



Dear FireFight Designer,

The purpose of this packet is to assist you in designing “FireFights!” scenarios. Enclosed are...

1. Copy of HSR used in the FF designs.
2. Copy of the original Designers concepts.
3. Blank FF scenario sheet.
4. Blank Map of hexrows A-P.

There are no restrictions on the number of scenarios that you may submit to Heat of Battle (HOB) for publication. If you wish to design an entire FF Pack, please do so; but we here at HOB ask that you contact us first. While we will playtest all submissions, HOB does expect you to perform some initial playtesting.

1. The FF HSR as listed should be used to the fullest extent possible with the exception of the Optional “Fog of War” Rules.
 - In the second column is a blank area labeled “National Characteristics”. If there are certain rules that may apply to more than one scenario, they should be written in here.
 - In the event that you do not believe in the Crew Served Weapon Rules, the scenario must still be designed using them. (*You must test the scenario both ways in that case.*)
2. The Original Designers Concept are included just as information as to the original intent of the FireFights! Concepts. You are expected to use these as guidelines.
 - FF Scenarios should be either 4 ½ or 5 turns long.
 - FF Scenarios should strive to keep the counter mix ≤ 15 counters per side.
 - You should PRINT your name in the designer’s credits as you want to see it in print.
 - You should PRINT in the names of the playtester’s credits as they would want to see it in print.

Ignore the map numbers as given in the attached concepts as they will change upon publication of your scenario.

In the event that you want to write a paragraph or two on your concepts, all submissions will be welcome. Please note that these may be edited in order to have them fit into the available space on that page. Portions of my concepts will be removed at that time to make room.

3. A blank Scenario layout card is also provided as a reminder of the various scenario components that must be provided.
 - For the scenario number you should enter a unique identifier such as your initials followed by a number (*if you are designing more than one scenario*).

- Please recognize that there is limited space on a scenario card and strive to remain within that space limitation.
 - NOTE: If your design needs to take two sides of a scenario card, you should consider submitting it for regular publication within the Recon By Fire magazine.
4. There is also a blank FF size map for designing your special map. All maps must...
- Be usable as a half board overlay to an existing ASL map, either the 'standard' MMP produced maps or the HOB produced maps. (*Island Overlays that fit against the standard Ocean Overlays are acceptable.*)
 - Have a numeric identifier in hex P10 indicating which standard map the overlay may be used on. Island Overlays do not require this identifier.
 - Hexrow P must be used as a merge hexrow to match the overlay to the standard board it fits. This does not apply to Island Overlays.
 - FF Map numbers will be assigned by HOB as they are fitted into the publishing sequence.
 - If new terrain is being introduced, you must provide the rules for that terrain using the standard numeric paragraph identifier format.

Once you are in the loop on your design, you will be in-charge of any changes/corrections until YOU decide that it is ready for publication. In the event that it is not selected for publication, you retain ownership of that scenario and are free to submit it else where as a standard scenario.

Each FireFights! Designer will receive a free copy of the FireFights! Pack that his/her scenario is published in or monetary compensation may be selected, which amounts to \$30.00 for each scenario published. Written contracts are handled by Steve Dethlefsen, President of HOB.

All questions and submissions should be sent to...

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Birmingham, AL 35214-1127

To contact me you may use email or phone.

Email: sswannusmc@yahoo.com
Phone: (605) 261-6059 (mobile)
(205) 791-1107 (0800 to 1200 hrs)

Please feel free to contact me if you have any questions or concerns, and...

WELCOME TO THE HOB DESIGN TEAM!

Steven C Swann
HOB Design Team,
FireFights! And Special Forces Coordinator

HEAT OF BATTLE HSR

.1 These scenarios were designed using Crew Served Weapons rules. In our opinion it enhances the tactical accuracy of the forces in play. Those wishing to disregard these rules, and upon mutual agreement of both players, may replace Scenario Card OB given SW crews with the same number of half squads of the same quality as the majority of the squads involved for that side in that scenario.

.2 Scenario cards will show crew counters for CSW and crewed weapons. Rules for crewed weapons remain unchanged. CSW however, are governed by the following HSRs.

1. Crew Served Weapons (CSW): Any HMG/MMG/Lt.MTR SW being fired by a squad/HS has its B# and Multiple ROF lowered by one (A.11 applies). If captured, the effects of A21.13 also apply in addition to this HSR, unless operated by a crew whereby only A21.13 applies. (Note: basis of rule is G1.611 & O11.619 note C)

1.2 Possession: All CSW must be possessed by a crew at scenario start or when entering the board. A crew may not voluntarily drop a CSW. However, if a crew possesses > 1 CSW, it may drop one of them at any time otherwise allowed.

1.3 Malfunctioned SW: Any Good Order crew in possession of a malfunctioned CSW must attempt repair of that weapon during every Rally Phase until it is either repaired or disabled [EXC: Recovery attempt of another CSW/Gun in the same location during the same phase; if that Crew has possession of multiple SW/Guns it may transfer one of those instead].

1.4 Crew Benefits/Penalties: These rules do not change or modify any other crew benefits and/or penalties as specified in rules governing them.

1.5 Specialist Weapons: Specialist weapons are weapons that required special training or handling to employ properly. The FT (Flame-thrower) and DC (Demolitions Charge) are such weapons. All Infantry, including Elite, must pay the Non-Qualified Use Penalty [A21.13] when using the FT and DC, as well as adding +2 to any DC attack DR. Units designated as Assault Engineer [H1.22] may use the FT and DC without this penalty. Sapper [H1.23] units may use the DC without this penalty.

1.6 SMC Usage: A SMC may be designated as an Assault Engineer/Sapper SMC by HSR. One SMC may also be designated as such per each two (FRU) Assault Engineer/Sapper squad equivalent in the 'at start' OoB. Additionally, SMCs created from an Assault Engineer/Sapper MMC per Hero Creation (A15.21)/Leader Creation(A18.1) may use the same SWs as their parent unit could without paying the non-qualified use penalty. It is recommended to use a side note for any AE/Sapper SMC by writing down the name.

1.7 Multi-trained Units: any SMC/MMC unit designated as Commando [H1.24] by HSR may use a CSW and Specialist Weapons without penalty.

2. AFV Mandatory Repair: Vehicles may not voluntarily decline to repair it's Main Armament.

3. Vehicle Crews: (except as specified below all Vehicle Crew rules are in effect.)

3.1 Voluntary Abandonment: A crew (EXC: Half-tracks/Carriers) may not voluntarily abandon an AFV.

3.2 Involuntary Abandonment: A vehicle crew forced to involuntarily abandon its vehicle is placed on board Pinned after suffering all same Phase fire against the abandoning crew.

3.3 Exit: A vehicle crew may exit any board edge without being considered eliminated or counted as CVP.

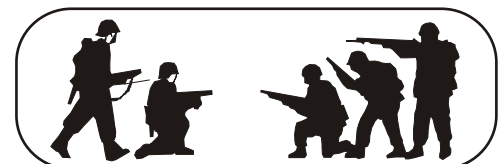
4. National Characteristics:

5. Simultaneous Setup: Simultaneous setup is specified for several scenarios even though one side is entering from off-board. The purpose is to introduce a "Fog of War" mechanism where the attacker does not know how the defender set up when entering play. An unused mapboard is placed between players while the defender sets up his on-board forces; and the attacker places his attacking forces just off-board adjacent to the entry hexes that will be used by those units.

6. Fog of War: If agreed upon by both players the following optional Fog of War rules are in effect.

6.1 SMC: All SMC counters (Leaders, Commissars, and Heroes) may be left off-board until their leadership/heroic benefits are used. The location or MMC ID that the SMC is moving with must be recorded as a side record until the SMC's Leadership benefits are used in any manner whereupon the SMC must then be placed IN its location and/or with the MMC utilizing that SMC's benefits. The unknown SMC will still suffer any fire results; KIA, K, Morale Check, Pin results of the owning MMC.

6.2 SW: All 1 PP SW (Support Weapons) [EXC: FT] may be kept off-board until used, when it then must be placed with the unit possessing it. Prior to game play all undisclosed SW must be assigned to a SMC/MMC unit with its ID recorded on a side record.



HOB 'FireFight!' RULES:

FF1. Every FireFight! Scenario has a 'core' Order of Battle (OB) and a Variable Units table. Prior to each playing of a FireFight! scenario, each player makes a secret DR on their respective nationality's table to determine their variable units. In some cases the selected unit(s) will set up/enter with the 'core' OB units, while in other cases, the variable unit(s) will act as reinforcements, entering the area from off-map.

FF2. (SE) Special Entry: All units designated with the **(SE)** mark are subject to variable entry. The player makes a single dr and applies the result as directed on the scenario card Special Entry Rule to all units so marked in his OB or Attached Units list.

FF.3 Maps: FireFight maps 10-15 are compatible with standard ASL mapboards in that they can be used as half-board overlays. On each FF Scenario Card is a note in the HSR section that identifies which ASL board the map for that scenario can be used on. This is also indicated on the FF Map itself in hex P10 which has a ASL Map number just below the hex ID code.

Designer's Concepts:

Once again it is time for your annual installment of FireFight! scenarios. On recommendation of several ASL players at the ASLOK 2003, a major design concept was introduced; the FF maps are all half-board overlays for the standard ASL mapboards as produced by MMP. Along the P hexrow of FF-10 to FF15 maps is a number in Black that corresponds to the standard ASL mapboard that the map was designed to work with.

As is generally recognized, small scenarios can be dicey at times, and these scenarios are no different. In an attempt to alleviate some of this, several changes have been made from previous scenario design concepts.

1. The use of the term "Simultaneous Set up" in several scenarios where one side or both are designated as entering has been questioned. We feel that the FireFight scenarios are too small to allow the attacking player to know beforehand the defenders troop (unit) dispositions. By requiring both sides to set up prior to the start of the game, neither side has a pre-game advantage of concentration of troops and AFV against a weak point, because they do not know the weak point beforehand.

2. SMC Leadership has been handled differently by using the SMC Morale, modifiers, and ELR as the basis for leadership of the opposing forces rather than the number of leaders on the tactical war game battlefield.

3. The use of Variable Attachments is nothing more than a standardization of some concepts presented in previous scenarios by other designers. Excitement and replayability are elusive in the very small-to-small category of scenarios. By having the possibility of different forces arriving on different turns in most playings, it is our desire that the scenarios present changes that make each playing different.

4. All FireFight! scenarios are played on what is essentially a half-mapboard, leading to the use of a small time frame. It was found that when an attacking player had time to just sit and shoot in small unit density scenarios, it was not much fun for the defender and it added to the diceyness of the scenario. By restricting all scenarios to either 4 1/2 or 5 turns some of this diceyness is eliminated by forcing movement due to time restrictions.

5. All FireFight! scenarios were playtested using the Crew Served Weapon (CSW) rules presented inside the front cover of this pack. Therefore you will see crews matching the number of heavy support weapons in the OB, even though some crews may be represented as vehicular crews rather than infantry crews, we urge you to try playing the scenarios as designed. Players have the option of replacing the crews with HS of the same quality of the unit majority. *WARNING! In some cases, this could drastically change the scenario.*

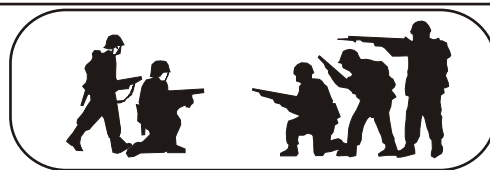
For example, in "The Sound of Guns" (FireFights #1), exchanging the US 1-2-6 crews for HSs will provide a large FP and Range change to the scenario. This scenario was designed for "green", poorly armed, bazooka crews (1-2-6) supported by a few infantry to face off against elements of the Herman Goering Division supported by Tiger tanks. Making the US force tougher could make it almost impossible for a German win.

Produced by: **HEAT OF BATTLE**

Designs by: _____

Artwork by: *Fischers Design Shop (Klaus Fischer)*
Proofreaders: _____

Playtested by: _____



Title



FF _____ *HOB's FireFights!* Design: _____



Battlefield Orientation:



Tactical Objective:

Balance: For both sides; Player may select their Attached units instead of making a DR.

Historical Perspective:

SCENARIO	VARIABLES
EC/Wind	

Historical Rules:

1.

4. Map Note: Map Note: This FF map may also be used as a half-board overlay for ASL board 01.

_____ Set Up First [ELR: 3] [SAN: 3] [NA]

_____ Move First [ELR: 5] [SAN: 2] {NA}

Variable _____ Units: Make a Secret pre-game DR and _____

DR Units

TURN

1

2

3

4

5

Variable _____ Units: Make a secret pre-game DR and _____

DR Units

