Fog of War

The optional Fog of War (FoW) rule is designed to add an additional layer of realism to the game system, by showing some of the problems faced by real world commanders. This rule can be used to differing degrees and players decide at the beginning of the game to what extent they wish to use FoW. At the simplest level players may not examine the contents of each other's stacks - the 'mist' of war; at an intermediate level the Stacking Replacement Markers (SRMs) provided in the game are used for a 'foggy' experience; but for a real 'pea souper' additional SRMs can be downloaded from the website.

To use this rule you require:

1. Stacking Replacement Markers. Some are provided in every game and online at www.tsww-online.com you will find additional ones that can be downloaded if required along with guidance on how to make your own counters.
2. A little bit of patience. This rule, whilst not obscure, is rather more complex than normal play, and as such will take time, both to master, and to work with.

General Rules

1. Players may not peruse, before or during play, the OB(s) for forces not under their control within the game.
2. Players may not examine the contents of enemy stacks. Only the top unit of a stack will be visible to your opponent and players are free to choose which unit they place on top except that this can only be a Support unit (Rule 5.A.2.d) if there are only Support units in the stack.
3. Units within 20 hexes of an enemy unit (only) may be placed into Stacking Replacement Markers. SRMs have two sides:
    a. "H": Units in the hex are hidden from enemy forces.
    b. "R": Units in the hex are revealed to enemy forces to an extent determined by the rules if spotted.
4. SRMs are initially placed with their "H" side face-up.
5. Units under an SRM are placed into the relevant box on the stacking replacement display.
6. If more than one SRM is in a hex, the owning player may freely reorganise his units between them. The owning player may also randomly select a SRM without informing the opposing player, and substitute it for some or all the SRMs within the hex.
7. Fortifications constructed in a hex containing a SRM remain hidden until spotted. If the SRM leaves the hex then another may be placed to continue to hide any fortifications.
8. The supply status of units under a SRM need not be revealed to the opposing player unless they are involved in combat.

Spotting (Ground Units)

Spotting is carried out by certain types of ground units or stack sizes and the spotting unit(s) need to be adjacent to the hex containing hidden enemy units. Spotting can be carried out by:

1. Units listed in the OB as "Recce Capable".
2. Partisan units with a nominal 1 SP size.
3. A stack of units with at least 3 divisions in the stack. The three divisions may spot as if they were a single recce unit.
    Note: placing three divisions in adjacent hexes to hidden enemy units does not count. The "spread" of recce assets would lead to a messy or very incomplete picture, therefore, divisions must be stacked to gain this effect.
4. Any light armour or cavalry battalion, regiment, or brigade.

How to Spot (Ground Units)

To spot enemy units in a hex, friendly recce units must move adjacent to the enemy stack.

1. Spotting may only occur in the phasing players movement phase.
2. Units spotting must have a minimum of 2MPs of tactical movement left after all movement is completed.
3. Each recce unit may spot the contents of one adjacent hex.
4. Spotting is automatic.
5. A spotted stacking replacement marker is flipped to the R side.
6. The owning player of a stack or revealed SRM must tell the opposing player in addition to any other revealed information:
    a. Total printed combat strength.
    b. Number of ASE OR ATE points, but not both.
    c. Number of motorised units in the hex, but not the total SP value of such units.
    d. At no time does he have to reveal any units in the artillery stacking section, or non-combat non-support units to the opposing player.
    e. Fortifications: Roll 1D10 and apply the following results:
        i.   1-3: No information is divulged to the player spotting.
        ii. 4-8: A simple "yes" or "no" answer to the question "are there field works in that hex?" is permitted.
        iii. 9-10: The owning player must inform the opposing player of the fortification type in the hex.
7. Recce units can increase the efficiency of combat units (To Add to Combat):
    a. If an attack includes 3 or more recce unit equivalents, increase attacker CEV by 0.1. This is added to the modified CEV for that attack. *For Example:* A Soviet force is defending in a hex. It is being attacked by German forces including 6 divisions (in 2 separate hexes) and one light armoured battalion. That force includes 3 recce unit equivalents, and the attacker CEV after all other CEV modifiers is 1.5. Combat resolution CEV is 1.6 (1.5 + 0.1).
    b. If a defending hex includes 2 or more recce unit equivalents, decrease attacker CEV by 0.2. Use exactly the same method for calculating CEV as part 6.a above.
    c. If both attacker and defender have sufficient recce unit equivalents, Roll 1D10:
        i.   1-3: Attacker CEV is modified per rule 6.a.
        ii. 4-6: Attacker CEV is modified per rule 6.b.

        iii. 7-8: All recce units are eliminated prior to combat resolution. If the recce units are not parts of divisions, immediately place them in the replacement pool and, treating them as eliminated. Recalculate the combat, taking into account the changes in recce units. During the next recce battle, if both sides remain recce capable, on a roll of 7, treat as a 1, on a roll of 8, treat as a 4.

        iv. 9-10: No effect.

Spotting (National Intelligence Means)

Spotting via the NIM table is handled in much the same way as for naval units. Roll 1D10 on the ground NIM table:

1. Spot 5: 5 enemy stacks may be flipped to the R side.
2. Spot 10: 10 enemy stacks may be flipped to the R side.
3. Spot 15: 15 enemy stacks may be flipped to the R side
4. Spot X (where X is a number): X enemy stacks may be flipped to the R side.

As each stack is identified or SRM is flipped to its R side, the owning player must reveal the following information:

1. Total number of units in the hex
2. Combat strength of any one unit, selected in the following order of priority:
   a. Motorised Units that are not artillery or other unit type.
   b. Infantry
   c. Artillery
   d. All Other
3. An estimated combat strength. The owning player is encouraged to falsify this information, within reason.
   NOTE: As a general guide, the owning player may not modify the information by more than 50% up or down of the total printed combat strength in the stack.

Limitations. The spotting player may NOT take written notes relating to stack information at any time during the initial phase of the game. If caught doing so, he immediately forfeits the game. The penalty for cheating is encouraged to be ritual humiliation including posts to all weblists that they are a member of, tar and feathering, or the simple act of pouring a black current drink over their head, plaintiff's choice! The company takes no liability for personal injury or materiel inflicted or incurred as a result of this (or any other) game rules.

Spotting (Air Units)

Air units that are Type R or Code T may be allocated to spotting. These are recce capable air units. Generally, the following rules limit spotting by air units:

1. A spotting air unit has an air zone of influence in every hex adjacent to the hex in which it will create its spotting zone.
2. A spotting air unit must retain 2MP of its movement rating on arrival at a hex in which it will create its spotting zone.
3. The spotting zone is the hex it occupies plus all 6 surrounding hexes.
4. Spotting may be flown at any modified range.

Upon arrival at the hex in which it will create a spotting zone, each air unit rolls 1D10 for each hex in the spotting zone:

1. 1-3: No Effect
2. 4-6: Strongest unit in the stack (printed combat strength) is revealed to the spotting player. Hex remains "hidden" unless revealed by NIM.
3. 7-8: Strongest and weakest units in the stack (printed combat strength) are revealed to the spotting player. Hex remains "hidden" unless revealed by NIM
4. 9-10: The owning player of units in the stack must flip the SRM to "R". He must tell the opposing player:
   a. Total printed combat strength of artillery units.
   b. The strongest and weakest strength units in the stack (printed combat strengths).
   c. Whether or not any armour, light armour, TD, AG, or motorised units are present in the hex.
   d. An estimate of total printed combat strength in the hex. Follow Rule 3 from the NIM section for the estimate.

Limitations. The spotting player may NOT take written notes relating to stack information at any time during the initial phase of the game. If caught doing so, he immediately forfeits the game. The penalty for cheating is encouraged to be ritual humiliation including posts to all weblists that they are a member of, tar and feathering, or the simple act of pouring a black current drink over their head, plaintiff's choice! The company takes no liability for personal injury or materiel inflicted or incurred as a result of this (or any other) game rules.

Combat Resolution

Both players calculate ground combat strength in the normal way but with the following modifications:

1. Owning players do not have to reveal the precise units involved to the enemy player.
2. Owning players may withhold from combat up to 50% (round up) of the stacking points in a hex from their calculation.
3. If as a result of combat a hex that includes withheld units is lost the player owning the withheld units may:
   a. Inform the attacking player that this is the case and refuse to retreat:
      i. The attacking player may overrun the remaining units
      ii. The attacking player may elect not to try to overrun, and not advance after combat.

           iii. The attacking player may expend 1/3 LP and roll a further attack into the hex using any units that participated in the initial attack, and that remain in play.
- b. Retreat the units per normal retreat rules.

4. For every 3 recce air units allocated to a hex where a CAS mission is also being flown:
- a. Add the recce unit's CAS value (if any) to the combat as per a normal CAS mission.
- b. The attacking player's CEV is increased by 0.1
- c. If the attacking air force has air superiority (see Air Rules), add a +1 DRM to the combat resolution die roll.

Limitations. Cheating or misleading or misinforming players during combat resolution is unacceptable. Any player caught immediately forfeits the game! Penalties are provided for by local house rules must be applied against the culprit.

Designers Notes:

This rule is very experimental – use at your peril. The idea is to show how important information is, and how dangerous it can be to the unwary. In effect combat odds are now completely random, players can intentionally mislead their opponents (within reason) and can never optimise their hexes fully.

In short, it is an administrative pain, but it provides another level of simulation, whilst leaving the player in control of their own military forces. It is however, a different issue when it comes to combat resolution.