Iron Cross
House Rules V1.0

1 INTRODUCTION

These rules should be read in conjunction with Great Escape Games's Iron Cross Rules. They involve a substantial restructure of the firing rules, and a consolidation (and restructure) of the Orders of Battle Special Rules. There is also quite a bit of filling in of gaps to cover common situations on the tabletop not covered in the rule booklet. Plus some ideas from supplementary updates for the rules have been incorporated.

However, the core activation, movement and morale system is intact, and even the firing system adapts the existing mechanisms rather than replace them with something brand new. The data in the tables is mostly OK. Weapons get an HE rating, and soft skin vehicles are treated differently.

2 TROOP TYPES

This section replaces Unit Composition on p3 and orders of Battle Special Rules on p18-20.

BASIC TROOP TYPES

– *Infantry squads, equipped with light weapons*
– *Support squads which may be*
   – *Portable heavy weapons, such as mortars, tripod machine guns and flamethrowers;*
   – *Wheeled heavy weapons, such as anti-tank guns and infantry guns;*
   – *Light: snipers and OPs equipped with light weapons only.*
– *Soft skinned vehicles.*
– *Armoured vehicles, which may be*
   – *Fully enclosed, like tanks;*
   – *Open topped, like most of the period's APCs and self-propelled artillery.*

For movement purposes vehicles are classed as fast, medium or slow (to disambiguate the use of the terms "light" and "heavy"). In addition for rough terrain it matters whether they are wheeled, half-tracked or fully tracked.

WEAPONS

Light weapons

These are carried by infantry squads. Light machine guns are assumed to be integral to the basic squad armament, but an infantry squad may carry one of the following as well:

– *Portable anti-tank weapons (IAWs) such as bazooka, panzerschrek, panzerfaust, PIAT or anti-tank rifle.*
– *Light mortar (50/60mm or 2")*

Portable heavy weapons

Support squads specialise in one weapon type:
– *Medium or heavy mortars. These are capable of indirect HE fire only.*
– *Tripod machine guns. These are medium or heavy machine guns which are capable of sustained periods of fire - they have the right mount, ammunition supply and crew.*
– *Flamethrowers..*

Wheeled heavy weapons

These heavy weapons generally need to be towed to move any distance. They may be:
– *Anti-tank guns. These may only use anti-vehicle fire, though at short range the crew may use their personal weapons.*
– *Infantry guns. Light howitzers and other guns controlled by infantry units, which may engage in direct, or indirect HE fire, and anti-vehicle fire.*
– *Light anti-aircraft guns. These are treated as a special type of machine gun.*

Vehicle mounted weapons

These share similar characteristics to other heavy weapons. But note:
– *Machine guns. Apart from platform or turret mounted AA weapons, these aren't capable of the same sort of sustained fire as tripod MGs. Hull mounted MGs are treated as close-range weapons only.*
– *HE capability. Almost all vehicle-mounted AT guns are capable of some form of HE fire, unlike the wheeled versions.*
– *MGs on transports. Medium MGs mounted on vehicles like the Sd Kfz 250/251 require to be crewed in order to be used. That will be when the vehicle is carrying its infantry or support weapon crew, or when an infantry squad is adjacent to the vehicle.*
– *AA MGs. Pintle-mounted weapons on tanks or self-propelled guns play no role in this game (which do not feature air attacks). Appropriately mounted weapons on transports may be used as above.*

HE and AP classifications

HE weapons are divided into three classes:
– *Light. Generally weapons (including mortars) of less than 75mm calibre.*
– *Medium. Generally from 75mm to 100mm in calibre.*
– *Heavy. Generally over 100mm in calibre.*

In addition most weapons are given an armour-piercing (AP) rating, which is a rebadged Weapon Factor from the original rules.

ARMOUR

This works in the same way as the original rules, including the classification for soft skin vehicles, though this will not be used as much.

TRANSPORT CAPACITY

The booklet vehicle says models represent 1:1, but men and support weapons 2:1. For clarification, models of small transports, like the Bren carrier or SdKfz 250, represent two actual vehicles, so can carry a complete infantry squad. Tows are on the same scale as the weapons they are towing.

Only large trucks can carry two squads. Most APCs (like the SdKfz 251 or M3 halftrack), and medium trucks (like the Opel Blitz or 1½ ton trucks) are 1:1, and carry one squad each.

This entails no change to the rule mechanics.

MORALE VALUE

This is unchanged from the original, except that transports which have been separated from the units they are carrying have a value of 2. Otherwise they take on the value of their parent unit.

TROOP QUALITY

This is not covered in the rule booklet, but these house rules are adapted from one of the supplements.

Veteran or Inexperienced

Apart from the default units may be veteran or inexperienced. This affects the allocation of CTs, to reflect the fact that more experienced units work more smoothly under pressure.

Elite or weak morale

These units react or reactivate more or less slowly than the norm, and in the case of elites, ignore morale markers for this purpose. It also affects close combat performance.

Light or heavy

Light units react more quickly. Heavy units are slower to activate. "Scout" in the main rules is replaced by a combination of light and elite in the house ones. Flamethrower units and field artillery-sized weapons are classed as heavy.

COMMAND

Each player usually controls a company level task group, with attached support units. This is represented by a Company Command unit, which may be an infantry squad or designated command vehicle.

Platoon command units may also be identified.

SPOTTERS AND OPS

A Spotter is a function that allows a unit to direct indirect fire from mortars and any available artillery. They must be equipped with a radio. Company commands always have this function, platoon commands may. Reconnaissance vehicles often have this function too.

An OP is a Support Squad which functions as a Spotter. It may be transported in a light vehicle. It can function mounted or dismounted.

3 ACTIVATING

This section is a re-presentation of the original, consolidating special rules, but without changing the structure.

COMMAND TOKENS & INITIATIVE

Command tokens (CTs) are used by the players to activate or reactivate or to react to opposition moves. They are pooled by Company.

At the start of each turn each Company gets one CT for every unit still on the table, plus an extra 2 if the Company Command is still active, on table or in reserve.

For each CT awarded to a Veteran or Inexperienced unit (including the Command bonus if applicable) throw a D6. For each 6 Veteran units gain a CT, and Inexperienced units lose one.

Initiative and passing

After CTs are awarded, the players dice to see which side starts with the initiative. The player with the higher score chooses whether his side starts as the active or not.

The Active player continues with the initiative until he passes, the other side seizes it in a Reaction, or he runs out of CTs.

Whenever the Initiative changes, the new active player must make at least on Activation or Reactivation before being able to pass.

ACTIVATING AND REACTIVATING

Activation refers to the first activation any unit makes in a Turn. There is no dice throw and the move proceeds automatically. Activating the unit for

a second or subsequent time is referred to as reactivating.

In both cases, the player must place a CT by the unit and declare what he is proposing to do. For reactivations the player must then throw a D6 to see if the activation proceeds. Whether or not he succeeds the CT remains with the unit.

The Reactivation throw

The score required for successful reactivation is 1 plus CTs plus MMs. Heavy units suffer -1 except for morale tests. Weak morale units suffer -1 except for fall backs. A 6 always succeeds.

Command rethrows

If within 6" of a Company or Platoon command, the player may rethrow once per Turn per Company for either a Reactivation or Reaction.

ACTIVATION OPTIONS

Apart from a Fall Back or a Company Morale Test, a player may choose to use his action (or reaction) to complete either a rapid move or one or two of the following actions, but not two of the same ones:
- Normal move
- Fire
- Embark or disembark from transport
- Enter or leave a building
- Enter close combat (but if this is done as the first part of a move, no other action may follow)

REACTING

After the active player has picked his unit, declared his intent and succeeded in activating, the opposing player may choose to react with one of his units by placing a CT marker on it and declaring how he wishes to react; this may be before the original player acts, or during his action. To succeed the player must pass a Reaction throw. The CT is spent regardless.

Use a D6. A 6 always succeeds, otherwise use the required score is as follows:

	Base	+MMs?
Move/fire etc.		
Default	3+CTs	Yes
Light units	2+CTs	Elite?
Elite	As above	No
Fall back		
Default	3+CTs	Yes
Light units	2+CTs	No
Elite	As above	Light?
Morale test		
Default	3+CTs	Yes
Elite	2+CTs	No

As with Reactivations, the can be a Command rethrow.

No reaction

No reaction is allowed in the following cases:
- *In the case of a Company Morale test immediately taken in the first turn that a player has taken the initiative.*
- *In the case that the active player declares an immediate Close Combat and passes the Initiation test.*

Reaction sequence

If the reaction succeeds the Activation proceeds as follows:
- *The original player makes any movement prior to the reaction*
- *The reacting players completes the first part of his move (.e.g. fire or move)*
- *The active player completes his full move*
- *The reacting player complete any second part of the move that is allowed.*

If as a result of the other player's move, a player finds that he cannot fire at his chosen target, he may select an alternative if:
- *It is 4″ or less from the original unit; or*
- *The Target has moved to reveal the new target.*

TRANSPORTS

Transports and the units they are carrying or towing are treated as a single unit, using the latter's morale rating, while they are transporting their unit.

Once the units are deployed, transports take on an independent morale value of 2. They are treated as a separate target for firing purposes. They also require to be activated with a separate token unless re-embarking or hitching up their parent unit. When activating for this purpose use the MMs for the part of the unit that moves.

Once transport and parent are reunited, the re-combined unit takes on the MMs of whichever part of the unit that has more of them, and loses the others.

4 MOVING

The Moving section on pages 8-9 remains pretty much unchanged. I was tempted to slow down support groups with portable heavy weapons, but the moving and firing restrictions are probably sufficient. However, there are some expansions.

HEAVY AND LIGHT VEHICLES

These replaced by the terms Slow and Fast. This disambiguates some of the language, as well as allowing Cromwells. For example, to be classed as Fast, and M10 tank destroyers as Light, allowing a bit more subtlety.

Moving and firing

Support squads, including snipers and flamethrowers, may not move and fire.

Buildings

Each smaller building model (maximum 5″ in any dimension) is taken to represent a single building in life. Larger models should be divided into sections, each classed as a building.

Each building is treated a terrain unit. They may be occupied by an unlimited number of infantry sections or support squads, other than those with wheeled heavy weapons. Mortars may not fire from within buildings. Players do not need to allocate positions to units within the building, except when firing and defending. Moving in and out is handled in the same way as embarking and disembarking from vehicles.

Vehicles may not enter buildings.

Closing with the enemy

No unit may normally move closer than 3″ to enemy units without invoking the close combat procedure. The exception is that enclosed AFVs may move past an enemy unit provided no contact is made.

5 FIRING

This section replaces pages 10 to 12 in the booklet.

Direct fire

Most firing in this game is direct, by one unit at an enemy unit or occupied building that it can see. It follows on of the following categories:
- *Small arms*
- *Machine gun (MG)*
- *Armour-piercing (AP)*
- *High explosive (HE)*
- *Flamethrower (FT)*

All direct fire at AFVs is treated as AP fire, except flamethrowers, using the AP values in the rules (infantry only use their AP value in close combat, unless they use an IAW). Softskin vehicles may be damaged by any type of fire; only use AP fire if anti-tank weapons are used.

The procedure consists of two or three dice throws, described below. The to-hit throw, followed by the penetration throw and damage throw for AP fire, or a casualty throw for other types of fire.

Ranges

For most weapons range is unlimited. The exceptions are:
- *Infantry anti-tank weapons (IAWs):*   *8″*
- *Man-pack flamethrowers:*   *6″*
- *Vehicle flamethrowers:*   *8″*
- *Small arms from support squad teams*   *12″*
- *Hull mounted MGs*   *12″*

Snipers have unlimited range and do not count as a support squad for this purpose.

Arc of fire

Weapons can be fired without movement to line up as follows:
- *Infantry light weapons: all-round*
- *Wheeled and portable heavy weapons or pintle vehicle mounts: 45° from centre line head*
- *Fixed vehicle mounted weapons: direct ahead only.*

Turrets or other rotary mounts may rotate 90° without counting as movement. This includes many pintle mounts for MGs (i.e. the pintle is mounted on a rotary mount).

AFVs with multiple weapons

Any vehicle can only fire at one target per activation. Players must choose between coaxial machine gun or main gun. A hull mounted machine gun can supplement this armament at targets within reach (treat as a pintle-mounted weapon), or fire on its own. Note that hull-mounted weapons are limited to 12″ range and have one to-hit die.

Firing from buildings

Units activated in buildings may fire out from any side, but only one unit may fire per side in an activation per storey. They may fire at any visible unit within a 90° arc (i.e. 45° each side).

Once committed to that side (and storey) of a building, to fire out of a different side/storey later in the same turn a unit must move, and suffer the penalty on the to-hit throw. Any unit that moves in to replace a unit is likewise is treated as moving. The rule that support groups cannot move and fire in the same activation applies.

Between turns the movement is free.

The to-hit throw

Throw two D10s at ranges of up to 12″ and one D10 at longer ranges, except support squads using small arms, including snipers, which throw one D10 at ranges up to 12″, and similarly for hull-mounted AFV machine guns. Tripod machine guns use 2 D10s at all ranges.

The score required to achieve a hit is 5. The dice scores are subject to the following modifiers:

	Small arms	MGs	AP/HE
Each morale marker on firer	-1	-1	-1
Firer moved this activation	-2	-2	-2
Target moved this turn	-	-	-1
Enemy infantry within 12″	-	-	-1
Target in 50% cover	n/a	n/a	-2
Target in lesser cover	n/a	n/a	-1
Sniper	+1	n/a	n/a

- *The firer moved deduction applies if the firer intends to move after firing in the same activation. It also includes turret movement of more than 90°*
- *The target movement deduction applies to any movement so far in this turn.*
- *The deduction for enemy infantry within 12″ does not apply if friendly infantry is the same distance from the enemy infantry as the firer or closer.*
- *The deduction for 50% plus cover includes firing at tanks hull-down.*

ARMOUR PENETRATION

For AP fire one MM is inflicted on the target if at least one dice reaches the required score. If two dice do (for short-range fire) this is called a "double-hit", which affects the chances of penetration. There is no MM if the armour value is 9 points or more above the AP value, or 11 points if the range is under 12″. The weapon is incapable of inflicting damage on the target.

If an MM is inflicted throw a D10, add score to the AP value, add two to this total for a double hit. If this this equals the armour value, award the second MM. If it is higher move on to the damage throw.

Damage throw

Throw a D6. Add 1 if the weapon is classed as heavy HE. The effect is as follows:

Score	Effect
1	1 MM marker
2	2 MM markers
3	Higher of 3 MMs or equal vehicle's morale value
4-5	Vehicle destroyed
6	Explosion: one MM on all friendly units within 6″

Frontal or side armour?

If the firer is within an arc of 60° from the frontal centreline of the vehicle the fire counts as on the frontal armour. The shot might have a good chance of hitting the side armour, but at such an angle that penetration would be more difficult.

Transports

If a transport is hit while carrying troops or towing weapons, the passengers disembark if there is a damage throw. Any MMs inflicted are on the unit being transported. For a destroyed result, the vehicle is destroyed and the transported unit takes MMs up to its morale value. The transported unit is destroyed on the explosion result, and nearby units are affected as normal.

CASUALTY THROW

For non-AP fire an MM is inflicted if a hit is achieved on at least one of the to-hit dice. For further damage, throw one D6 for each hit achieved on the to-hit dice. This must equal or exceed the following score; each die can cause an extra MM:

	Infantry	MG	Flame-thrower	Lt. HE	Med HE	Hvy HE
In open	4	3	3	5	4	3
In cover	5	5	3	5	4	3
In defences	6	6	3	6	5	5

Cover

"Cover" means something short of prepared defences: walls, dense hedges, ditches, etc. Defences includes dug-in troops and other prepared defences.

Buildings

Small arms and MGs can only have effect on troops in buildings if units have fired out this turn. They are treated as firing on the unit that fired, which is treated as in defences.

HE fire may be directed at a unit firing out in the normal way, which is treated as being in defences. For medium or heavy HE there may be collateral damage on other units in the building. If there is a hit, throw a D6 for each such unit; a 6 causes one MM for medium HE, 5 or 6 for heavy HE.

If no such target is on offer, medium or heavy HE fire may be fired at the building as a whole. If there is a hit, use the collateral damage rules.

FLAMETHROWERS

Use the Casualty throw procedure for all targets. Two hits automatically destroy soft-skinned or open-topped vehicles.

Against buildings use the same process as HE fire. A double hit on the to-hit throw sets fire to the building.

Building on fire

A building on fire causes the automatic Fall Back of any units inside it. This does not involve the use of

CTs, but there is no recovery of MMs. The building may not be occupied for the rest of the game.

At the end of each of the next two turns, test to see if any adjacent building has caught fire. This happens on a D6 score of 5 or 6. This causes an evacuation as above, and the fire may spread further.

INDIRECT FIRE

Indirect fire is conducted by mortars, infantry guns or howitzers. In this game there is no indirect fire from tank guns, neither is there off-table artillery. The minimum range is 18″ for mortars and 24″ for other weapons. It must be directed by a unit with Spotter status.

Request fire

The first step requires an activation by the Spotter. Place a marker on the desired spot, which must be visible to the Spotter, who may not do anything else during the activation.. Use the standard To-Hit throw with one D10 to see if this succeeds. In a second or subsequent attempt at the same spot in the same turn, throw 2 D10s and take the best score.

Only one marker may be placed per turn for each Company Command unit. If there is more than one Company Command on the same side, they may only fire at a marker placed by their own command.

A marker placed in one turn can be reactivated in the following turn by activating a qualified spotter that has it under observation. After a full turn of inactivity, it is removed.

Firing

To fire at the marker, each firing unit must be activated in the normal way. Units may also use reaction fire. It is necessary to find where the fire lands.

For the first attempt by any unit to fire at the marker throw a D10 and a D6. A throw of 1 on the D10 means that the shot has failed; a 10 means a direct hit. For any other score there is a deviation of the D6 score in inches, in a random direction, given by the face of the D10. On the second or subsequent shot use the same procedure except use 2 D6s. The deviation is given by the difference between the D6 scores.

Place a new marker (the effect marker) on the spot. The unit nearest the marker (from either side) may be hit (see below).

For the effect, measure the distance from the centre of the unit to the effect marker. For targets other than AFVs and buildings, throw the number of D6s shown in the table below, and use the Casualty Roll table to determine whether there are MMs.

Distance	Light	Medium	Heavy
Up to 1"	1	2	2
1-2"	-	1	2
2-3"	-	-	1

Hits on AFVs

To affect armoured vehicles, there must be a direct hit, i.e. within 1" of the centre of the vehicle model. Throw the usual number of dice as above. If the original marker targeted this vehicle, then a 1" deviation counts. A fully enclosed AFV is treated as in defences; an open topped AFV as in the open. A double six for an open-topped vehicle is treated in the same way as a "destroyed" result for an AP hit. For light HE throw a second D6 if the first is a 6; it will achieve the destroyed result with a second 6. The bomb/shell has landed directly inside the vehicle.

The double six rule applies to soft vehicles subject to direct hits too.

Indirect fire on buildings

Any hit directly on the building model is treated as a hit. Throw one die for every unit in the same way as collateral damage from HE fire. Light HE has no effect.

The ordnance covered in these rules is unlikely to do enough damage to consider their impact on the structure of the buildings.

Light mortars

Light mortars may be carried by infantry squads. If part of a command squad (i.e. with a radio) they can join in indirect fire under these rules, provided that the squad does not move in the activation or fire small arms. It is unlikely to do much damage, though.

Alternatively light mortars (but not heavier ones) may carry out direct HE fire at targets over 6". Use normal direct fire HE rules, but the squad may not move or use other weapons in the same activation. This fire may overshoot intervening friendly units provided they are at least 3" from the target.

SMOKE

Smoke is represented by puffs 2" wide. They block observation. For direct fire a unit nominates a spot which the weapon may legitimately aim for. Use the normal direct fire procedure. Place the smoke marker on the spot for a successful to-hit throw.

For indirect fire use the indirect fire rules about placement and deviation. Any hit that lands within 2" of a screen already there is placed next to it and extends it.

The screen can be added to by the same procedure by the same or other units.

At the end of the turn remove any isolated puffs or one puff from one end of a multiple screen. In the absence of rules about prevailing wind, throw a D6. 1-3 and remove from the left, 4-5 from the right. In subsequent turns for this and any other screens, on D6 score 1-5 take from the same direction as before, with 6 the other end.

6 CLOSE COMBAT

These are entirely new rules since the original Iron Cross does not have any separate mechanism for close combat.

The Close combat rules are invoked when opposing units reach within 3" of each other. Normally units must either attack opponents using close combat, or stay at that distance. Enclosed AFVs may roll past enemy units within this distance, but if they wish to overrun them they must use these rules.

Vehicles cannot close combat each other. Close combat is used for attacks by infantry squads on other units, or by vehicles that wish to overrun infantry squads or support squads.

INITIATING CLOSE COMBAT

The close combat procedure is initiated once units have reached 3" from the unit they are attacking. It is treated as an action like firing or a normal move, incorporating that 3" dash, an exchange of fire and any subsequent retreat.

So if the unit starts more than 3" away it, it may move and close combat, but not fire. Similarly the enemy may react before combat by firing or moving but not both.

If a unit starts an attack at 3", it may fire first. However if chooses to charge into combat straightaway, the enemy may not react. Units may not complete any further action after close combat however in the same activation.

Initiation test

The initiation test is a second activation test, though it does not require any further CTs. Use the same rules as for reacting for a morale test. Elite units ignore MMs. Weak morale units deduct 1 from throw. There is no automatic pass for 6.

If the unit passes the test, it moves to contact. If it fails, and the unit has not already fired this activation, it may fire instead under normal rules.

COMBAT

Infantry combat

The combat consists of two rounds of firing by each side. The defenders fire first, then the attackers, and then repeat. Use normal firing rules:
- *Infantry squads throw 2 D10 to-hit, support squads (including machine guns) use one.*
- *All troops are treated as if in the open.*
- *Elite troops ignore MMs for deciding fire effect, but not for determining destruction.*
- *Weak morale troops suffer -1 on the to-hit throw.*

If, after two rounds, the defenders are still standing, the attackers fall back 6", or to cover if nearer but beyond 3".

Infantry attacking vehicles

When infantry attacks soft vehicles or open-topped AFVs, use the same procedure. Any infantry carried by the vehicles may fight as if a support squad. Any vehicle mounted MG may be used if its opponents are in the arc of fire. AFVs are rated as a target in cover. If the vehicle survives the first round, it may fall back.

When attacking fully enclosed AFVs there is a single round of combat. The AFV may only use MGs in and only if they can be fired without moving. The infantry conduct an AP attack using the AP value shown in the tables (they are not able to use IAWs for this type of combat), against the vehicle's side armour. They will score one MM for any hit regardless of any difference between AP and armour value.

AFVs overrunning infantry

Enclosed AFVs may attack infantry or support squads to overrun them. They initiate close combat in the usual way. This is similar to the above procedure, except that for the defenders to respond, they must pass an initiation test as well. If they pass they may use any weapons they have in arc (AT gun, IAW, flamethrower, etc.). Infantry may carry out an AP attack if they don't have IAW, The vehicle may use hull and turret MGs (one D10 each). If the infantry reacted, they are treated as being in the open, otherwise as in cover, or defences if applicable.

After the first round of combat the attacking AFV, if it survives, either completes an overrun by moving through the enemy unit and up to a normal move, or falls back. If it overruns its opponent support squads (other than snipers) are destroyed, unless the vehicle is classed as light; otherwise overrun units receive an additional MM.

ATTACKING BUILDINGS

Only infantry squads may attack an enemy-occupied building. Use the above procedure to initiate the attack. The defender must choose one of the occupying units to defend. If a unit has already been firing from that side from the ground floor, it must choose this unit. If the only units occupying the building are on upper storeys, then the attacking unit gets automatic entry, provided it passes the close combat initiation (they don't know it's unoccupied).

Resolve the combat as above (the defenders fire first but do not benefit from cover, as it is assumed this is negated by the use of grenades). If the defenders are destroyed the attackers become established in the building. It may bring in other units in future activations through the same side as they entered.

If units from both sides are established in the building, no units may fire out. Any infantry squad can be activated to mount a further attack, using the close combat procedure (support squads may not attack). The other side chooses which unit takes up the defence. If the attack fails, the attacker stays in the building.

7 COMPANY MORALE TEST

The section on page 13 is unchanged, apart from the following expansions and clarifications.

Veteran troops remove 2MMs when throwing 5 on CMT.

Elite units do not ignore MMs when reacting for a fall back, though they do if it is their own initiative.

8 VISIBILITY AND OBSERVATION

This is mostly new.

OBSERVATION DISTANCES

Units must be observed to be fired at. In some scenarios concealment markers, including dummies are used.

Generally all units that either move or fire can be observed subject to blocking terrain (with special rules for snipers).Static units not firing are subject to the following maximum distances:

	In open	In cover
Infantry	24"	6"
Sniper	4"	1"
Heavy weapons	Unlimited	12"
Small/hull down vehicles	Unlimited	12"
Other vehicles	Unlimited	24"

Heavy weapons includes all dismounted support squads except snipers, flamethrowers or OPs.
Small vehicles are most reconnaissance vehicles, small transports, and low profile AFVs like German StuGs. Static units with a Spotter function add 6" to these distances.

SNIPERS

Snipers are denoted by markers until revealed, including one dummy marker to each real unit. A sniper remains concealed even if it moves, provided it is not a rapid move.

If sniper fires, throw D6 and it will be observed. Once revealed it remains so for the rest of the game.

BLOCKING TERRAIN

The effectiveness of blocking depends on the height of the terrain item.

Low terrain

This comprises walls and hedges up to man height. These block line of sight except to units that come up directly adjacent.

Medium terrain

Buildings, trees, low hills. These completely block line of sight. Units able to observe from the upper storeys of buildings, or from hills, overlook low terrain within 6" completely and more distantly except for infantry, support groups and small vehicles adjacent and behind that are not firing.

High terrain

Steep hills or towers that dominate the terrain. These overlook low terrain as medium terrain beyond a 12" shadow,

SEEING THROUGH OTHER UNITS

Units can see through infantry squads or support squads, but can only direct fire through them if they have a height, except that guns can be fired through enemy troops at a vehicle or building targets beyond.

Vehicles block may block visibility: use the models themselves to be a judge of this. Destroyed vehicles should be left on the table. Use some common sense here though: the models are 5 or 6 times ground scale size!