By Chip Eling

## Draft Combat Infantry House Rule – Opportunity Fire.

7.6.1 Any unit with a direct fire capability may be set for Opportunity Fire (OF) as a special action. This is indicated by placing an OF marker on a corner of the hex occupied by the unit. The hex rows radiating from the two hexsides adjacent to the OF marker define the arc within which the unit may then fire OF. A unit set for OF remains upright until it actually fires OF when it is revealed.

7.6.2 Any (and every) enemy unit moving or firing within the defined OF arc may be targeted by OF by each OF unit. Each such enemy unit may only be fired on once by a single firing unit during an enemy HQ activation. Note that each enemy unit may however be targeted (once) by each eligible OF unit. Moving units must be targeted at the moment of moving into the hex (and the moving player must allow a pause for this to be effected in each hex entered).

7.6.3 OF is resolved as normal fire with all normal modifiers except that OF is always at -1 firepower (eg F3=F2). If house rule Maximum Range (MR) is in play, this modifier is in addition to the MR modifier, so that a unit firing OF at MR is -2 firepower (eg F3=F1). Units with modified F0 may not fire OF.

7.6.4 OF has no effect on the target unit unless it achieves a hit, if a hit is achieved a moving unit must stop in the target hex and may move no further in that turn, if a hit is achieved against an enemy unit firing OF the OF marker of the target unit is removed and it may not fire OF again until reset in a future turn. Hits are applied as normal for losses but note that a single hit on a unit having double defence still has the OF effects specified.

7.6.5 Once set for OF a unit remains set, and may OF any number of times, over any number of player turns until: 1) it suffers a hit (nb not necessarily a loss) from any type of fire; or 2) is given another order (eg to fire normally, move or undertake another special action). As normal a single step unit must pass a moral check before OF (but remains set for OF even if it fails). A unit remains set for OF if it is successfully rallied, or if it is reduced to create an HQ.

## Draft Combat Infantry House Rule – Maximum Range.

By Chip Eling

6.2.2 A unit may fire at a range of up to twice the effective range printed on the unit label. Fire at greater than effective range is resolved at -1 firepower (eg F3=F2).

## Draft Combat Infantry House Rule – Alternate Company Activation

By Chip Eling

* 1. Additional equipment required – standard deck of playing cards, four 6-sided dice.
	2. Determine the total number of Companies involved in the scenario (include both sides). Then take from the deck of cards a number of cards in sequence from ace (=1) to double the number of companies in the scenario. E.g. if 3 companies are involved then take ace to 6 of one suit. If 4 companies are involved take a total of 8 cards etc. Add a single joker. This battle deck of cards will be used throughout the scenario (set the balance of the deck aside).
	3. Each turn begins with the dealing face down of a single card for each company from the battle deck. Balance of the battle deck is set aside face down (neither player may examine it during the turn).
	4. Owning players may examine the cards dealt to their companies (but should keep these hidden from their opponent). Companies will be activated in numerical sequence from lowest to highest, however a company that has been dealt the joker may choose where in the unfolding sequence it wishes to activate.
	5. One or both players should count off the sequence “one”, “two” etc and then declare by showing the card when the number dealt to that company is reached, that company will now activate unless the owner of a joker intervenes to activate their company first.
	6. When a company is activated the owning player rolls four 6-sided command dice.
	7. Each command dice rolled allows the owning player to carry out actions by company units (or in some case battalion assets). Command dice are used in any sequence desired by the phasing player.
	8. A command dice of 1 or 2 – allows the normal activation of a platoon HQ, its subordinate units and any company assets under command.
	9. A command dice of 3 – allows the normal activation of the company HQ (any 3 subordinate units, including battalion assets – no command range).
	10. A command dice of 4 – allows the activation of a single company asset.
	11. A command dice of 5 – allows the activation of a single battalion asset.
	12. A command dice of 6 is wild – it may be converted to any other number desired.
	13. Each company in sequence follows the above procedure until all companies have completed their activation – this completes the turn. The next turn will begin as at 1.3 with dealing from the battle deck.

Notes:

1. At set up any and all units set up on the map may be set to OF (opportunity fire).
2. Single hits on units with double defence are retained until the end of the turn (NOT the end of the activation) if a unit subsequently suffers another hit (during a later activation) then the step loss is immediately applied.
3. The reason for making the battle deck of twice the number of companies plus the joker is to prevent it being known that the other player has a joker when the first unit activates on a 2 for example.