

Death To Fascism (DTF) Special Rules



1. General

- 1.1 Vehicles and vehicle crews are treated as SMC for Control purposes.
- 1.2 A Good Order inherent crew **must** attempt to repair a malfunctioned MA in every Rally Phase.
- 1.3 Kindling (B25.11) is NA.
- 1.4 Rubbled building hexes are still considered building hexes (and part of the original multi-hex building [if applicable]) for Control (A26.14) purposes.

2. Support Weapon and MTR Purchases

Prior to setup, each player may secretly spend Support Weapon Purchase Points (SWPP) on the **Support Weapon and MTR** table, adding any purchases to their respective OB (at-start and/or reinforcements). The number of available SWPP for each side is given on the scenario card.

When making purchases, the following rules apply:

- 1. The types of SW/MTR available are given on the scenario card.
- 2. The maximum number of each SW/MTR type that may be purchased is 3 [EXC: **4 for LMG**].
- 3. The cost for each 37*INF, 75 RCL and 81-82*MTR includes an infantry crew.
- 4. The cost for each **Japanese/People's Liberation Army (PLA) MMG/HMG/.50-cal HMG** is one higher than given in the table and includes a 2-2-8 infantry crew.



Support Weapon and MTR

Type	Point cost
ATR DC MOL-P	1
LMG MTR (≤ 51 mm)	1.5
PIAT PSK	2
60*MTR 37*INF	2.5
MMG	3
75 RCL	5
HMG FT	6
.50-cal HMG MTR (81-82 mm)	7

Example Support Weapon purchase

The Japanese player in DTF-3 True Grit has 7 SWPP for his initial OB and 6 SWPP for his reinforcements.

During setup, he records his purchases and adds to his starting OB:

DC	x2	=	2	
LMG	x2	=	3	
50*MTR	x1	=	1.5	Total 6.5

For his reinforcements, he records:

LMG	x1	=	1.5	
MMG	x1	=	4	Total 5.5
2-2-8				

The MMG adds a 2-2-8 crew to this part of his OB. He could not purchase two DCs to his reinforcements, since this would exceed the maximum of 3 SW of that type.

3. Setup

The following Special Rules only apply to the side that Sets Up first in a day-time scenario.

- 3.1 All units may set up Concealed if in Concealment Terrain.
- 3.2 Any non-Japanese may use HIP for ≤ one squad-equivalent (and any SMC/SW stacked with it).
- 3.3 All SMC that set up in Concealment Terrain and stacked with ≥ one MMC, may use HIP.
- 3.4 Each SW may be kept offboard and the ID of the unit possessing it recorded. Such a SW is placed on board if fired/Placed/Thrown, dropped, transferred, or its possessing unit is no longer in Good Order, leaves its setup-Location or deploys.
- 3.5 At the start of Game Turn 5, all still-hidden Infantry and Guns are placed on board Concealed.

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Death To Fascism is a not-for-profit project to provide competitive and innovative scenarios to the Advanced Squad Leader gaming community.