

ASL Starter Kit Hedge Examples (use map to left)

Grain is in season. U.S. Squad F was adjacent to the hedge before German Squad A was adjacent to the hedge.

Movement Examples:

U.S. squad F spends 2 MF to enter D5 or 2.5 MF to enter E6 (1 plus COT).

Line of Sight Examples:

Generally, you can see the hex immediately behind a hedge hexside, but cannot see beyond that hex. German Squad E can see German Squad D, but cannot see German Squad C. This also applies when LOS is traced along the hexside, not through the hexside. So, German Squad B can see U.S. Squad H, but cannot see U.S. Squad I. If American Squad F moved to E6, German squad K could still not see it (despite the LOS going along the B2-C2 hexspine) due to the C2/C3 or B2/C3 hexsides.

Combat Examples:

German Squad B receives the +1 hedge TEM when fired on by U.S. squad J.

German Squad B receives the +1 hedge TEM and the +1 Orchard hindrances from C3 and E4 when fired upon by U.S. Squad H. This is reciprocal should German Squad B fire at U.S. Squad H.

If American Squad F had a mortar, German Squad E would not receive the hedge TEM if fired on by U.S. Squad F's mortar, but would receive the TEM if fired on by U.S. Squad F itself.

If German Squad A moved to B6 and were fired on by U.S. Squad F's mortar, it would not receive TEM but would not be subject to FFMO.

Wall (and Hedge) Advantage Examples:

German Squad A receives the +1 hedge TEM when fired on by U.S. squad G; the +1 hindrance for C7 or D6 (not both) also applies. German Squad A does not receive the +1 hedge TEM when U.S. Squad F fires at them because U. S. Squad F was at the hedge first. So U.S. Squad F has "wall advantage" over German Squad A. If German squad E moves to C6, it would not receive the +1 hedge TEM from an attack by American squad F and would be subject to FFMO for that attack. If American squads F and G were to firegroup, German squad A would receive the +1 hedge TEM vs that attack.

If U.S. Squad F were to break, "wall advantage" would immediately change hands to German Squad A. If American squad G then moved to D6, it too would not receive the +1 hedge TEM from an attack by German squad A.

HEDGE RULES

Any hexside containing a thick green line such as pB2-C3 is a hedge hexside. The thick terrain depiction, as well as the hexside itself (inclusive of vertices), represents the hedge and will affect any LOS through it.

LOS: Hedge hexsides are obstacles to same-level LOS unless the hedge hexside is part of the viewing/target hex. A hedge lying lengthwise (on a hexspine) exactly along a LOS is a LOS obstacle only if the hedge hexspine is not touching the viewing or target hex, or if touching one of the viewing/target hexes and the vertex opposite of the viewing/target hex has walls/hedges on all of its three hexsides.

TEM: The TEM of a hedge is +1 if the target is in the hex formed by that hexside/hexspine. The hedge TEM is NA for DC and mortar attacks but would negate FFMO and Interdiction for mortar attacks. Hedge TEM is not cumulative with positive TEM of other terrain in that hex, but airbursts can apply. If Good Order units of both sides are adjacent to a hedge hexside, only the side with the advantage receives TEM from the adjacent enemy on the other side. The first Good Order unit to share a hedge hexside with no Good Order enemy unit on the other side gains the advantage over that hexside. That side's units will then retain the advantage until the enemy steals the advantage by having the only Good Order unit to share that hexside.

MOVEMENT: The cost for Infantry to cross a hedge hexside is one MF plus the COT of the hex moved into. The cost for a fully-tracked vehicle to cross a hedge is 1 plus the COT; for an armored car the cost is 3 plus COT plus a Bog Check. An armored car failing a Bog Check for crossing a hedge is Bugged in the hex it attempted to leave.

CREDITS

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