

A15. HEAT OF BATTLE

[These rules were taken from the *Advanced Squad Leader 2nd Edition Rulebook* and modified for use with G.I. Anvil of Victory rules. These optional rules below take precedence and therefore replace any rules found in Squad leader through G.I. Anvil of Victory rulebooks. Players should always agree first on what rules will be used prior to play.]

A15.1 HEAT OF BATTLE: The cauldron of battle, which destroyed so many units that failed the test of arms, could also forge better soldiers and/or acts of desperation borne of heroism or despair. This process is reflected by a Heat of Battle DR which follows any *Original* MC or Rally (not Self-Rally) DR of 2. Unarmed units, Cavalry, PRC[†], Heroes, crews, already berserk units, Climbing/Swimming/Wading units, and units in boats/on parachute counters are not subject to Heat of Battle. The Heat Of Battle DR is subject to the following cumulative DRM. The +1 DRM for a broken unit applies even if the unit rallied as a result of the 2 DR which allowed the Heat of Battle DR. A Final Heat Of Battle DR of 5 or 6 results in both Hero Generation and Battle Hardening.

Heat of Battle		
follows any <i>Original</i> MC or Rally (not Self-Rally) DR of 2		
DR	Result	DRM's
≤6	Hero Creation (159.)	Elite, British, Finnish (each) -1
5-8	Battle Hardening (15.3)	Broken, Inexperienced (each) +1
9-11	Berserk (15.4, 15.44) [†]	French, Partisan +1
12	Surrender (15.5) ^{†*}	Russian, Allied Minor +2
		Axis Minor, Italian, Japanese +3

* Non-elite Italian/Axis Minors Surrender on a Final HoB DR ≥ 10. Treat as Berserk if: Japanese, Gurkhas, Partisans, Fanatics, Commissars, SS vs Russians.
† Treat as Battle Hardening if: in a Pillbox/Bunker

A15.2 HEROES: (see *GIA rules 159.-159.8 for Heroes.*) Note: A DR of 5 or 6 creates both a Hero and Battle Hardens the unit.

A15.3 BATTLE HARDENING: An armed Personnel Unit can also benefit from a form of Unit Substitution whenever it rolls a 5-8 Final Heat of Battle DR (see also A15.44). This Battle Hardening effect improves the unit in Class (even if broken) by exchanging it for an unbroken, unpinned unit of the same size but the next higher quality. When substituting a unit of the next higher quality, none of the numbers of its Strength Factor can decrease and, if given a choice between two different unit types of the next higher class, must use the one which gains the least (e.g., a German 2-4-7 HS must be exchanged for a 2-4-8 HS; not a 3-4-8 SS HS). Battle Hardening can be refused. A leader which becomes Battle Hardened is exchanged for the next higher grade leader; i.e., a 6+1 becomes a 7-0, an 8-0 becomes an 8-1, or a 9-2 becomes a 10-2; a Finnish/Japanese 9-1 becomes a 10-0. An already elite MMC (or best possible leader or partisan) which is Battle Hardened becomes Fanatic (26.) and is marked with a Fanatic counter. It remains Fanatic for the remainder of the game even if subsequently Replaced or Reduced but cannot attain any loftier status due to yet another Battle Hardening result.

A15.4 BERSERK: Berserk units are created from infantry by a Final Heat of Battle DR of 9-11 [EXC: non-elite Italian/Axis Minor Personnel units surrender (A15.5) on a Final Heat of Battle DR = 10]. Mark or replace units with a BERSERK counter when they go berserk. A broken unit which goes berserk is automatically rallied.

A15.41 LEADER CONSEQUENCES: When a leader goes berserk, he must (after first resolving any fire attack vs any other targets in the same location) attempt to change any [EXC: units not normally subject to Heat of Battle] other friendly units (even if broken or not subject to that same attack) in the same Location to berserk status also. Each such unit must take a DM MC subject to the berserk leader's modification. If they pass the Berserk DM MC they become berserk; if not, there is no change to their status. After the Berserk DM MC, the leader forfeits his leadership DRM until he returns to normal.

A15.42 MORALE: Berserk units assume a base Morale Level of 10. If a berserk unit fails a MC it is not broken, but suffers Casualty Reduction (142.31). A berserk unit never takes a PAAMC, nor a LLMC, and never breaks, cowers, or becomes pinned. A berserk unit never has its Morale Level lowered by any cause and automatically loses any CX, TI, Concealment or pinned status. However, a berserk unit never receives the leadership benefit of a friendly leader even if this deprives Good Order units of such benefits.

A15.43 CHARGE: At the start of the MPh, each non-Melee berserk unit must charge the nearest (in hexes not MF) [EXC: 15.433] Known enemy unit in its LOS and must (if it has sufficient MF) enter its Location [EXC: pillbox/bunkers and Fortified Building locations] during that MPh in an attempt to destroy it in CC. If equidistant, the ATTACKER may choose which of those hexes he will charge. If multiple berserk units of the same side occupy the same Location they must move together as one combined stack unless they will require different MF expenditures to exit their Location (e.g., units inside and outside a foxhole in the same Location) or one is wounded and one is not.

A15.431 All berserk units have eight MF [EXC: Wounded still have only three MF]—a total which can never be increased [EXC: road bonus (73.1); downhill skiers (114.)]. A unit which becomes berserk while still moving (i.e., not pinned or wounded) must use the remainder of its MPh to charge. The unit's MF allotment for the rest of that MPh is eight minus whatever MF it has already expended during that MPh. At the start of its MPh before charging, a berserk unit must abandon any SW which individually costs more than 1 PP or which in combination with other 1 PP SW is in excess of its IPC, but may use them in the DFPh/AFPh prior to that, and must still carry those it can retain (DC can only be Thrown—not Placed or Set). A berserk unit never qualifies for Assault Movement even if its "charge" consists of just one hex. The charging unit must take the shortest route (in MF) to the enemy unit, including the use of Bypass (counting Wire as 1 MF for purposes of this calculation only). If, in the act of charging the nearest Known enemy in its LOS, the berserk unit moves into the LOS of a closer (in hexes) Known enemy unit, he charges that unit from that point instead. Similarly, if it attempts to move into a concealed/hidden enemy units location and reveals it while charging another unit, the berserker must remain in the adjacent hex and attempt to eliminate all enemy units therein during the CC Phase instead. Should the only Known enemy unit no longer be in his LOS in the interim, the berserk unit still charges toward the hex originally occupied by that unit. If it still sees no Known enemy unit, it ends its move after entering that Location, and the berserk status is removed at the end of that current phase. Otherwise, it continues its charge to the now nearest Known enemy unit.

A15.432 A berserk unit must enter a Known enemy occupied Location during the APh and, as such, force any enemy infantry therein to attack them in CC. If the only Known enemy unit is a lone SMC in the hex the SMC may attempt to avoid CC by passing a NMC and if passed enter an adjacent hex. The berserk unit may also attack with TPBF during its APh, but this TPBF is halved due to taking place in the APh. Because a berserk unit must charge in its MPh, it may never fire during its PFPPh—even if ADJACENT to the Location it must charge. However, it may fire during its APh and DPh during his opponent's MPH. A berserk unit does not take prisoners.

A15.433 A berserk MG *crew* must use Sustained Fire during every PFPPh and DFPPh until the MG malfunctions (assuming there are enemy units in its LOS at the time it goes berserk), or it passes a special RPh leader-assisted NMC using its printed (not berserk) morale level. At that point, they are no longer considered berserk. Non-crew units (such as a squad or HS) manning such weapons when they go berserk would abandon the weapon and charge as normal infantry.

A15.44 NO ENEMY IN LOS: If a unit suffers a berserk result, but has no Known enemy unit in its LOS at that time, the result is changed to Battle Hardening.

A15.45 TERRAIN RESTRICTIONS: A berserk unit will not charge through unbridged Water Obstacles, nor a cliff, nor a Blaze; it will charge the next nearest Known enemy unit instead unless an alternate route to the nearest known enemy unit is still closer than the next nearest known enemy unit. If there is no other Known enemy unit, A15.44 applies. However, a berserk unit will move into minefields, FFE/Wire during a charge.

A15.46 RETURN TO NORMAL: A berserk unit loses its berserk status and returns to normal whenever it (or the group it attacks with) eliminates at least one known enemy unit during the APh/CCPh, or if at the end of a charge there is no known enemy unit in its LOS (A15.431).

A15.5 SURRENDER: A Final Heat of Battle DR ≥ 12 causes the affected unit to become broken (if it is not already) and to Surrender immediately to any ADJACENT Known Good Order enemy Infantry/Cavalry as if they shared the same Location. If no such enemy unit is ADJACENT, the unit is only broken instead [*EXC*: Japanese, Gurkhas, Partisans, Fanatics, and Commissars never surrender by the RtPh method nor do SS vs Russians. They instead become berserk on a Final Heat of Battle DR ≥ 12].

Notes:

- 1. Passengers/Riders/Inherent Crew (PRC):** Many vehicles have the capacity to transport Personnel in various quantities as specified on the vehicular counter. In addition, some AFVs after 1942 may carry Riders. PRC and their SW are placed on top of the transporting vehicular counter and do not count against Personnel Location stacking limits (3 Infantry, {2 of which may be Squads or their equivalent}, below the counter) as long as they remain mounted on their transport. PRC may never overstack on their vehicles.