

ASL Friendly Fire – 2018

Tournament 21-23 September

Welcome to the Friendly Fire Tournament in September, starts Friday 21st and ends on Sunday the 23rd.

The tournament is held at Rimforsa Strand hotel in Linköping.

ADDRESS: Fredrika Bremers Alle` 2 (Rimforsa), Linköping.

Telephone # to the Hotel: 0494 792 90

Almost only EAST FRONT 1941–1945

Round #1 Friday 17:00 - 00:00

[Boards & Overlays](#)

FrF94 DEATH FROM ABOVE

(38, 62, 69) November 1942

FrF99 BOY SOLDIERS

(6, overlays: P4, Wd5, RR7) February 1945

Round #2 Saturday 08:30 - 16:00

FrF98 AMERIKANSKAYA SUKA

(71, FrFA) July 1944

FrF100 DEUTSCH LESSON (17, y, overlays: RR3, RR4, O2) March 1945

Round #3 Saturday 18:00 – 00:00

FrF93 WIENER WALTZ

(4, 22) November 1941

FrF95 BLOOD RED SNOW (48, overlays: OG5, Hi9, Hi10, Hi11) Dec 1942

Round #4 Sunday 08:30 – 14:00

FrF96 THE FLYING CIRCUS (70, overlays: Wd3, Wd4) March 1943

FrF97 WRECKING THE RENTALS

(x, v) April 1944

To be prepared, you need the following:

Map boards: 4, (6), 17, 22, 38, (48), 62, 69, 70, 71, v, x, y, FrFA.

Overlays: O2, RR3, RR4, Wd3, Wd4 (Hi9, Hi10, Hi11, OG5, P4, RR7, Wd5).

Nationalities: Germans, Russians, British.

A customized map has been made for the following two scenarios:

- FrF95 BLOOD RED SNOW (board 48, overlays: Hi9, Hi10, Hi11, OG5).

- FrF99 BOY SOLDIERS (board 6, overlays: P4, RR7, Wd5).

Summary: PRC (FFNAM, FFMO, PIN, (Un)Loading, etc):

For **Pinned Passengers** the FFNAM -1 DRM still applies when they Unloads from a truck and the FFMO -1 DRM still applies if possible.

A4.6... Units loading onto/disembarking from vehicles are always subject to FFNAM. A further -1 First Fire DRM applies to units moving in the open (FFMO)....

D6.5... Unloading PIN Passengers may not leave the Dismount Location during that MPH. FFNAM always applies vs loading or unloading units (A4.6)....

A Crew that tries to (un)hook a Gun, will fail if it PIN or Breaks.

Residual FP (& Sniper) always attack the unarmored side of an Aerosan. Unprotected Crew (D5.311) suffer Pin/break/K/KIA results, instead of Stun, if it breaks it would take counter form and be treated similarly to a Passenger with its own "DM" counter.

The Inherent Crew of an OT AFV (SPW 251/1) can be Pinned and stays CE (but for CS purposes it is not PIN and suffers Hazardous Movement Penalties), a Passenger that become PIN become CE at the end of that Player Turn if the Inherent Crew also are CE, otherwise it will remain BU.

A PIN Passenger do not suffer Hazardous Movement penalties when it pass a CS DR (there is a +1 DRM (each) for broken/shocked Passenger that rolls a CS DR).

A Broken Passengers is always BU and when Rallied it automatically gains the CE status of the Inherent Crew if it is CE, otherwise it remains BU.

An AFV's Inherent Crew and Passengers always become CE or BU together [EXC: those that are broken must remain BU until they Rally in which case they retain the same status as the Inherent Crew; a Pinned Passenger becomes BU until the end of the Player Turn and then retain the same status as the Inherent Crew].

A Shocked Vehicle permit no actions of the Inherent crew and Passengers.

D9.3 AFV/WRECK TEM: All Infantry in the same Location with a wreck/friendly-AFV/abandoned.enemy-AFV are entitled to a +1 TEM unless one or more of the following applies: they are being fired on from within that same Location; the wreck is burning; or that AFV would be subject to TH Case J Moving/Motion Vehicle (a Stopped AFV or wreck which have moved/was in Motion during the current Player Turn's MPH provides a +1 at the start of the Rout Phase [EXC: Armored Assault; units Abandoning/Surviving/unloading/Bailing-Out from an AFV].

An unarmored vehicle exerts no TEM until it becomes a wreck.

Tournament Rules and Guidelines:

1. The Tournament: The nature of tournaments is to encourage competition, camaraderie and to learn from others. Disagreements are part of the game and they should be resolved in the best possible manner, if asked, the TD can be helpful to solve the issue in any way he decides. Players are encouraged to resolve questions among themselves. However, if the TD is required to intervene or make a decision, it is final and binding.

2. Precision Dice & Dice-Tower: We would like all players to use precision dice (with dots and ball-cornered), Semi-Precision dice like Battleschool dice are not precision dice and not allowed unless you and your opponent agrees upon using them (you are allowed to change your mind anytime during play). We always have plenty of precision dice to lend out and for sale. We would like all players to use a Dice tower, if possible, noisy dice equipment are not allowed. We have dice tower to lend out and for sale. **DICE-TOWER USAGE** When a DR or dr is made each die must, together with each other die, be rolled through the full height of the dice-tower and end its roll flat on the tower-floor. Otherwise, the entire DR or dr must be re-rolled.

3. HIP Notes: Use HIP notes provided by the TD. Players HIP notes are subject to TD inspection. Please show your HIP sheet to your opponent when possible during the game.

4. Time Limits: Players are encouraged to take the time they feel they need to play a thoughtful and considerate game. However, excessive delay is discouraged. Opponents may always prompt players to move along play if they perceive the time is excessive. If no resolution can be made between the players, either may involve the TD for a decision. Set up for either side should not be much longer than 30 minutes.

5. Tactical Tips NA: No comments on other players games in progress are allowed. Neither from the Tournament Director nor from other players. Players may ask about rules but comments regarding tactics are NA.

6. Scenario Selection: Each player secretly write down the scenario he would like to play of the two scenarios in each round, if not the same scenario has been chosen then you randomly determine which of the two scenarios you will play.

7. Australian Balancing System (ABS): Each scenario has 4 levels of balances (0 up to 3) for each side in the scenario.
- Each player secretly writes down which side he prefers to play in the scenario and which level of balance he chose to bid.
- The player that has the highest balance level for a chosen side will play that side and give up any balance to his opponent.
- When both players have chosen the same side and balance level they decide the matter randomly to see who will play the selected side and the non-selected with any possible balance.
- When both players have chosen different sides all balances still come into effect. Balances are always cumulative.

8. Judge a Game: Tournament Director judge games in any way he thinks is suited for the situation at hand. When judgement of a game is needed, the following guidelines (FRU/FRD) are used.
- Draws are Not Allowed.
- 50%-50% Each player make a DR the player that roll lowest wins.
- 60%-40% TD roll a DR if the DR is 7 or less the player with the edge wins otherwise he lose.
- 70%-30% TD roll a DR if the DR is 8 or less the player with the edge wins otherwise he lose.
- 71+% or better, no DR is made, the player with the edge is considered the winner.

9. Tournament Rule for: D2.6 ENEMY AFV: A vehicle cannot voluntarily stop or end its MPH in Motion in an enemy AFV's hex (whether Known or not) unless it can do so out of that AFV's LOS (i.e., while Bypassing a hexside opposite that of the DEFENDER's Bypass AFV), or unless it can, at the moment and position of entry into that hex, attack that AFV (regardless of its To Hit possibility) and be capable of destroying or shocking it with an Original TK or IFT DR of 5 (using a non-Depletable ammo type available to the vehicle). A vehicle thus barred from remaining in an AFV's hex may not attempt ESB in that hex, and may check if VBM is allowed out of that hex prior to attempting VBM (2.3), if the vehicle still end its MPH in the hex it is immediately turned into a wreck as if eliminated in CC.

Round 1, Friday 17:00 – 00:00

FrF94 – DEATH FROM ABOVE

G1: Replace one Russian 447 squad with a 458.

G2: **G1+** Replace one Russian 447 squad with a 458.

G3: **G2+** Replace one Russian 447 squad with a 458.

R1: Replace one Russian 458 squad with a 447.

R2: **R1+** Replace one Russian 458 squad with a 447.

R3: **R2+** Replace one Russian 458 squad with a 447.

FrF99 – BOY SOLDIERS

R1: Replace one German 436 squad with a 447.

R2: **R1+** Replace one German 436 squad with a 447.

R3: **R2+** Replace one German 436 squad with a 447.

G1: Replace one German 447 squad with a 436.

G2: **G1+** Replace one German 447 squad with a 436.

G3: **G2+** Replace one German 447 squad with a 436.

D6.4 FireGroup (FG): The only vehicle (as opposed to Passengers/Riders) that may be part of a multi-unit FG are Carriers/armored halftracks, each must be CE and using its vehicular-mounted non-ordnance weapons [EXC: FT, IFE] to qualify for that FG, such a FG may be composed of such Carriers/halftracks and/or Infantry/Cavalry. A Passenger may be part of a FG composed only of other Passengers/vehicular-mounted non-ordnance weapons and only if all elements of that FG are on the same vehicle

[EXC: CE halftrack Passengers may be part of a FG composed of other Carriers/halftracks (as above), and/or other Passengers of the same or another CE halftrack, and/or Infantry/Cavalry].

AFV Riders may be part of a FG composed only of other Riders on the same vehicle and/or that vehicle's AAMG [EXC: Carrier Riders may be part of any FG that consists of (or includes) that Carriers's non-ordnance weapon(s)]. In all cases, the normal rules for FG (A7.5-.55) still apply. The vehicle crew is always assumed to fire its own weapons; a player may not specify his Passengers to be CE and firing the armament of an otherwise BU halftrack.

D6.4 EldGrupp (EG): Det enda fordonet (i motsats till passagerare/Ryttare) som får delta i en multi-enhet FG är Pansar-halvbandvagnar, varje sådan enhet måste kunna använda sin Fordons-kulspruta för att få delta i FG, sådan FG får bestå av sådana Pansar-halvbandvagnar och/eller Infanteri(Kavelleri), Passagerare får vara en del av en FG som endast består av andra Passagerare/-kulspruta och endast om alla element av den FG är på samma fordon [EXC: Pansar-halvbandvagnar får vara en del av en FG som består av andra Pansar-halvbandvagnar (se ovan), och/eller andra Passagerare av samma eller annan Pansar-halvbandvagn och/eller Infanteri/kavelleri].

AFV Ryttare får vara del av en FG som består av andra Ryttare på samma fordon och/eller det fordonets AAMG [EXC: Brittisk Pansar-bandvagnas ryttare får vara del av en FG som består av (eller inkluderar) det fordonets kulsprutor].

I alla fallen ovan så gäller reglerna A7.5-.55; Fordons-crew antas alltid skjuta sina egna vapen; en spelare får inte specificera att hans Passagerare blir CE och skjuter med fordonsmonterad beväpning på en fordon som är BU.

Armored Halftracks SPW 251/1 & SPW 251/10:

If an armored halftrack moves, all fire from its Passengers is halved as either Bounding First Fire during the MPh or as AFPh (i.e., Bounding Fire D3.31).

However, an armored halftrack Passenger never has its FP halved due strictly to Mounted Fire (as a Truck Passenger/Riders).

Round 2, Saturday 08:30 – 16:00

FrF98 – AMERIKANSKAYA SUKA

G1: Replace one Russian 447 squad with a 458.

G2: **G1+** Replace one Russian 447 squad with a 458.

G3: **G2+** Replace one Russian 447 squad with a 458.

R1: Replace one Russian 458 squad with a 447.

R2: **R1+** Replace one Russian 458 squad with a 447.

R3: **R2+** Replace one Russian 458 squad with a 447.

FrF100 – DEUTSCH LESSON

G1: Replace one British 457 squad with a 458.

G2: **G1+** Replace one British 457 squad with a 458.

G3: **G2+** Replace one British 457 squad with a 458.

B1: Replace one British 458 squad with a 447.

B2: **B1+** Replace one British 458 squad with a 447.

B3: **B2+** Replace one British 458 squad with a 447.

Round 3, Saturday 18:00 – 00:00

FrF93 – WIENER WALTZ

G1: Replace one German 468 squad with a 467.

G2: **G1+** Replace one German 468 squad with a 467.

G3: **G2+** Replace one German 468 squad with a 467.

R1: Replace one German 467 squad with a 468.

R2: **R1+** Replace one German 467 squad with a 468.

R3: **R2+** Replace one German 467 squad with a 468.

FrF95 – BLOOD RED SNOW

G1: Replace one Russian 447 squad with a 458.

G2: **G1+** Replace one Russian 447 squad with a 458.

G3: **G2+** Replace one Russian 447 squad with a 458.

R1: Replace one Russian 458 squad with a 447.

R2: **R1+** Replace one Russian 458 squad with a 447.

R3: **R2+** Replace one Russian 628 squad with a 527.

Round 4, Sunday 08:30 – 14:00

FrF96 – THE FLYING CIRCUS

G1: Replace one Russian 447 squad with a 458.

G2: **G1+** Replace one Russian 447 squad with a 458.

G3: **G2+** Replace one Russian 447 squad with a 458.

R1: Replace one German 467 squad with a 468.

R2: **R1+** Replace one German 467 squad with a 468.

R3: **R2+** Replace one German 467 squad with a 468.

FrF97 – WRECKING THE RENTALS

G1: Replace one Russian 447 squad with a 458.

G2: **G1+** Replace one Russian 447 squad with a 458.

G3: **G2+** Replace one Russian 447 squad with a 458.

R1: Replace one German 467 squad with a 468.

R2: **R1+** Replace one German 467 squad with a 468.

R3: **R2+** Replace one German 467 squad with a 468.

FrF93 – WIENER WALTZ

AT 45LL, Hex: CA >

BT-7 M37, s9, AP7 Hex: VCA >

SPW 251/10 (37L) A4¹ 9-1 Pz Leader in SPW:

id: Pz IIIH, A4¹ id: Pz IIIH, A4¹ id: Pz IIIH, A4¹

id: Pz IIIH, A4¹ id: Pz IIIH, A4¹ PaK 35/36 (37L) A4¹

FrF94 – BLOOD RED SNOW

Notes: Winter Camouflage units may Assault-Move/Advance into Open Ground without loss of "?" that it would otherwise do, receives a -1 drm to its Concealment growth dr. Infantry receives a +1 LV Hindrance if fired upon beyond 8 hexes [EXC: Fire Lane and Residual FP] unless it already qualifies for a positive TEM other than SMOKE.

Both FlaK may not set up on the same hill mass (see set up instructions):

FlaK 88L, A5² Hill Hex: CA >

FlaK 20L(20), Hill Hex: CA >

GrW 34 (81mm), s8 Hex: CA >

AT Mines (7) (in/adjacent to building hexes):

PaK 40 (75mm), A5², s7

FrF95 – DEATH FROM ABOVE

FlaK 20L(6), non-road Hex: CA >

FlaK 20L(6), non-road Hex: CA >

id: INF 76mm, s8 id: INF 76mm, s8

FrF96 – THE FLYING CIRKUS

Notes: Mist is in effect (+1 Low Visibility Hindrance at 7-12 hexes, +2 LV Hindrance at 13-18 hexes). Winter Camouflage units may Assault-Move/Advance into Open Ground without loss of "?" that it would otherwise do, receives a -1 drm to its Concealment growth dr. Infantry receives a +1 LV Hindrance if fired upon beyond 8 hexes [EXC: Fire Lane and Residual FP] unless it already qualifies for a positive TEM other than SMOKE.

Pak 38(50L), A5³ Hex: CA >

HIP two 2-3-8 HS on/between BB and DD (ATMM -2 Check drm, may HIP in Open Ground), HEX: HEX:

Foxhole (2S):

INF 76*, s8, H6

AEROSANS (D17): Rules in short format for the scenario - FrF96 Flying Cirkus. Normal vehicle rules apply to Aerosans unless specified otherwise.

Can only enter the following terrain (Bypass/Reverse Movement NA);

Open Ground (1 MP): An Aerosan does not pay any extra MP for Snow.

Foxhole (1 MP+COT):

Crossing an Orchard-road hexside (2 MP): Requires Aerosan Wreck Check [EXC: if it is spending 4 MP, excluding MP spent for OVR].

Orchard (3 MP): Requires Aerosan Wreck Check.

Aerosan Wreck Check: An Aerosan must make an immediate Wreck Check dr when entering Orchard [EXC: road] hex and on a dr of 6, the Aerosan is Immobilized, Riders Bail Out, Passengers/Crew (as if un-protected; take a NMC, and passenger SW check for malfunction per D6.24).

NA: to enter Brush/Woods nor cross a Hedge/Wall [EXC: road].

Towing: An Aerosan towing a Gun with transport-skis pays one extra MP.

VCA Change: When changing its VCA outside of the MPH, an Aerosan is limited to a VCA change of one hexspine only. During the MPH, it may change its VCA one hexspine per hex (as a separate MP expenditure), either after entering a hex after having announced the change prior to entering the new hex or after expending a Start MP.

Riders: An Aerosan may carry Riders up to a maximum of seven PP, in addition to any Passenger capacity.

Close Combat: Each CC attack vs an Aerosan receive an extra -1 DRM.

FrF97 – WRECKING THE RENTALS

Notes: Panzerfaust range one hex. ATMM available.

GrW 34 (81mm), s8, Hex: CA >

HIP Marder II (75L), s7, HE7, A4⁴ Hex: CA >

id: PzIVH s8, A3⁴ id: PzIVH s8, A3⁴ id: PzIVH s8, A3⁴

id: Sherman III(a), s8 id: Sherman III(a), s8

id: Sherman III(a), s8 id: Sherman III(a), s8

FrF98 – AMERIKANSKAYA SUKA

Notes: Panzerfaust range 2 hexes, ATMM available.

id: JgPz IV, s7, HE7, A4⁴, BU or CE (A12.2).

id: JgPz IV, s7, HE7, A4⁴, BU or CE (A12.2).

id: T-34/85, A5⁴, sD6* id: T-34/85, A5⁴, sD6*

id: T-34/85, A5⁴, sD6* id: T-34/85, A5⁴, sD6*

id: T-34/85, A5⁴, sD6*

Note: A T-34/85 may attempt to use the sD6* until it has placed out its first and only dispersed SMOKE.

FrF99 – BOY SOLDIERS

AT 45LL, Hex: CA >

ART 76L, s8 (NA in buildings) Hex: CA >

INF 75mm, Hex: CA >

Notes: Panzerfaust range 3 hexes. A Conscript suffer casualty reduction on a TH DR of 11 when firing a Panzerfaust (not only on a DR of 12 like a non-Conscript unit).

See rule B32.43 ELEVATED RailRoads CROSSING.

FrF100 – DEUTSCH LESSON

Notes: Panzerfaust range 3 hexes, ATMM available.

Captured AT Gun 57L, D5⁵, HE6 Hex: CA >

Foxhole (3S):

9-2 Pz Leader in AFV type: with id:

id: StuG IIIG (L) s8, Sz id: StuG IIIG (L) s8, Sz

id: StuG IIIG (L) s8, Sz id: StuG IIIG (L) s8, Sz

StuH 42(L) s9, H9, Sz

8-1 Armour Leader in AFV type: with id:

id: Sherman III(a), s8, WP6 id: Sherman III(a), s8, WP6

id: Sherman III(a), s8, WP6 id: Sherman III(a), s8, WP6

Gyro equipped Sherman with id: Lt MTR, s7

id: Wolverine(a), s5, A6⁵, HE7

id: Wolverine(a), s5, A6⁵, HE7

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