4-7/2-3-7. If there is more 5-2-7 squad equivalents in the OB (reinforcements included) then 4-2-6 squads and HS Battle-Harden normally.

5. Simultaneous Setup: Simultaneous setup is specified for several scenarios even though one side is entering from off-board. The purpose is to introduce a "Fog of War" mechanism where the attacker does not know how the defender set up when entering play. An unused mapboard is placed between players while the defender sets up his on-board forces; and the attacker places his attacking forces just off-board adjacent to the entry hexes that will be used by those units.

6. Fog of War: If agreed upon by both players the following optional Fog of War rules are in effect.

6.1 SMC: All SMC counters (Leaders, Commissars, and Heroes) may be left off-board until their leadership/heroic benefits are used. The location or MMC ID that the SMC is moving with may be recorded as a side record until the SMC's Leadership benefits are used in any manner whereupon the SMC must then be placed IN its location and/or with the MMC utilizing that SMC's benefits. The unknown SMC will still suffer any fire results; KIA, K, Morale Check, Pin results of the owning MMC.

6.2 SW: All 1 PP SW (Support Weapons) [EXC: FT] may be kept off-board until used, when it then must be placed with the unit possessing it. Prior to game play all undisclosed SW must assigned to a SMC/MMC unit with its ID recorded on a side record.

