Basic Black
The Night Example of Play

This is the Basic Night Example of Play (XOP). We pick a Night scenario and walk you through a few player turns, pointing out various flora and fauna along the way. We're not necessarily going to demonstrate the best winning tactics for either side; we're going to exercise the Night rules first and foremost, making notes of What Seems To Work and What Generally Doesn't Work as we go.

As with previous XOP's, I greatly appreciate feedback, both to correct outright mistakes and to suggest improvements. So please, speak up if you see a mistake or something that can be improved or commented on. Particularly if you see some good tactical advice that should be passed on. Send feedback to me at tqr@mindspring.com

NIGHT RULES.

They're big. They're bad. They're scary.

I know.

Most people don't even try to tackle the Night rules until they're well-versed in infantry, armor, and OBA. That's fine; there's plenty of fun to be had in the system without stepping out into the darkness of the Night. But eventually you're gonna be ready to try it, and brother, it's some **serious** fun.

This Example of Play will be easy for me to do because The Book on Night rules has already been written. Before you go any further, you need to read JR van Mechelen's **Bring On The Night** which appeared in **Backblast #1**. An earlier version was posted on the Net and can be gotten from Jacques Cuneo's website. **Bring On The Night (BOTN)** is one of the finest pieces on ASL ever written, and it'd be pointless to try to repeat it here. In addition, the handy reference page on Night rules (printed in **Backblast #1**, later included in **Pegasus Bridge** as the Chapter E rulebook divider) is a must. Go get these now and spend some quality time reading **Bring On The Night**. It'll get you a long way toward understanding Night rules even if you never look in the actual ASLRB. If you want to send JR kudos (and you will), his email is jrv@netreach.net

OK. With **BOTN** fresh in your mind, we're gonna do this XOP just to get you used to the rhythms of the Night. The scenario we'll be looking at is **KE6 Rock Steady**, from Kinetic Energy's 1997 March Madness scenario pack. It's got several things going for it:

1. It's played on one board, which is easier to depict with Web graphics.

2. It doesn't have any vehicles or OBA. We'll save those for the Advanced Night Example of Play.

3. It isn't PTO or North Africa, so we can avoid some of that funkiness.

4. It doesn't have any restrictions on who can use Starshells - many scenarios limit Starshell use to leaders of one side or the other, which isn't as fun.

5. The US gets 60mm MTRs which can fire Illumination Rounds (IR).

6. The tactical situation plays nicely into our purposes for explaining and demonstrating Night rules. Many Night scenarios don't showcase the Night rules as well as this one does.

7. I've played it before :-)

I really like this scenario; IMO the Kinetic Energy March Madness '97 pack is a good purchase. Contact Mike Reed at mreed@sky.net for information on how to order this pack.

There's only thing I'd like to add to **BOTN** is some kind of graphic that shows just where the Night rules enter the Advanced Sequence of Play during the course of a normal player turn. Figure 1 below attempts to do that, showing the Night rules' effect on the ASOP in red. The actions are taken in order of the bullets shown (ie, Defender firing Starshells happens in the MPh before the Attacker moves his units). We'll encounter these red Night actions as a matter of routine in this XOP.

Figure 1

Rally Phase
- Wind Change DR — Check for NVR change if colored dr = 6
- Rallies — Broken units stay DM unless Original Rally DR ≤ morale
- (etc)

Prep Fire Phase
- Attacker fires Smoke
- Attacker fires OBA
- Attacker fires Starshells/Illumination Rounds, trying to illuminate defending units so that he can fire on them or keep them from seeing his upcoming moves
- Attacker Prep Fires
- (etc)

Movement Phase
- Defender fires Starshells, trying to illuminate the battlefield so that he can fire on moving units and/or strip their Cloaking/Concealment. MMC's must make Starshell attempts at the beginning of the MPh; leaders may do so at any time during the MPh or upcoming DFPh.

- Attacker moves units — Possible special Firelane at Night. Moving units check for Straying, Jitter Fire, Cloaking/Concealment loss
- Defender First Fires
- (etc)

Defensive Fire Phase
- Defender fires Illumination Rounds, trying to illuminate what the Starshells didn't in order to fire on attacking units he can't see.
- Defender fires Starshells using leaders who have not made a previous Starshell attempt.
- Defender Final Fires
- (etc)

Advancing Fire Phase
- Attacking units fire

Rout Phase
- Routs — Low Crawl only, no dying for Failure to Rout, routing units can stay ADJACENT to enemy units (but still can't rout toward a Known Enemy Unit)

Advance Phase
- Attacking units advance

Close Combat Phase
- Close Combat
- Concealment Gain
- Starshells/Illumination Rounds go away

General Scenario Description and VC's - We don't want to get into copyright trouble by printing the scenario sheet here, but those of you who don't have the scenario would probably like to know what's going on.

It's Sicily, 1943. An American company has taken the heights of hill 673 in a night assault and has dug in, awaiting the expected counterattack. It comes in the form of a combined German-Italian infantry attack. The US sets up a company of 666's supported by a Heavy Weapons Platoon on the hills of bd 9; the Germans and Italians enter on turn 1 anywhere along hexrow 10 of that board.

Whoever gets the most VP wins. VP are awarded for CVP as well as control of Level 3 and Level 4 Locations. The US starts the game controlling all 44 of these Locations on the board; the Axis will make a close game of it if they manage to control about 15 of these while keeping the CVP count relatively even. Thus, the Axis will win by entirely controlling the eastern hill or by entirely controlling the western hill and most of the central hill. North is actually along hexrow A on the scenario card, but for ease of viewing the mapboard graphics, North will be Up (ie, along hexrow 1) in this Example of Play.

The Night Vision Range starts out at 3 hexes with no cloud cover and no Moon. Bore Sighting is NA, and both sides may initiate Hand to Hand Combat.

KE6 Rock Steady

US Setup
HIP units are listed in (parentheses)

M6	Sniper
G5	(FH 1S), ?, 666, No Move
G10	?,346, No Move
H6	(FH 1S, 7-0, 666/MMG, No Move)
i6	?, ?, No Move
K8	(666, No Move)
K9	?, ?, No Move
M5	(FH 1S), ?, 666(/60mmMTR), No Move
N9	?, 346, No Move
O5	(FH 1S, 7-0),?, 666 (/HMG), No Move
O8	?, ?, No Move
Q6	(FH 1S), ?, 666, No Move
R8	(666, No Move)
S6	(FH 2S)
S7	(FH 1S)
U9	?,?, No Move
X9	?, 346, No Move
Y6	(FH 2S, 8-1,) ?,666(/MMG), 666(/HMG), No Move
CC4	(FH 1S)
DD4	(FH 1S,) ?, 666(/60mmMTR), No Move
EE4	?,?, No Move
EE10	?, ?, No Move
FF8	?, 346, No Move

Axis Setup
Cloaking Counter ID's are given as ?A, ?B, etc, with the corresponding units listed on the same line.

T6	Sniper
C11	?B: 346
E11	?K: 7-0, 346/lmg
G11	?M: 346
i11	?L: (dummy)
K11	?G: 8-1, 346/lmg, 346/dmMMG,346
L11	?A: (dummy)
M11	?D: 9-1, 468/dmMMG, 468
O11	?E: 468/lmg, 468, 248
Q11	?H: 8-0, 468/lmg
S11	?i: (dummy)
AA11	?C: 346
CC11	?J: (dummy)
EE11	?F: 248
GG11	?N: 346

Note my convention of possessing a SW with a slash (/) - so a 468/LMG is a 468 possessing an LMG. Also note that the Axis MMG's are dm because Cloaked SW must be dm if possible [E1.42].

The setups for both sides can be found on the next page. A white frame around a counter indicates that it sets up HIP. For quick reference throughout this example, the at-start contents of the Cloaking Counters have been displayed in the Cloaking Counter Box found on the page after the setups.

By SSR, all Woods and Crag hexes are Olive Groves [F13.5] and no buildings or roads exist. Olive Groves are 1-level LOS Obstacles, cost 2 MF to enter, have a +1 TEM, and are a +1 Hindrance. The Axis will use yellow Japanese ? counters as cloaking counters.

The graphics in this example are screenshots from VASL 2.5 using Carl Fung's excellent counter images.

Defensive Setup at Night
E1.2 gives the Scenario Defender some added bonuses at Night:
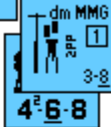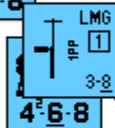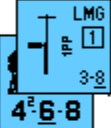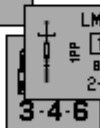
- He receives Dummy counters equal to the number of squad-equivalents in his OB.

- He may HIP up to 25% (FRU) of his squad-equivalents and any SMC/SW that set(s) up with them in the same Location.

- He may set up all of his remaining (non-HIP) units Concealed.

- He can set up his HIP/Concealed units in non-Concealment terrain.

- He may record the Location of any SMC/SW stacked with a concealed MMC until initially revealed rather than setting it up onboard. Note that this is not the same as setting up HIP - such a counter must be placed onboard if it is ever in a different Location than that of the MMC. (Just to confuse the issue, the Chapter E clarifications, page E26^90, indicates that these SMC/SW *are* treated as having used HIP. Shrug).

You can immediately see the potential for trickery and misdirection here. Is that ?+1 a simple halfsquad, or is it a full squad with HMG and 9-2 leader?

Unfortunately, what E1.2 giveth, E1.21 taketh away - all Defending units lack Freedom of Movement and thus set up on No Move counters. More on that later.

Note that E1.16 says that all Fortifications may set up HIP, whether they're in concealment terrain or not, and don't lose HIP until their protective TEM is used, a real enemy unit stumbles into them, or a friendly unit expends MF to enter/leave them while in the LOS of a Good Order enemy unit. Just having LOS to the Fortification isn't enough to reveal it; those US foxholes are going to stay off-map until the Axis finds 'em.

Pregame Setups

HIP US units are shown in white boxes
See next page for contents of Axis cloaking counters

At-Start contents of Axis cloaking counters

US Strategy –
Again, we're not trying to present any Ultimate Strategies here, but it's probably worth a moment to explain what the US are trying to do.

With 12 squad-equivalents and setup restrictions that force him to spread his MMC's across all three hilltops, the US player finds himself with not enough men to hold the line. Two squads are Deployed in order to form a halfsquad picket line. These outpost units are there to fire the **Infamous First Starshell (IFS)** as soon as an Axis unit comes within their LOS. If they fail their Starshell Usage dr, they will fire on that Axis unit, no matter how low-odds the shot, so that other defending units can make the **IFS** attempt themselves [E1.91].

Note that the US Skirmish Line is set up so that their NVR-boundaries form one continuous border; ie, there is no gap between the NVR's from hexrows D-GG (with the single minor exception of hexrow BB). This continuous NVR-boundary means that the US has LOS to all of the practical Axis attack routes and will probably be able to fire the **IFS** on turn 1, which is nice to be able to do. Once the **IFS** goes up, other starshells can go up, which means that all of the HS pickets can try to illuminate their local area and seriously crimp any Cloaked Axis attacks.

The VC's dictate that the US defends the Y6 hill most strongly; therefore he starts an HMG/MMG Killer Stack in Y6 with two squads and his best leader. Since multi-hex firegroups are NA at Night [E1.75], this stack has some serious firepower dominance out to 12 hexes and can influence events with 4 FP out to 20 hexes. An Axis Board Edge Creep along the GG hexrow is defended by the squad in DD4; this squad also has a 60mm MTR which will be able to fire Illumination Rounds at 6-hex-increments across the length of the board, enabling the Killer Stack to do the Big Nasty on any Axis units that get lit up by the Mortar's IR.

Since the western hill has to be defended by SOMEbody, the US grudgingly complies. Since the Olive Groves between hexrows J-M are the most logical approach toward the center hill while affording some cover from the assumed Killer Stack in Y6, the US prepares a little HIP surprise with a full squad in K8. Furthermore, while the western hill is pretty much guaranteed to fall, the US player hopes that the HIP stack in H6 will at least prove to be an inconvenient surprise to the attackers; it has the firepower to easily punch a hole through a broad Axis skirmish line.

The last HIP unit goes in R8 along with some foxholes in S6 and S7; these units are there to bolster the US defense of the central hill in case the game comes down to control of the Level 3 and Level 4 hexes on that hill.

Freedom of Movement - Freedom of Movement (FOM, E1.21) is generally only a minor concern to the Defender, although in some scenarios it'll play a bigger role. Basically, all Defending units start the game without FOM and set up perched on those spiffy black-on-white No Move counters. They can't Move or Advance at all, which raises nightmares of units just sitting there while their positions are infiltrated and eventually overrun. Motherrrrr!

Fortunately, the reality is often less bleak. Units gain FOM when they gain LOS to a Known Enemy Unit (not just a Cloaking Counter!), so in scenarios where there's plenty of LOS to be had (by Starshells, Illumination Rounds, or just a generous NVR), Defending units are gonna see real Attacking units sooner or later (usually sooner, like, by turn 2). Also, units gain FOM when they're attacked by other than a Sniper or OBA, so when the Attacker eventually tips his hand, the local Defending units will at least be able to react.

Finally, many Night scenarios just don't require the Defender to move much. Most Night scenarios have the Defending units sitting in pretty

good terrain with reasonable chances of mutually supporting each other. So there often isn't much opportunity for the Attacker to overwhelm one side of the defense while keeping the rest of the Defenders sitting haplessly on their No Move counters on the other side of the defense. This scenario has about the longest defensive front you're gonna find, and the LOS here is generally so open that the US doesn't mind sitting in foxholes on top of the hills shooting his Machine Guns at the attackers. For a scenario with interesting FOM potential, check out **Shoestring Ridge** from Code of Bushido, the first PTO module.

Axis Strategy -
This scenario has a lot of interesting options for the Attacker. Knowing that he could win the game by just controlling the eastern hill, he could swamp that side and hope his mass of troops could overcome the local US firepower. Otherwise, he could plan on taking the western hill and enough of the central hill to win. Lastly, how to divide his mixed force of Germans and Italians? Interesting decisions.

This German player, oddly enough, sees things much like the US and will largely ignore the eastern US firebase in favor of taking the western and central hills. Prisoner CVP does count here, so he'll be looking to bag as many US squads as he can. Lastly, Hand-to-Hand combat is an interesting option for the lowly Italians who generally can't stand up to an exchange on the IFT.

The western hill should be the easier one to take, so it's delegated to the Italians. A weak force will exploit the NVR gap and run around the western board edge just because we're suckers for flanking forces. (Truthfully, in this scenario it's good for the Axis to be able to approach the center hill from the northwest, and a wide swing will get a good jump on that process. Also, flankers may help bag some prisoners as broken US units rout away from the main thrust).

The Axis player has read E1.2, so he knows that many of the US stacks will be Dummies. He therefore will use Italian squads for the sole purpose of probing the US lines.

The main German thrust will use the cover of the Olive Groves to approach the central hill from the southeast. If enough progress is made, perhaps the central hill can be taken from the north, where the attackers will be out of LOS from that verdammte MG nest in Y6.

Several Cloaking Counters are sent to the east to provide a diversionary assault. A few real units are included in this group just to lend some credence to the attack. Anything to keep the US defenders on the eastern hill from paying attention to the center and west.

Cloaking Counters - The Scenario Attacker's OB does not set up as it would in a daytime scenario [E1.4]. Instead, the Attacker's units are placed in Cloaking Counter Boxes on the old Chapter E divider from Yanks and represented on the real board by Cloaking Counters. Here, the Axis gets 14 Cloaking Counters because he has 14 squad-equivalents in his OB. He is free to fill these Cloaking Counters with as few or as many units as he wishes (within the stacking limits, of course).

It's pretty unnerving to see Cloaking Counters on the map for the first time in a night scenario when you're used to seeing stacks of units under ? counters in day scenarios. That single ? could be *anything* - an Ethiopian halfsquad, a full Pionier platoon with flamethrowers and a 10-3, or some swamp gas drifting on the breeze. Scary, scary stuff, kids!

Cloaking Counters are also great because they always have 6 MF, regardless of the presence of a leader or heavy (greater than 3 PP) Support Weapons [E1.42]. Thus, the best way for an Attacker to approach, confuse, and infiltrate a defense is to keep his units Cloaked as long as possible. Sometimes it just isn't possible to approach the

defensive line or carry out an attack while remaining Cloaked for very long, but that's OK - being in the right place at the right time is more important than staying Cloaked. But in the right situation, it's quite impressive to see a Cloaking Counter or Counters make their way through a defense. Sure, you might *think* they're Dummies, but in most ASL scenarios, even a halfsquad sneaking around behind your lines is a Big Problem. Cloaking Counters tend to demand a response, even if you think there's probably nothing in them.

Cloaking is lost just like Concealment, and once it's lost, it's lost permanently (although Concealment can still be regained normally). Specifically with respect to the Night, Cloaking is lost for Non-Assault Movement in Illuminated Locations. Therefore, one of the main goals of any Night Defender is to light up the sky and strip the Attacker's Cloaking as soon as possible (or at least restrict the Attacker's Cloaking Counters to slow Assault Movement). Once the Defender knows where the Attacker's units are, he can deal with them. Until then, he has to worry about every ? counter out there.

While we're close to the subject, let's throw in a table showing how you lose Concealment/Cloaking at Night:

	Lost	**Gained**
Conceal-ment	• Non-Assault Movement into Illuminated/enemy unit's Location • Assault Movement into enemy unit's Location within 16 hexes and LOS of enemy ground unit • Firing while in Illuminated Location or within enemy NVR	Automatic when dr needed during the day
Cloaking	Same as Concealment, plus: • Making an attack other than a successful Ambush • Successfully placing a Starshell • Being hit by a Sniper	Only at the start of a scenario

OK. That's enough Night Stuff. Night Rules simply are not that bad to play, and the Rhythm of the Night is pretty easy to grasp once you see it in action. Well then, enough talk! Let's SEE it!

Axis Turn 1

Rally Phase
1. Wind Change DR = 6,2 no effect

Normally this would decrease the NVR by one, but E1.12 says that the NVR cannot change on the first WCDR of the game. Which is a relief - how would you like to set up a defense only to have holes appear all along your line because the NVR changed on the first turn?

Prep Fire - none

Movement Phase

1. ?B moves
a. C10 - 1
b. Roll for Straying. Movement DR = 5,3 OK
c. C9 - 3
d. C8 - 4
e. C7 - 5
f. C6 - 6

Units moving to a new hex at Night have to roll for Straying unless they have a LOS to a Known Enemy Unit or are on/ADJACENT to a Road, Gully, Stream, Path, River Bank, or Illuminated Location [E1.53, E1.55]. Since we don't have any of those "guiding terrain features" in this scenario, Straying will totally depend on LOS to Known Enemy Units or Illumination. Units entering the map from offboard are only subject to Straying after they get on the board [p. E26, 1990 version]

To roll for Straying, first you make a Movement DR (Sniper Activation is NA). A colored dr of 6 indicates the possibility of Straying and the white dr determines whether a moving unit will Stray depending on whether it is Stealthy, Normal, or Lax [E1.6]. If a unit Strays, it makes a Straying DR and moves "as far as possible" in that direction if it can. Usually "that direction" isn't the direction you want **: -)**

Normally Straying's not worth worrying about; it's just another thing that can go wrong at night. Sometimes it'll bite you in the butt, sometimes it'll happen but the unit will stray in an OK direction, but most of the time it won't happen at all. With enough "guiding terrain features" on the board, the potential for Straying is much reduced; you might even forget to roll for it.

The Axis player moved this guy first because his planned movement path doesn't bring him within the NVR of any US unit. Therefore, he stays entirely out of US LOS and there'll be no **Infamous First Starshells** fired as a result. Since cloaked units move better through un-illuminated terrain, the Axis player might as well move this guy while there's no chance of any Starshells lighting up the scene.

Unfortunately, this is about the only Axis unit that can move without coming into the NVR of the forward US picket line. ?K could swing around to the C row and follow a similar route, but it doesn't seem worth the delay - that US unit in G10 is probably just a halfsquad anyway. Time to split off some scouting squads and find the US Dummies the hard way.

2. 346 splits off from ?G and moves onto board 9 under a Concealment counter [E1.422]. (By SSR, both German and Italian units may move under the same-colored ? counters so as to maintain some fog-of-war.) The squad declares Double Time
a. K10 - 1

Hmm, the US unit in K9 didn't fire at this. It's probably a Dummy then.
b. Straying DR = 2,4 OK
c. K9 - 6

This last move cost 5 MF; 4 MF to move uphill into an Olive Grove plus 1 MF because non-Cloaked infantry pay 1 extra MF to enter Concealment Terrain at Night [E1.51]. The 346 loses Concealment for entering an enemy unit's Location [E1.31]. The US Dummy is revealed and removed from the board.

K9 is 3 hexes from N9, so it's within the Night Vision Range of the US halfsquad in N9. Since he has LOS to a Known enemy unit, N9 gains Freedom of Movement (ie, loses its No Move counter). Ditto for the No

Move counter in K8 - it comes off. More importantly though, it's time to try for the **Infamous First Starshell**.

What's the big deal about the **IFS**? Well, if you look at Figure 1 above where the Night rules' effect on the ASOP is highlighted in red, you'll see the cycle of how each side places Starshells/IR each turn. Attacker at the beginning of the PFPh, Defending MMC Starshells at the start of the MPh, etc. All fine and dandy, but that's for when the battle has been joined, the defenders are alerted, etc. There's no provision for the Attacker Sneaking Up On An Unsuspecting Enemy Phase.

That's where the **Infamous First Starshell** comes in. There has to be special rules for the *first* time some sleepy sentry thinks he sees movement in the bushes. You can't just have the Defender start firing off starshells in the middle of the night before the Attacker has even moved onto the board. What fun is that?

The **IFS** is a bridge between the Attacker Sneaking Up On An Unsuspecting Enemy Phase and the Normal Cycle of Illumination shown in Figure 1. During the Player Turn that the **IFS** is launched, Defending MMC's can try to throw Starshells at any time, up to and including Final Fire [E1.921]. Afterwards, MMC's can only make Starshell attempts at the beginning of their PFPh or the enemy MPh. Leaders, of course, can try for Starshells at any time during their PFPh/enemy MPh, during and after the **IFS** Player Turn.

Thankfully, the **IFS** is pretty easy to implement. Any Good Order Unpinned Defending unit can go for the **IFS** anytime during the PFPh, MPh, or DFPh if:

- It has LOS to an enemy unit (not necessarily Known, so a Cloaking counter is fine), or

- There is a moving enemy vehicle within 16 hexes if no friendly vehicles are onboard, or

- There is a friendly Gunflash, or

- There is an enemy FFE

Note that no LOS is required for the last three cases; as long as a friendly Gunflash or enemy FFE exists *anywhere* on the board, somebody can try for the **IFS**. LOS *is* required for the first case, which usually means that the enemy unit has to be within the Defender's Night Vision Range.

And that's it, Bubba. The bullets above pretty much mean that the Attacker Sneaking Up On An Unsuspecting Enemy Phase lasts until:

- One of the Attacker's units gets within NVR of a real Defending unit (ie, one that is capable of going for a Starshell, not just a Dummy).

- The attacker moves a vehicle to within 16 hexes of a real Defending unit

- The Defender has fired at somebody

- The attacker drops an FFE

Note that in order for the third case to happen, the Defender usually has to have LOS to an attacking unit, which means the first case must have happened (ie, the attacker must have moved within NVR). Therefore, in scenarios (like **Rock Steady**) where the attacker doesn't have any vehicles or FFE, the **IFS** doesn't get launched until the attacker has come within NVR. Thus you see the importance of the Defender setting up a picket line of forward units spaced 2*NVR hexes apart (barring LOS

obstacles). This kind of picket line ensures that he can try for the **IFS** as soon as the Attacker hits the outer defenses.

OK. Hopefully you understand why the **IFS** is so Infamous and why it's so necessary and why it only matters as a kickoff to the basic cycle of placing Starshells/IR during a Night Player Turn. Now that N9 has LOS to an enemy unit, it'll try to launch the **IFS**.

N9 tries for a starshell.   Starshell usage dr = 3, no

MMC going for a starshell need a 2 or less to find one. Leaders need a 4 or less to find one. There's no penalty for failing a Starshell usage dr - not even loss of HIP/Concealment (you only lose HIP or Cloaking if your Starshell usage dr is successful, and even then you're just placed on the board under a ? counter [E1.921]). Going for a Starshell doesn't count as a form of firing at all, so you're not limiting your Inherent FP or SW usage by trying for one. Of course, you only get one Starshell usage attempt *per hex per Player Turn*, so N9 is done.

Since that failed, it's time for Plan B - N9 will fire at the moving unit (since N9 can now see it) and then other US units will be able to try for the **IFS** since N9's First Fire will place a friendly Gunflash (the First Fire counter) onboard [E1.8]. Even though the shot is a lousy one and the CX Italian squad isn't a big threat, it's in the Defender's interest to launch the **IFS** as soon as possible.

N9 fires at K9
2 (+1) DR = 4,3 no effect. My convention is to show the colored dr first.

The +1 DRM comes from the +1 TEM of the Olive Grove in K9, the +1 Hindrance of the Olive Grove in M9, and the -1 DRM for FFNAM. The +1 Night Low Visibility (LV) Hindrance does not apply because the target unit is in terrain whose topmost height is at least a full level higher than the firer. [E1.7]. Here, the cx346 is in an Olive Grove which rises to a height one level higher than the US 346, so it's not as hard for the 346 to see its target and the LV hindrance does not apply.

Of course, if K9 was Open Ground, the +1 Olive Grove TEM would not apply, but the +1 Night LV Hindrance DRM would, so it's sort of a 50-50 proposition here. Heck, even if K9 was one level higher than N9, the +1 LV Hindrance would not apply, but the +1 Height Advantage TEM would. They getcha coming and going here.

Now that the Gunflash (First Fire marker) has been placed, other US units can try for the **IFS**. But who's gonna try? Well, Dummies can't throw Starshells, so they're out. HIP units probably aren't a good idea, unless you're desperate for some light. The **IFS** unit doesn't even have to have LOS to the Gunflash in N9 or the moving unit in K9. (Of course, since N9 already tried for a starshell, it can't try again. Note to Avalon Hill - we need "Already Tried For A Starshell" counters!)

After scoping out the situation, O5 is elected as the guy to try for the **IFS**. The leader in O5 will get a shell on a dr of 4 or less, it won't be revealing much to the Axis to know that a US leader (presumably with an MG squad) is up there at Level 4, and as an added bonus, O5 has a chance of placing the **IFS** around L8 where it'll nicely illuminate the bulk of the Axis cloaking counters, perhaps giving the HIP 666 in K8 a good First Fire shot.

O5 goes for a Starshell.   Usage dr = 4, got one

Now we get to talk about the **Three Methods of Illumination Placement**. There are only three; there are not two, there are not four. Three is pretty simple to remember, so whenever you get a starshell, you quickly run down the options for where you can try to put it:

- In your own hex (Starshells only), where it'll scatter one hex in a random direction

- In any hex <= 6 hexes away along your LOS to a Known Enemy unit

- At a range of 3 hexes (Starshells) or any multiple of 6 hexes (IR), where it'll drift 1 full dr in a random direction

Since O5 doesn't have LOS to any Known Enemy units (K9 is out of his NVR Range), Method 2 is out. He's not interested in illuminating his own Location because that's pretty much reserved for when the Bad Guys are creeping in close, so Method 1 is out. Thus, he chooses Method 3 and attempts to place a Starshell 3 hexes away in O8.

Scatter direction = 3, distance = 3

Starshell scatters from O8 to R9

Hmm. Not a great scatter. But that's the way it is with Starshells (and a big reason why Night scenarios are so much fun) - sometimes the scatter is perfect, sometimes it's disastrous.

Starshells illuminate every hex within a 3-hex radius. Let's briefly touch on what this means for fire and movement here:

Cloaked units will lose their Cloaking if they use Non-Assault movement in the illuminated area. Thus, if ?H entered Q10 using NAM, it'll lose its Cloaking. It can, however, Assault Move into Q10 and retain its Cloaking.

Units in the Illuminated area can only see other Illuminated units. Thus, right now the HIP 666 in R8 has no LOS to anything outside the Illuminated area. And if ?E entered O10, it would not have LOS to the US 346 in N9.

Units outside of the Illuminated area do have LOS to units inside the Illuminated area, regardless of NVR. So if ?E entered O10, he could be seen by anybody with an unobstructed LOS to his hex - the 346 in N9, the 666 in Q6, even the MG nest in Y6.

Cool, huh?

To make life easier, here's a table of the LOS possibilities at Night:

From ↓ To →	Non-Illuminated Locations		Illuminated Locations	Gunflashes	
Non-Illuminated Locations	Within NVR Yes Full FP	Outside NVR No	Yes Full FP	Within NVR Yes Full FP	Outside NVR Yes Half FP
Illuminated Locations	No		Yes Full FP	Yes Half FP	

OK. Now that the **IFS** has been launched, are there any other US units that want to light up the situation?

Here's where some gamesmanship comes in. By going for a starshell in a particular hex, the US player is pretty much announcing that he's got a real unit there. If too many US MMC's go for a Starshell, it'd be easy for the Axis player to deduce which of those ?+1's out there are Dummies. So the US player has to balance his desire to keep the Axis player guessing with his need to get enough Illumination on the board.

As we said above, HIP units probably aren't good candidates for popping off starshells at this point - they're laying in wait to spring nice traps around K8, H6, and R8. DD4 and M5 have 60mm MTR's that are better used to throw IR in the DFPh, so they're gonna stand pat.

Y6 and G10 are obvious choices to go for a shell. It won't surprise the Axis player to know that Y6 has a US leader, and G10 is going to be swamped by Axis units in a minute anyhow - no use laying low for him.

It probably won't be revealing too much for G5 and Q6 to go for shells, but they'll wait till G10's attempt to see if it's necessary. Finally, X9's starshell attempt probably won't be needed because there aren't any Axis units in his immediate area and Y6's starshell will probably do the trick

on that side of the board. So it'd be good if the US player could keep X9's status a question in the Axis mind.

G10 goes for a shell.   dr = 5, no

Y6 goes for a Starshell   dr = 4, yes

The previously-HIP leader in Y6 is placed onboard under a ? counter because of the successful Starshell attempt.

Y6 will go for Placement Method 3, placing the Starshell 3 hexes away in BB7, hoping to crimp the style of the Axis Cloaking Counters on that side of the board.

Scatter direction = 5   distance = 3
Starshell scatters from BB7 to Y9

Not too awful. This Starshell illuminates Y6, which isn't great because now Y6 will only have LOS to Illuminated Locations, but at least it scattered in the general direction of the Axis advance - it could have scattered 6 hexes in direction 1! Also, the US has two mortars which can fire Illumination Rounds in the upcoming DFPh, so Y6 is likely to have plenty of Illuminated targets to choose from later.

Since G10 failed to find a shell, G5 will go for one. dr = 1, yes

 Will place it 3 hexes away in F7.
Scatter direction = 6, distance = 4
Starshell scatters to B5.

Not real great. Even though ?B is now Illuminated in C6, it doesn't lose its Cloaking. It would have to fire, be hit by a Sniper, suffer a PTC or greater on the IFT, or place a Starshell.

Not quite happy with the Illumination situation, Q6 goes for a shell. dr = 3, no

OK. Now that the US has intervened with his special **IFS** Starshells, the Axis resumes its attack. Cloaking Counters will attempt to stay out of Illuminated areas when they use non-assault movement; if they have to enter an Illuminated area, they'll probably use assault movement. And there's still some scouting to be done to see just which of those concealed American stacks are Dummies.

3. ?F moves
a. assault moves EE10 - 2
US Dummy stack is revealed, and ?F loses Cloaking for entering an enemy-occupied location during the MPh [E1.31]

4. ?N moves
a. GG10 - 1

Cloaking is not lost since the unit is not in an Illuminated Location. The US unit in FF8 could fire at ?N, though, since FF10 is within his NVR. But since the shot would only go through on the 1 FP column, the US player holds off.

b. Makes a Movement DR for Straying: DR = 4,1   OK
c. GG9 - 2
   FF8 fires.
   2(-1) DR = 3,4 PTC, 1 RFP
   PTC strips Cloaking from ?N, revealing 346
   PTC vs 346   DR = 3,5 Pin

Now that FF8 can see a Known enemy unit (in GG9), it loses its No Move counter. DD4 and EE4 do not lose their No Move counters because they can't see GG9 - it's a non-Illuminated Location outside of their NVR.

Note the application of the +1 Night Low Visibility Hindrance DRM to the attack, making this a 2(-1) shot instead of the standard –2 DRM for FFMO/FFNAM. LV Hindrances can be hard to get used to; they don't reduce Residual FP, nor do they negate FFMO.

5. ?J moves
a. assault moves CC10 - 2

6. ?C moves
a. assault moves BB10 - 1

7. ?M moves
a. F10 - 1

Certainly this is brazen behavior, but G10 holds his fire, figuring this guy is probably some kind of scout. Also, G10 would rather fire at a Cloaking counter if he could, just for the chance to strip its Cloaking if he rolled a PTC or better.

bMakes a Movement DR for Straying: DR = 2,4   OK
c. F9 - 3
d. Search - 4
   Search dr = 4 (+1 Lax -1 extra HS) = 4, so Search G10, F9, and G9.

?M is revealed as 346 which goes TI, reveal US 346 and strip its No Move counter

   Search Casualty dr = 3, no effect

Searching is still a fine and useful tactic at Night; oddly, there is no positive modification to the Search dr for Night like there is for the PTO. One wonders, however, if this 346 would have been better off probing G10 by just moving through it. Kind of a waste of a good Cloaked unit.

8. ?K moves
a. E10 - 1
b. E9 – 3 (no Straying DR required since E10 had LOS to G10)
c. F8 - 4

G10 is dying to fire, but he's loathe to fire on the 1 FP column while he still feels the need to protect the H9-M9 attack corridor. Besides, there's always the hidden stack in H6 to take care of ?K if need be.

9. ?A moves
a. L10 – 2 (the unit is still Cloaked, so no need to pay an extra 1 MF
            to enter the Concealment Terrain)
b. L9 - 4
c. L8 - 5

This is it, the moment K8's been waiting for. Fire!
12(-1) DR = 4,4 cowers to 8 column, 1MC, 4 RFP
?A revealed as a Dummy; K8 placed onboard under an **AARGH!** counter.

Well, that's what Dummy Cloaking Counters are for.

10. ?L moves
a. i10 - 1
b. i9 - 3

11. ?, 8-1, 346/dmMMG split off from ?G and move
a. K10 - 1
b. K9 - 6

The US squad in K8 knows that this ?+3 is a stack of real units since only real units can split off from Cloaking counters. Figuring that it's a target reasonably worth risking FPF, he'll fire:

K8 fires
2(+0) DR = 1,5 PTC, 1 RFP, Pins K8
PTC vs 8-1 DR = 3,6 Pin
PTC vs 346/dmMMG DR = 5,1 OK

12. ?G (now only containing 346/lmg) moves
a. K10 - 1
b. J9 - 3
c. J8 - 4
G10 fires
1(-1) DR = 5,4 no

K8 could fire but figures there's not much of importance left in ?G now that the 8-1 and 346/dmMMG have split off from it, so he'll pass on the potential 2(-1) FPF shot.

13. ?D moves
a. L10 - 2
b. L9 - 4
c. M9 - 6
N9 figures he can fire since the O-Q corridor should be covered by other, more powerful, US units.
1(+0) DR = 5,3 no

14. ?E moves
a. N11 - 1
b. M11 - 2
c. L10 - 4
d. L9 - 6

15. ?H moves
a. P11 - 1
b. O11 - 2
c. N11 - 3
d. M11 - 4
e. L10 - 6

This is called Student Body Left. The Axis player figures it's not real smart to walk into an illuminated area with all that US firepower just waiting to chop him up, so he redirects his attack to take advantage of an un-illuminated area where the US firepower presumably can't reach. Of course, the Illumination Rounds from the US Mortars can still light him up in the DFPh, but that's a whole Phase away and this Axis player is a decidedly short-term thinker.

16. ?i moves
a. R11 - 1
b. Q11 - 2
He'll advance onboard later into Q10, just to stay out of the 3-hex NVR from U9.

Defensive Fire Phase
Now that the harrowing MPh is over, the US player can hope to light things up with Illumination Rounds from his mortars and give his MG gunners something to shoot at. IR placement, like OBA, comes at the beginning of the DFPh; you need a usage dr of 4 or less to fire IR from a MTR that has IR as Special Ammo (ie, that has "IR" printed on the back of the counter).

1. M6 goes for an IR   dr = 5, no, dang

2. DD4 goes for an IR   dr = 4, yes

IR placement is similar to Starshell Placement; you try to put the IR in a certain hex and then roll for drift. The **Three Methods of Illumination Placement** apply here, except that Method 1 only applies to Starshells. Therefore, the MTR in DD4 can only use Methods 2 or 3. Since DD4 doesn't have LOS to a Known Enemy Unit (it's still on a FoM counter), it can't use Method 2. Therefore, he'll try to place the IR in a hex 18 hexes away in L8, where maybe it'll illuminate enough Cloaking Counters to give the HMG in O5 a chance to go to town. Placing an IR exhausts a MTR's ROF.

This is one of the nice things about those US 60mm MTR's - they have the [3-45] range to hit anywhere on the board. British 50mm MTR's have IR Special Ammo, but their range of [2-11] hexes means that they can't fire IR out to 12 hexes. Also, note that not all MTR's or Light MTR's can fire IR - those that can have an "IR" printed on the back of the counter where you would look for Special Ammo. There are no IR Depletion Numbers.

Before the MTR places its IR, it must make a To Hit DR to see if the MTR malfunctions (enemy SAN can also be activated):   DR = 3,5 no

Place the IR in L8. Now roll for scatter:
Direction = 6 Distance = 4   IR scatters to H6.

Not too awful - since IR's have an illumination range of 6 hexes, pretty much all of the western half of the board is lit up for the US guns to get into the game.

Now that the massive illumination has created many more LOS possibilities, a few US units can see Known Axis units and thus lose their No Move counters:
G5, I6, and even Y6, all of which can see F9
O5, which can see K9

3. G8 at C6
2(+1) DR = 4,4 no

4. O5 at F8 (J7 only creates 3 blind hexes) (revealing HMG and 7-0 stacked with 666 squad)
4(+1) DR = 4,2 PTC
?K is revealed, its units are put onboard
PTC vs 7-0 DR = 4,4 Pin
PTC vs 346/lmg DR = 2,2 OK, US SAN (SAN is 2 on the scenario card, which is raised by 2 at Night [E1.76])
Sniper dr = 4, no

M5 would lose its No Move counter if it could see F8, but the crest line in G8 creates one blind hex, so there is no LOS to the now-Known Axis units.

5. G10 at F9
2(+1) DR = 6,4 no

6. FF8 at GG9
2(+1) DR = 4,2 no

That's it. Y6 won't fire at F9 - pretty low-value target to risk breaking a machine gun on, and the US player thinks he might need those MG's in Y6 against the Cloaking counters on the eastern side of the board.

Advancing Fire Phase - none. Only sniper bait shots available.

Rout Phase
Ahh, Routing at Night. It's a major departure from what you're used to, but it's so gosh-darn SIMPLE that you won't mind. The two things to keep in mind are:

- You can only Low Crawl, but you can go in any direction as long as you don't rout toward a Known Enemy Unit.

- There is no elimination for Failure to Rout, so you can Low Crawl adjacent to enemy units and end the RtPh there.

That's it. The gist of this is that broken units at Night can be real buggers to track down - unless you get behind them, they can just keep Low Crawling away from you. At the same time, if you can surround them with even just two units on opposite sides, you can guarantee that you'll be able to advance into Close Combat with them because they can only Low Crawl one hex in the RtPh. CC'ing broken units - truly a guilty pleasure that we don't get to see that often in the daytime. We'll definitely have to do some later.

For now, the Axis player has no routs and the US player decides to rout the broken HS in N9 to O9. Self-breaking the guy in K8 and routing away from the Axis attack might be a good idea in a daytime scenario, but it's so difficult to rally at Night (see the RPh below) that it's not such a good idea here.
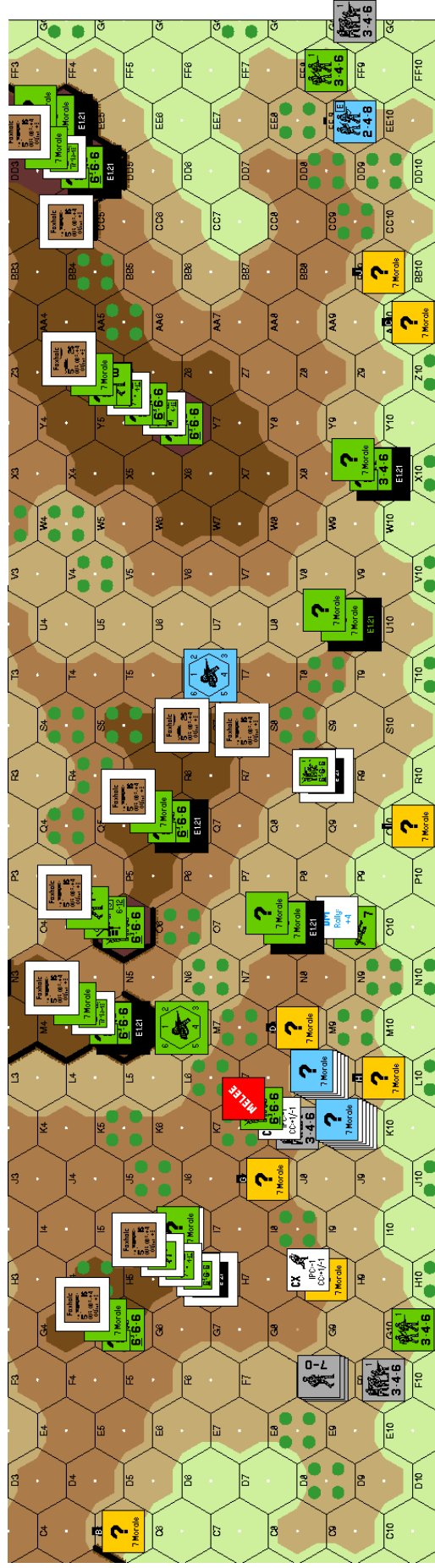
Advance Phase
Straying is NA to the Advance Phase; it's only during the MPh that you can Stray.
1. C6 to C5
2. ?L in i9 to H8 (goes CX because of 4 MF move)
3. ?G in J8 to J7

End of Axis turn 1.

K9 contains an Italian 8-1, cx346/dmMMG, and a German 248.
L8 contains a German 9-1, 468/dmMMG, and Cloaking Counter E (468, 468/lmg).

4. 346 in K9 gives dmMMG to cx346, advances to K8 (going CX)
5. 248 splits off from ?E in L9 and goes to K9
6. ?E in L9 to L8
7. ?H in L10 to L9
8. ?D in M9 to M8, going CX
9. 9-1, 468/dmMMG in M9 to L8
10. ?i in Q11 to Q10
11. 248 in EE10 to EE9
12. ?J in CC10 to BB9
13. ?C in BB10 to AA10

CCPh
1. Ambush in K8
   Axis dr = 3 (+1 CX +1 Lax) = 5
   US dr = 4 +1 (pinned) = 5, no ambush

   Axis cx346 will attack at 1:2 (+1 for CX)
   US pin666 will attack at 1:1 (-1 vs CX)

   Axis CC DR = 4,5 no
   US CC DR = 4,3 no
   Mark hex with Melee

2. Concealment Gain - note that Concealment may be automatically gained at Night in situations where you'd have to roll for it during the day. So basically you automatically gain Concealment as long as no GO enemy unit has LOS to you. So the Axis units in K9 and L8 gain ?.

3. Remove Starshells and IR.

Note the effect of removing the Illumination AFTER Concealment gain.

An OK turn for both sides. The Axis attack in the west has made good ground, effectively stripping US units from the face of the western hill. Finding that HIP US squad in K8 with the Dummy Cloaking counter was a Very Good Thing. Over in the east, the Diversionary Attack is in place. Overall, a goodly number of Cloaking Counters remain to vex the Americans, many of who are still sitting on No Move counters.

On the American side, the process of stripping the attacker's Cloaking and Concealment has begun so that the US player can bring his MG firepower to bear. And his HIP units in H6 and R8 seem well positioned, given where the Axis has attacked.

US Turn 1
Rally Phase

1. Wind Change DR = 4,6 no

2. First MMC Rally Attempt will be a self-rally in O9.
   DR = 4,4 no rally, no DM lost.

Not only is this not a self-rally, but it's not enough to even remove the unit's DM. **At Night, it's much harder to lose DM** - you have to roll less than or equal to your printed broken side morale level to shrug off that DM marker [E1.54]. You'd still rally from DM if you rolled low enough, though - this HS would have self-rallied on a DR of snakeyes and lost DM on a self-rally DR of 3-7.

Prep Fire Phase
Time for the US player to rock 'n roll. First he's gotta get some light on the situation with some Starshells and IR (the ATTACKER does these in his Prep Fire Phase, as per Figure 1 above, Starshells first.)

1. FF8 goes for a starshell. dr = 2, yes

He'll try to illuminate ?C and ?J by placing the starshell 3 hexes away in CC9, where it'll drift one full dr.

Scatter direction = 3, distance = 4, drifts to GG11. Well, OK, it could be worse - at least DD4 and EE4 can lose their No Move counters because they now see the Italian unit in GG9.

2. Y6 goes for a starshell. dr = 4, yes
He'll place the starshell 3 hexes away in AA8 and hope to illuminate ?C and ?J.
Scatter direction = 5, distance = 3, scatters to X9. ?C is illuminated, but ?J isn't.

X9 could try for a starshell in order to illuminate ?J, but by doing so, he'd tip off the Axis player that he's a real unit. Since the odds of success aren't great (gotta roll a 2 to get a shell, then have a semi-lucky drift just to get ?J illuminated), he'd rather deny the Axis player some intel and will just sit tight. Look at the other real US unit in R8 - would you try for a starshell with him?

First things first, of course - try for starshells from hexes where the enemy knows you've got real units.

3. O6 goes for a starshell. dr = 6, no

Man, sometimes it seems like Quartermaster just screwed up royally. Where's the starshells when you need 'em?

4. G10 goes for a starshell. dr = 3, no

5. Q6 goes for a starshell   dr = 4, no

6. G5 goes for a starshell. dr = 1, yes

He'll use Placement Method 3 to place a starshell in D5 - he's starting to worry about being outflanked by Cloaking Counter B.

Scatter direction = 4, distance = 4 , scatters to D9.

It's not what he intended, but a pretty nice scatter nonetheless - the Illuminated Italian units in the area can't see the un-illuminated US guy in G5, but he can see them. Of course, the Axis will get a chance to change that during the MPh when they can place their own starshells and try to Illuminate the US.

OK. Starshells are done. Now it's time for the IR to step in and fill in the gaps.

7. MTR in M5 goes for an IR round. dr = 3, yes

  Since M5 can't see any Known enemy units, he's stuck with Placement Method 3 - putting the IR 6 hexes away and drifting one full dr.
   Placement TH DR = 6,6 gack!

That'll break the MTR and void the Illumination Round. The US player can either curse his fate or be glad he's still got the other MTR in DD4.

8. MTR in DD4 goes for an IR round. dr = 5, no

... unless the other MTR doesn't HAVE an IR round.

OK, now that the Illumination has been placed, it's time to Prep Fire the real guns.

9. Y6 at AA10 (placing the Y6 MG's onboard under a ? counter)
  8(+0) DR = 2,6 NMC, ROF on both MG's, ?C revealed as Italian 346
NMC vs 346 DR = 1,1 HoB!
  Heat of Battle DR = 1,2 (+3 Italian) = 6, Battle Hardens squad to 447
                              and creates 149 Hero!

 MG's ROF at AA10
  8(+0) DR = 2,5 1MC, ROF on both MG's
  1MC vs 447 DR = 5,5 breaks, ELR's back to a 346
  1MC vs 149 DR = 4,5 wounds
                 wound severity dr = 6, gone

  But hey, we got to create an Italian Hero! :-)

Now that X9 and U9 can see a real unit in AA10, they lose their No Move counters.

The US player makes a comment about wasting his precious shots on "freakin' piddly Italian squads" and targets G10 with his ROF since that's about the only unit he has LOS to.

2(+0) [A9.4 Long Range Fire] DR = 4,1 NMC, no ROF
NMC vs 346 DR = 3,5 breaks, DM

10. DD4 fires his inherent FP at GG9
  6(+1) DR = 5,4 no

11. DD4 fires his MTR at GG9 - he can still Prep Fire the MTR if it didn't fire IR.
TH DR = 4,6 miss, no rate, -1 Acquisition

Note that DD4 didn't lose his Concealment for this shot because nobody has LOS to him - he's out of NVR from BB9, and the Italian unit in GG9 is Illuminated while DD4 isn't.

12. G5 at F8
6(+1) DR = 3,6 no

Note that G5 didn't lose his Concealment for this shot because nobody has LOS to him - he's out of NVR from C5, and the Italian unit in F7 is Illuminated while G5 isn't.

13. FF8 at GG9
6(+1) DR = 4,5 no

14. G10 at F8
2(+1) DR = 5,1 no

And that's it for Prep Fire. The US didn't get enough Illumination to light up the Axis targets that are outside of their NVR, and the Axis player is being careful to stay out of LOS/NVR where he can.

Movement Phase
Time for the Axis player to return the favor, illuminating the hexes that he wants to fire on. The western hill is about the only place where he has the need to light up the defense and the firepower to do something with the light. So...

1. F8 will go for a shell. dr = 4, yes
Will place it 3 hexes away in F5 (Method 3) scatter direction = 6, distance = 1, scatters to E5.

Good show, mate; now at least he can see G5 from his Illuminated Location so as to return the fire coming from that position.

OK, now that the Illumination has been placed, it's time to Move. Notice the parallel to Prep Fire - first you place the Illumination, then you proceed with the rest of the phase.

2. ?+1 in EE4 goes CX and moves.
a. DD3 - 1
b. Now that he can no longer see an enemy unit, he must roll for Straying [E1.531]   Movement dr = 6, 3   Strays because the US side is Normal [E1.63].

OK, so now we make a Straying DR: 2,5
The colored dr indicates that the unit will stray in direction 2. It must move "as far as possible".

c. EE3 - 2
d. goes TI to end move

Fortunately, the Straying rules don't require these guys to plummet off the cliff to their deaths (although maybe it'd be cool if they did). If a unit Strays and encounters "difficult" or "forbidden" terrain (to use JR van Mechelen's terminology from **BOTN**) such as off-board hexes, terrain requiring climbing/double-time/Bog Checks/etc, it stops and goes TI before it enters such terrain [E1.53]. If it simply doesn't have enough MF's to enter the next hex along its Straying path, it ends its MPh without TI.

That's it for movement. The US 666's seem happy enough to sit in their foxholes and wait for the enemy to come to them. The ?+1 in i7 could Skulk back to avoid the possible dfire from ?G, but such dfire would strip ?G's Cloaking, which seems like a good use for the US Dummy counter. Or maybe it's too obvious - who knows.

Defensive Fire Phase
1. 468 assembles the German MMG in L8

2. F8 fires at G5
2(+1) DR = 3,3   NE after US player reveals the foxhole in G5,
                making this a 2(+3) shot
The +1 Night LV DRM does not apply because the target unit had Height Advantage [E1.7].

F7 will pass up shooting a 1(+2) shot at G5, figuring it's a Sniper Bait shot. Note that Multi-hex Firegroups are not allowed at Night [E1.75], which is why F7 and F8 didn't combine for a 4 FP shot at G5.

3. cx346 assembles Italian MMG in K9

4. 9-1, 468 in L8 fire into the Melee in K8.
8(+0) DR = 4,3 1MC
1MC vs US 666 DR = 3,5 breaks, DM
1MC vs Italian cx346 DR = 4,3 breaks, DM

Why do this? CVP count in this scenario, and the US 666 figured to have a good chance of nailing the cx346 in the upcoming CCPh. By firing into the Melee, the Axis player hoped to at least break the 666 and capture him later. It'd be no big deal if the cx346 broke; the Axis leaders are close at hand.

5. 248 in EE9 at FF8
4(+1) DR = 3,1 1MC, US SAN
1MC vs 346 DR = 4,4 breaks, DM
US Sniper activation dr = 2, warm
Scatter direction = 4, distance = 1, moves sniper to M7 and thence to M8 where ?D is revealed as a 468 and Pinned. This removes the No Move counter from O8 because he sees a Known enemy unit.

Board Status at the end of US Turn 1

6. 346 in GG9 at FF8
6(+1) DR = 5,5 NE

The 346 is trying to Casualty Reduce the broken HS in FF8 in order to get some CVP. As it stands now, the brokie in FF8 can Low crawl back up the FF row and the two Axis units over there really can't follow and surround it because of the US kill stack in Y6. If they want to get some CVP for that broken HS, they're gonna have to shoot it before it escapes.

7. F9 at G10
6(+1) DR = 5,1 NMC
NMC vs 346 DR = 6,6 CR's and is eliminated

Geez. The Italian player was just trying to break this guy, not kill him. The double CVP for Prisoners is worth more to him. Ah well. Since multi-hex firegroups are NA at night [E1.75], F9 and F8 could not combine for an 8 FP shot (not like that would be better than a 6 FP from F9 plus a 4 FP from F8 anyway).

Advancing Fire Phase - none

Rout Phase
US routs
1. O9 to P8
2. FF8 to FF7

Axis routs
1. AA10 to BB10

Advance Phase
1. O8 to N7 (might as well LOOK threatening)
2. X9 to Y9 - gonna scout out ?J
3. U9 to T8

CCPh
1. Both sides in K8 must withdraw from Melee.
   US goes to L7, figuring he might as well block the easy attack route with his broken body and force the Axis units to go around him, uphill into Olive Groves at 4 or 5 MF. **This is a good thing for broken units to do at night - block the easy attack routes with their bodies.**
   Axis goes to K9

2. Y6 gains concealment automatically even though he's not in Concealment Terrain [E1.32] - nobody has LOS to Y6.

3. Remove Starshells and IR. Since DD4 no longer has LOS to GG9, (things got dark!) remove the -1 Acquisition from the MTR as well.

Axis Turn 2
Rally Phase
1. Wind Change DR = 6,3 NVR is lowered by one to 2 hexes. [E1.12 - there is No Cloud Cover and No Moon in this Scenario, as given by SSR] Well, the NVR Gods are at work. NVR changes are capricious things, decreasing the NVR one turn only to increase it the next. Particularly if there is Cloud Cover or a Moon, when the NVR can change by more than one hex at a time. Gotta stay on your toes - NVR changes smell like Opportunity.

2. Axis first MMC rally attempt is a self-rally in BB10.
DR = 3,1 removes DM but does not rally

3. Leader in K9 rallies broken guy in K9.
DR = 3,5 no rally, does not remove DM

4. US attempts to repair the MTR in M5 dr = 5, no

He retains Concealment by A12.141, even if an enemy unit were within his NVR to see his SW repair attempt.

Prep Fire Phase
The Axis player wants to continue his advance unmolested by Illumination and doesn't have anybody in particular he wants to Prep at, so he'll forgo any Starshells or Prep Fire.

Movement Phase
US player goes for Starshells.
1. G5 goes for a shell dr = 3, no

Ugh. Things is a mite scary over on the western hill. Is it worth notifying the Axis player about the HIP units in H6 just to try to Illuminate the area? I don't think so - the NVR may have dropped, but H6 is quite happy firing within the NVR of 2 hexes since the US player still knows that the Axis has to come to him. And with the HIP units in H6, the US may just give the Axis player a bloody nose as he closes in, starshell or no starshell.

2. M5 goes for a shell dr = 2, yes
Will place it 3 hexes away in J6, where it'll drift one full dr
Direction = 2, distance = 5, drifts to O4

Lovely. An almost perfectly lousy drift, illuminating the US's own units and leaving the Axis line of advance nicely dark. The US player takes the Whining Chit.

3. O5 goes for a shell, trying to rectify the situation dr = 6, no

4. Q6 goes for a shell as the US player gets increasingly desperate.
dr = 3, no!

Should the US player go for a shell in R8, causing that unit to lose HIP if it's successful? I think the situation is desperate enough; as it stands, the Axis is poised to easily advance up the K hexrow and outflank the central hill. The US also knows where most of the main Axis strength is, so he's not too worried about ?i in Q10, and besides, he has his trusty Foxhole and his friends in O5 to help him out if things get tough.

5. R8 goes for a shell   dr = 1, yes - R8 loses HIP status but is placed onboard under a ? counter [E1.921]

US breathes a sigh of relief and thinks about his placement options. Method 2 is out because he doesn't have LOS to any Known Enemy Units. Method 1 would at least ensure that his local area is Illuminated because of the guaranteed 1-hex drift, but he doesn't feel particularly threatened at the moment. Method 3 is what caused the pain and agony last time, but it's probably his best option. Therefore, he'll place the starshell 3 hexes away in O8 and hope for a nice drift in direction 5 or 6.

Scatter direction = 4, distance = 2, scatters to O10

Not what he wanted. Of course, asking for a drift in direction 5 or 6 is just a 1/3 proposition anyway.

6. Y9 goes for a shell dr = 4, no

7. Y6 goes for a shell   dr = 4, yes

That last starshell illuminated the Axis unit in M8, which brings it into Y6's LOS, but Y6 can't use M8 to place a starshell using Method 2 because the Known Enemy Unit is more than 8 hexes away [E1.922].

Figuring the Drift Gods owe him one, he'll place a shell 3 hexes away in BB7 and hope for something good.

Scatter direction = 4, distance = 2, scatters to BB9 (hooray)

That's it for starshells. DD4 will hold off on a starshell attempt because he's waiting for the DFPh to use his MTR to place an Illumination Round somewhere good. Time for the Axis movement.

8. ?J moves, repositioning to hopefully gain some ground along the board edge.
a. CC10 - 1
b. DD9 - 3
c. EE9 - 5
d. FF8 - 6

9. GG9 moves
a. Movement DR for Straying   DR = 4,3 OK
b. GG8 - 1
c. GG7 - 3
d. FF6 - 4

Yep, that NVR of 3 would sure come in handy right about now.

10. EE9 assault moves FF8 - 1

11. ?G moves
a. J6 - 1

Ergh - Gut Check Time for the US boys in H6. Do they fire? If they don't, this Cloaking Counter pretty much has a free ride up hexrow J. But who knows - maybe this is a Dummy Cloaking Counter. And the HIPsters are still hoping to catch the Axis with some gnarly Point Blank Fire. They pass, regretfully.

Since i6 doesn't first fire, the Axis player figures it's a Dummy.
b. J5 - 3

c. Since he can no longer see a Known enemy unit, ?G must now roll for Straying since he wants to enter a new hex.
  Movement DR = 1,1 OK
d. i5 - 4

12. 468 in M8 assault moves M7

13. ?E moves
a. K8 - 4
b. K7 - 6

14. 9-1, 468/MMG in L8 move
a. K8 - 4
b. K7 - 6

15. ?H moves
a. L8 - 1
b. K8 - 5

16. 346 in F9 CX's
a. Movement DR = 6,1 argh! Strays!
  Straying DR = 2,2 strays in direction 2, possible Jitter Fire

This is why you do a Straying DR instead of a dr - rolling doubles indicates that somebody may have Jitter Fired [E1.55]. Looking on the Jitter Fire Table, we see that the DR of 4 indicates that the "Closest Defender Jitter Fires unless Stealthy". Since the Closest Defender must be non-hidden [E1.551], the Axis player gets to choose whether i6 or G5 (neither of which are Stealthy) will Jitter Fire (and thus be marked with a First Fire counter).

The Axis player suspects i6 is a Dummy, but he's not sure and he wants to move the rest of his force around i6 without getting a nasty surprise. So he chooses i6 to Jitter Fire, which reveals the US Dummy there. Since the moving unit wasn't the one who Jitter Fired, he may continue his move:
b. G9 - 1
c. Ends his move since the next hex in direction 2 (H8) would cost 5 MF

  and he only has 4 MF since Straying units can't use Double Time [E1.53]

17. J8 moves
a. Movement DR = 4,5 OK
b. J7 - 5
c. J6 - 6
H6 is SOOOO tempted, but he waits.

18. ?248 in K9 assault moves L8 (positioning to take out the broken unit in L7)

19. cx?L in H8 loses CX from last turn and moves
a. Movement DR = 6,3 strays!
  Straying DR = 5,4 strays in direction 5
b. g9 - 1

Since there is a friendly unit in G9 to say "Hey Stupid, you're moving in the wrong direction!", the moving unit can stop Straying at this point and move normally with however many MF's he had remaining [E1.532].
d. F8 - 2
e. F7 - 3

20. ?B moves
a. Movement DR = 4,1 OK
b. D4 - 2
c. E4 - 3

Too much pressure for G5 to bear; he fires and loses concealment.
2(-1) DR = 4,3 PTC
?B revealed as 346 which takes a PTC   DR = 3,3 OK (but no more Cloaking, so he's stuck with just 1 more MF left)

d. F3 - 4

21. F8 moves
a. Movement DR = 5,6 OK
b. G8 - 2

H6 gains Freedom of Movement because he can see this. Still, he waits for his prey to come closer...
c. H7 - 3
The 7-0 in H6 screams out: *Fire! Fire! Fire!*
20(-1) DR = 4,4 2MC, no ROF, H6 loses HIP
2MC vs 7-0 DR = 5,2 breaks, DM
2MC vs 346/lmg DR = 3,3 breaks, DM

Ah, I love a good trap well-sprung.

22. ?i tries to find what cover he can by assault moving to R10

Defensive Fire Phase
1. DD4 looks for an Illumination Round. dr = 3, got it
Will seek to place it 6 hexes away in FF9, where it'll drift one full dr.
TH DR = 4,3 OK
Scatter direction = 6, distance = 2, scatters to DD8

2. DD4 fires at FF8, losing concealment
6(+1) vs 248, 2(+1) vs ?J DR = 3,1 1MC vs 248, PTC vs ?J
1MC vs 248 DR = 3,4 Pin

PTC vs ?J reveals it as a Dummy

3. O5 at R10 (the only Axis unit he can see)
4(+1) DR = 4,1 NMC, Axis SAN (SAN is 3 on the scenario card, which is raised by 2 at Night [E1.76])

NMC reveals ?i as a Dummy; it is removed
Axis Sniper dr = 2, warm
Scatter direction = 6, distance = 5, moves sniper from T6 to O4 and thence O5.
Random selection for targets in O5:
7-0 dr = 4   666/HMG dr = 3, 7-0 gets whacked
Wound severity dr = 5, leader gone
666/HMG takes a LLMC DR = 2,6 breaks, DM

This is exactly what happened to me when I played this scenario. I just wanted to re-create it here in an attempt to exorcise the traumatic memories. ***Aaargh!***

4. Y6 at FF6
16(+0) DR = 4,2 2MC
2MC vs 346 DR = 5,1 breaks, DM

5. H6 Final Fires at H7
8(+1) DR = 6,4 miss, Sustained Fire breaks MMG

That's it for Dfire. No other shots are available to the guys on the central hill because they're Illuminated and can't find any Illuminated Axis units to see. As a matter of fact, most of the US units on the central hill are still on No Move counters.

Advancing Fire Phase
No use shooting at G5; its entrenchment means that any shots against it are Sniper Bait. No use shooting at L7; the Axis player would rather capture it in CC for double CVP than kill it.

1. FF8 figures he's not gonna get a chance to chase and kill that broken US halfsquad in CC, so he might as well try to get some CVP while he can. FF8 vs FF7:
1(+1) DR = 3,5 no

2. M7 has a free shot at any of the illuminated US units on the central hill. He picks R8
2(+1) DR = 5,2 no

While this shot created a Gunflash in M7, the US units on the central hill that can see R8 do not suddenly gain Freedom of Movement because LOS to a Gunflash beyond NVR is treated as occurring vs a concealed unit [E1.81]. Therefore, the 468 in M7 does not become Known to these US units, and they stay on their No Move counters.

Rout Phase
Axis routs:
1. leader in H7 low crawls H8
2. squad/lmg in H7 low crawls to G8. He wants to avoid stacking with the leader in H8 just so the US can't DM them both with one shot, but he can't low crawl to i8 because that would be moving closer to the US 666 he sees in R8.
3. K9 routs up to K8. I don't think he can see the US unit in L7; the Olive Grove in K8 should block this LOS.
4. FF6 routs to GG7

US routs:
1. FF6 to FF6, skating away from the Axis pursuers
2. P8 to P7

3. L7 to M8. Anybody advancing in to capture him will stay Illuminated until the end of the Player turn, which would allow R8 and Q6 to drop their No Move counters. Plus, the US could do some nice prep firing on M8 next turn, with a little luck from the Illumination Gods.

4. Much as he hates to abandon his precious HMG, O5 will drop it and rout to P4.

Sitting exposed up there in O5, he stands little chance of ever losing his DM and rallying.

Advance Phase
1. F3 to G4
2. F7 to G7
3. J6 to i6 (going CX)
4. i5 to H4 (going CX)
5. ?468 splits off from ?E in K7, advances to K6
6. rest of the gang in K7 to L6
7. ?H in K8 to J7, leaving a concealed 8-0 in K8
8. M7 to L6
9. L8 to M8 (going CX)

CCPh
1. Ambush in M8
   Axis dr = 3 (+1 cx -2 concealed) = 2
   US dr = 2 (+1 broken +1 Lax [E1.62]) = 4

No Ambush. If M8 had been non-Illuminated, the Axis would have gotten an Ambush here because the Attacker only needs a final ambush dr 2 less than the Defender in non-Illuminated locations [E1.77]

Axis cx248 will declare a Hand to Hand Capture Attempt vs the US 666 - remember that Prisoner CVP do count toward the VC's here. The broken US squad can only sit there and take it; he can't withdraw until the CC becomes a Melee [A11.16]. The attack odds are 1:4

   Axis attack DR = 3,3 (-2 vs broken unit, +1 by CX unit,
              +1 capture attempt) = 6, misses.
   Place HtH Melee counter. The Axis unit loses concealment for making an attack in an Illuminated Location, which means that R8 and Q6 can lose their No Move counters for seeing a Known Enemy Unit.

2. Axis units gain concealment in G9 and L6
3. Remove Illumination Round and Starshells.

As usual, there's good and bad things to talk about this turn. The Axis advance caught a lucky break when the US starshells drifted so poorly around the central hill, but moving uphill through the Olive Groves simply cost too many MF's to really allow much penetration up the J/K hexrows. Some very untimely Straying kept two Axis units from blundering into the US HIP MG nest in H6, which let H6 take out the Italian 7-0 and 346/lmg who wandered into their trap. On the bright side, the MMG in H6 is broken and the Axis sniper took care of the HMG nest in O5 all by himself.

In many ways, the Rubber Has Hit The Road. Most of the Axis units have lost Cloaking and the Axis attack route is pretty clear. Most of the defending units have gained Freedom of Movement and know who they want to shoot at. Both sides are now ready to exchange fire in earnest; Illumination will be used mostly to light up targets instead of lighting up movement routes.

End of Axis turn 2.

L6 contains a German 9-1, 468, 468/MMG, and ?E (a 468/LMG).
M8 contains a cx248 and a DM666 in HtH Melee, as well as the Axis Sniper.
The cx?346 in G9 has been lowered slightly for clarity.
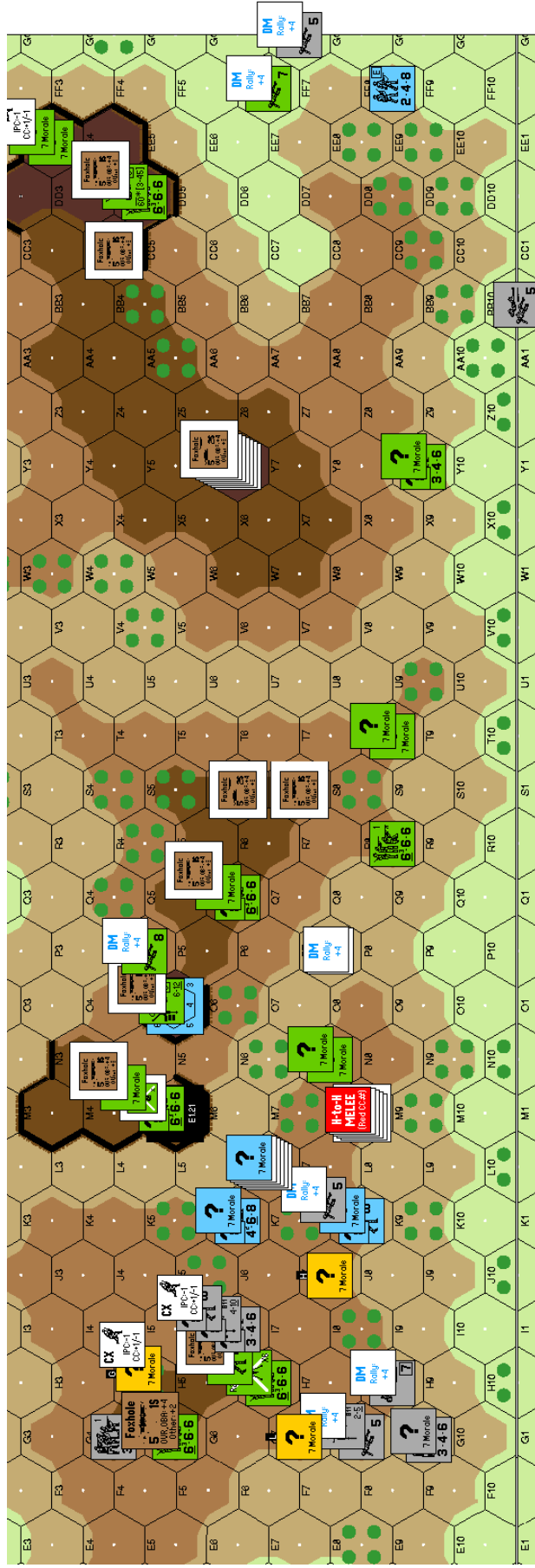
US Turn 2
Rally Phase
1. Wind Change DR = 4,4 no change
2. US MMC self-rally in P4 DR = 3,5 loses DM
3. US attempts to repair MMG in H6 dr = 3, no
4. 8-1 attempts to Deploy HMG squad in Y6 DR = 4,5 no
5. Italian leader attempts to self-rally in H8 DR = 3,3 loses DM
6. German leader attempts to rally brokies in K8 DR = 4,5 no. Broken unit retains DM, leader retains concealment.

The US tried to Deploy in Y6 because he's feeling comfortable enough on the eastern hill to leave a 346/HMG guarding the hill while the 8-1, 666/MMG, and a 346 reinforce the center. There was no MTR repair attempt in M5 because that would have been a concealment loss activity because of the enemy units within NVR, and the US would like to stay concealed in M5.

Prep Fire Phase
1. leader in H6 goes for a starshell   dr = 5, no

2. US MTR goes for an IR round in DD4   dr = 3, got it
Will seek to place it 6 hexes away in FF9, where it'll drift one full dr.
TH DR = 3,2 OK
Scatter direction = 1, distance = 1, scatters to FF8

That's it for the US Illumination. All of the high-threat Axis units on the western hill are adjacent to the US positions (and thus within NVR), so the US didn't really need any illumination there. The leader went for the starshell in H6 in the hope of throwing it 3 hexes out toward K8, where it might have drifted to illuminate only the Axis units in the area. Worth a try; even a bad drift would likely illuminate both Axis and US units, so it was not much of a risk.

All of the Axis units facing the central hill are concealed, which doesn't bode well for the US chances of breaking them. The US would rather avoid prep fire and stay concealed in M5 and Q6, figuring the Axis units will have just as hard a time breaking them in dfire. Actually, Q6 has a bigger job to do - grab that HMG in O5.

3. 666 in DD4 fires at FF8
6(+1) DR = 4,2 NMC
NMC vs 248 DR = 5,3 Pin

4. 666/HMG in Y6 declares Opportunity Fire (in case the Axis player illuminates something interesting with his Starshells during the MPh.)

5. H6 fires at G7, figuring i6's CX will mitigate its effectiveness in dfire
a. 6(+1) DR = 2,1 2MC reveals ?L as a Dummy. US player goes AARGH.

6. G5 at i6, hoping to save H6 and not worrying too much about the 6 FP shot he's gonna eat from G4 in the DFPh, or the shot from the cx?G. Having been bitten in the arse by Axis Cloaking Counters a few times, he's gonna make ?G prove himself before wasting a shot on him.
a. 2(+1) DR = 2,2 cowers to 1 column, PTC reveals Italians in H6
PTC vs cx8-1 DR = 3,2 OK
PTC vs cx346/MMG DR = 4,6 Pin

Movement Phase
The Axis player is content with the Illumination picture as it stands. He's got a relatively nice shot lined up at M5 without need of any starshells, and it seems unlikely that he'll get a perfect drift out of any starshells on the western hill - whatever illuminates the US units will probably illuminate his as well.

1. EE3 loses CX and moves

a. Movement DR = 5,4 OK
b. DD4 - 1
c. CC3 - 2
d. BB3 - 3
e. AA4 - 4

2. Y9 moves
a. Movement DR = 2,1 OK
b. Z9 - 1
b. AA9 - 2
c. late CX, BB9 - 5 (extra 1 MF for concealment terrain)
   BB10 is DM'd

3. 8-1, 666/MMG in Y6 move to reinforce the central hill
a. exit foxhole - 0 MF (at Night, there is no cost to enter/exit Fortifications unless it is done in the LOS of a Good Order enemy unit [E1.16]
b. Movement DR = 4,2 OK
c. X5 - 1
d. W6 - 2
e. V6 - 3
f. U6 - 4
g. T5 - 6

4. R8 moves
a. Movement DR = 6,3 Strays!
   Straying DR = 4,3 strays in direction 4
b. R9 - 1
c. R10 - 2
d. unable to go off the map, so he goes TI [E1.53]

Dang. This guy was gonna try to get to N8 (CX) and then advance in to reinforce the HtH Melee in M8. He'd have a good chance of covering the broken 666's Withdrawl from Melee, knocking off the German cx248, and being a general Pain In The Ass to the Axis attack. Good points for aggressiveness, bad points for dice-rolling.

5. T9 moves
a. Movement DR = 3,1 OK
b. T7 - 1
c. S7 - 3
d. R6 - 4 (being sniper bait to protect the 8-1 leader)

6. N7 moves
a. Movement DR = 5,3 OK
b. assault move O7 (more sniper bait)

7. Q6 moves
a. exit foxhole in Q6 - 0 MF (no enemy units in LOS)
b. Movement DR = 6,1 OK (would Stray if he were Lax, but he's Normal)
c. assault move P5 - 1

Defensive Fire Phase
1. G4 at G5
6(+3) DR = 4,2 no

The +1 Night LV DRM is added to the foxhole's TEM since there's no other higher terrain in the target hex. Big Night Lesson: **TEM-wise, Foxholes in Open Ground are equivalent to Stone Buildings. Yowza.**

2. i6 at H6
6(+1) DR = 4,3 PTC
US reveals the foxhole in H6, making this a 6(+3) shot that has no effect

3. ?H in J7 revealed as 468/lmg, fires at H6
6(+3) DR = 4,1 PTC

PTC vs 7-0 DR = 6,1 OK
  vs 666/bkMMG DR = 6,4 Pin

4. L6 at M5, with ?E revealed as 468/LMG
8(+0) DR = 3,4
US reveals foxhole in M5, which changes this to a 8(+1) shot, where the
Final DR of 8 yields an NMC
NMC vs 666/bkMTR DR = 4,3 breaks, DM.

Oh, and he loses his No Move counter too :-)

5. ?G drops Cloaking and fires at G5
8(+4) DR = 3,4 no

Advancing Fire Phase
1. Y6 declines to fire. Nobody in LOS.

Rout Phase
US routs
1. dm666 in M5 drops broken MTR, routs to N4
2. P7 to P6
3. FF6 to EE6

Axis routs
1. GG7 to GG8
2. BB10 stays put (nowhere better than where he is)
3. K8 to K7 (with the leader. Might as well keep up the advance while
broken)
4. G8 to H8

Advance Phase
1. P5 into foxhole in O4
2. O7 to O8 (sniper bait)
3. R6 into foxhole in Q6
4. T5 into foxhole in S6
5. BB9 to BB10
6. AA4 to Z3

US guys on the western hill are relatively fat and happy in their foxholes;
the local Italians can't seem to mount the firepower to dig them out just
yet. If H6 entertained any thoughts about taking out i6 in CC, they were
quashed when the MMG squad pinned.

CCPh
1. Resolve HtH Melee in M7
  Broken US 666 must withdraw from Melee
  cx248 will again go for a HtH capture attempt at 1:4 odds

  Axis CC DR = 5,1 (-2 vs broken unit, -2 vs withdrawing unit,
       +1 by CX unit, +1 capture attempt) = 4 successful.

  Replace dm666 with (1)06 prisoner squad.

2. Ambush in BB10 (because of the concealed US unit involved)
  US dr = 3 (-2 concealed +1 CX) = 2
  Axis dr = 4 (+1 broken +1 lax) = 6, US ambush

  US will go for a 1:1 HtH capture attempt
  DR = 5,1 (-2 vs broken unit, +1 by CX unit, +1 capture attempt) = 6,
  successful. Replace dm346 with (1)06 prisoner squad.

3. Remove Illumination Round.

4. R10 gains concealment

Pretty good turn for the US. The central hill was reinforced and the
western hill hung tough. The US lost 4 CVP from the squad captured in
M7, but gained them back from the squad captured in BB10. Broken US
squads are starting to stack up on the west side of the central hill, but at
least the HMG in O5 stands a good chance of being recovered and the
eastern hill is virtually secure.

Miscellanea:

One thing we didn't cover here are special Night Firelanes [E1.71]
because this scenario does not allow Bore Sighting. Basically, once the
IFS goes up, E1.71 allows you to place a special Firelane out to a
Boresighted hex at the start of the MPh, regardless of whether or not the
firing unit can see a Known enemy unit or has gained Freedom of
Movement. Pretty powerful stuff. The downside is that you *must* keep
laying that firelane during every enemy MPh until you can see a Known
enemy unit. Can be frightening for B11 MG's or situations where you're
not sure where the enemy's going to come from. Still, worth keeping in
your Night Bag of Tricks. Note that since a Boresighted hex must be
within the weapon's LOS [C6.42], and at Night, LOS is limited to hexes
within the NVR during setup.

Conclusion:

And that's it for Night. Wasn't so bad now, was it?

Hopefully you see now that while the Night rules do significantly change
the nature of infantry combat, the basic structure of Rally, Prep Fire, etc.,
is still there. The only major add-on to the ASOP is the sequence of Who
Goes For Illumination When, and that's not hard to get accustomed to.

Hopefully you've also seen how Crazy Things can happen at Night, but
they make the game so much more fun and interesting. Sometimes your
Starshells drift perfectly, sometimes they drift lousy. Sometimes you
Stray, sometimes you don't. Sometimes that Cloaking Counter will be a
Dummy, sometimes it'll be something much deadlier. You have much
less control over things at night, but the same goes for your opponent.
Sometimes it's a mutual victory just to survive the scenario. All along,
though, you'll laugh, you'll cry, and you'll be glad you learned the Night
rules.

Night Example of Play

17 May 2000

End of US turn 2.

L6 contains a 9-1, 468, 468/MMG, 468/LMG.