

# Fire & Move Rule Changes

(Nov 2023)

Contents page updated.

Pg 6 Note about +2 Leaders

PL +2 are exceptional leaders. Their presence in a game should be restricted to specific historical scenarios.

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- Changes to crewing and uncrewing a weapon action.
- Changes to repair a failed weapon action. Groups may repair a weapon and perform a second action.
- Changes to acquiring a weapon action.

## Crewing or Un-Crewing a Weapon Action

For a crew served weapon to be either crewed or un-crewed the player must announce the action. The group, which the weapon is part of, may perform a second action that turn but they may not move, nor may the members of the weapons team be part of that second action.

## Repairing a Failed Weapon Action

When a repair a failed weapon action is taken a **2D8** check is made and the weapon's troops card is consulted to see what repair number is needed to repair the weapon. For example, if the repair number is +2, then any result  $\geq 2$  will repair the weapon. [When this action is taken the group may perform a second action.](#) The group may not move in the turn the weapon is being repaired though the group can reorganise, and figures may join the group or leave it. When a weapon is being repaired all the members of the weapons team are involved in the repair action and so cannot be part of the second action. A pinned weapons team member may not be rallied and repair a weapon in the same turn.

A group in a stream, creek or marsh may not attempt to repair a failed weapon.

## Acquiring a Weapon Action

An unpinned assistant gunner will automatically acquire his dead partner's weapon. [Alternatively, any figure adjacent to an abandoned weapon may acquire it when the player announces the action.](#) The group this figure is part of may perform a second action that turn but they may not move, nor may that figure be part of that second action.

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## **Attacker's Morale Test**

+1/+2, -1/-2: PL modifier, the PL tests first without this modifier. If he passes the "+" modifiers apply to all other figures nominated to charge. If he fails the "-" modifiers apply.

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## **Close Combat Resolution**

Close Combat Modifiers

+1/+2, -1/-2: PL modifier, the PL fights first without this modifier. If he passes the "+" modifiers apply to all other figures in the combat. If he fails the "-" modifiers apply.

Pg 29 Changes to calling in off-table support action. Groups may call in fire support and perform a second action.

## **Off-table Fire Support and Radio Cards**

Some rally cards are also Radio cards. Radio cards are used to call in off-table fire support (artillery, air support and mortars). When used as a radio card the rally value of the card is ignored. To use fire support in the game a radio must be purchased at the start of the game, or a scenario will specify that a side has one. The radio is allocated to a specific figure in a group. It can be represented as a figure with a radio or by a marker placed next to the figure.

A radio card can only be played on a group that has a radio carried by an unpinned radio operator in a group with an unpinned SL or PL. The SL or PL with the group must have a line of sight to the target. When a radio card is played the group may perform another action. The PL, SL or radio operator may not be part of this other action and the leader's modifier may not be applied to that action. The group may not perform a move action or a rally action.

The player reveals a radio card and announces what they are doing. They then make a **2D8** check. If the result is positive (1+) the fire attack is called in. Each figure in the target group is then attacked in the normal way (a **2D8** check) using the fire strength of the fire support purchased (+5, +6, +7 or +8). Terrain feature and border concealment values are applied except for wood, jungle, and orchards. The CV of smoke will modify the call-in **2D8** check but not the fire strength of a successfully called in fire support attack.

Whether the call-in check is successful or not the target is marked with a Called-In marker and all subsequent call-in checks on that group will be successful on a call-in roll of 0+. The Called-In marker will remain on the target group until either it moves or the group with the radio moves.

Pg 39 A paragraph added at the end of the section.

## **Time**

If the time check card is drawn by a player when they first fill their hand at the start of the game ignore it. The player should fill their hand to its limit and then shuffle the time check card back into their draw deck.

Appendix IV

## **House Rules**

Four house rules have been added in Appendix IV.