

## Artillery Indirect Fire and Off-board Fire-support

### Models:

Infantry and Artillery units used as off-table fire-support must be represented by appropriate models on the WYSIWYG principle and a small area should be set aside beyond the playing surface to represent their position behind the lines where these models may be placed. Players may like to bring their own 'emplacements' to pop each 'battery' in.

### New Abilities:

*Fire Support.* A unit with this ability may set up off-table in a designated 'behind the lines' area. If it does so any other units of the same experience and type are grouped together in a *battery* and become a single unit with a single orders dice (eg two Regular medium howitzers would form a 'battery' as would two Inexperienced Stuka Zu Fuss'. However a Stuka Zu Fuss and a Howling Cow would not form a battery as though they have the same weapon they are not the same sort of unit). A battery will always fire with each weapon rolling a separate dice to hit. However once one weapon hits, all 'range in'. All units with a weapon that has at least d6 HE capability have this rule.

*Long Range Guns.* A unit with a weapon with this ability may not use indirect fire if it is deployed on the table. All Medium and Heavy Howitzers have this rule.

*Smoke Trail.* Counter-battery fire does not require a mandatory orders test to engage a unit that has this rule. All multiple rocket launchers have this rule.

*Counter-battery Fire.* A unit with this ability may indulge in counter-battery fire. All Artillery units with at least d6 HE capability have this rule.

*Observer.* All Lieutenants, Captains, Majors and Colonels have this ability as does the Artillery Observer unit. This ability allows these units to make an orders test to call indirect fire from any capable unit as described below. Every officer except the Artillery Observer has a -3 penalty to this test, although of course they gain leadership bonuses, including their own, as normal. Note that Spotters as found in the rulebook are no longer used.

### Artillery Observer:

If a player places a unit off-table as *fire support* he gets a free Artillery Observer. This unit is of the same experience level as the least experienced *fire support* unit in the player's force. The Artillery Observer may be accompanied by up to two men of the appropriate experience level for the usual costs.

### Off-table Setting Up and Orders

Artillery and Mortars set up off-table are 'dug in' and may never *Advance* or *Run*. Vehicles set up off table may *Run* to avoid counter-battery fire 'zero-ing in'. Counter-battery fire is described later.

### Indirect Fire

Now works with the following alterations:

Place a marker of 1" diameter so that it either touches a member of an enemy team or squad or an enemy vehicle or gun or a building occupied by the enemy. This marker is left in place regardless of any subsequent movement the target unit may make until the firing unit moves or chooses another target

Roll to hit as normal (ie commence with 6+ to hit and reduce the required number by 1 each turn that the unit fires whilst remaining static). A miss has no effect. There is no 'scatter'.

Once a hit is achieved, the nearest unit *of either side* that lies within the 'kill zone' of the marker will be struck. Measure from the edge of the marker to the nearest model of a unit to determine which is the closest target. Note that because it is simply the closest unit of either side, not the closest enemy, bigger guns will need to be used further away from your own troops for safety's sake.

The 'kill zone' reach is:

Light Mortar:	2"
Medium Mortar/Light Howitzer:	3"
Heavy Mortar/Medium Howitzer:	4"
Heavy Howitzer:	5"

If the unit is on the table and has direct line of sight to the target it may simply use a *Fire* order as normal. Note that *Long Range Guns* cannot use indirect fire on the table.

If the unit is on the table and does not have line of sight, or is off-table then it must take an *Ambush* order to gain the capability to indirect fire to a target on the table.

On-table fire support: Any officer with the *Observer* special rule who has line of sight to an enemy unit *and* to an on-table fire support unit that has an *Ambush* order may use a *Fire* order to trigger the fire support unit's indirect fire.

Off-table fire support: Any officer with the *Observer* special rule who has line of sight to an enemy unit may use a *Fire* order to trigger the indirect fire of one off-table 'battery'.

Remember an orders test is compulsory and carries a penalty for all but the designated Artillery Observer. Flip the *Ambush* dice to *Fire* and begin to resolve indirect fire as per the rulebook. Note as long as neither fire support nor target move, the rounds will 'zero in', the officer does not have to maintain line of sight to either unit. In fact the officer is free to call in fire from another battery if he wishes in future turns without the resolution of the first being affected. FUBARs on the initial orders test will result in the enemy player choosing any unit he pleases to be immediately hit by the firing battery if 'friendly fire' is rolled, a Panic result means the artillery will be unavailable for the rest of the game.

#### Counter-battery Fire

Counter-battery Fire: this may only be undertaken by units with the appropriate special rule. No spotting is required but an orders test is required even if the firing unit has no pins. Any enemy off-table fire-support unit may be targeted by this fire so long as it has fired at least once in the game so far. The fire is resolved by the Indirect fire procedure (with MRLs getting to roll for each unit in the 'battery' being targeted but still needing 6s as usual regardless of number of turns 'zeroing in') and presumes that a de facto spotter exists who has calculated the position of the enemy guns from its fire, observed from a plane or similar.

If a fire-support Artillery unit is unpinned, it need take no orders test to begin counter-battery fire against a unit with the *Smoke Trail* special rule (though of course that unit must have fired for counter-battery fire to commence).

#### Planes and Off-board Artillery

Off-board fire-support may also be targeted by planes and is carried out normally, although AA fire will not be available unless the off-table fire-support has that capability. A 'friendly fire' result on an air attack FUBAR may target friendly off-board fire-support.

#### British Artillery Support Special Rule

The British Special Rule *Artillery Support* will now provide them with two free Regular 25-pdrs which must always be used in the fire-support role and never placed on the table, replacing the rule found in AoGB. Lists chosen from the Raiders! selector are an exception in that they gain a single Heavy Howitzer in the Fire-Support role, representing RN guns, or instead may choose a second optional national rule from the AoGB book. Other army lists that do not have access to the 25-pdr must instead choose a second optional national rule from the AoGB book.

#### Soviet Massed Batteries Special Rule

If a Soviet player purchases one or more units equipped with heavy mortar, rocket launcher or medium howitzer or heavy howitzer, and if all such weapons are to be used as off-table fire-support then Soviet Special Rule *Massed Batteries* will provide them with a free unit equivalent to the cheapest of the units purchased. This replaces the rule found in AoSU.