

Wire B26

DC Conscripts July 30 2022

Purpose. This guide provides a synopsis of the key points about wire in Advanced Squad Leader. This is not a comprehensive look but intended to provide an overview of the essential elements needed to play.

Setup and Placement

Wire is a Fortification counter. It can be placed only at the start of a scenario in amounts specified by that scenario. Wire cannot be moved, and does not affect normal stacking limits. Only one Wire counter is allowed per Location. Wire can be set up in any terrain except buildings, rubble, sewers, marsh, or Water Obstacles (unless frozen). Wire cannot be placed at Crest level in a Depression; i.e., a Crest unit is not considered to be on a Wire counter even though it may be placed physically upon it.

Penalties

Wire has no TEM and is not an obstacle to LOS or Hindrance.

Any Infantry unit on a Wire counter must add +1 to any attack (including CC) it makes (+1 To Hit DRM for ordnance). Infantry on Wire must deduct one from any CC attack against it.

Infantry Entering a Wire Location

26.4 There is no additional cost for Infantry to enter a Wire Location beyond the normal COT of that Location. However, when entering a Wire Location (regardless of phase), they are placed on top of the Wire counter (even if disembarking from a vehicle) and must remain there until they expend sufficient additional MF to move beneath the Wire

Movement

To move/rout beneath a Wire counter, each unit must make a dr (Δ) and expend that number of MF to be placed beneath the Wire counter in the same Location. Any remaining MF may be used to move/rout elsewhere normally. Once beneath the Wire counter, a unit may move/rout unhindered, even in the direction from which it originally entered the Location

Vehicles 26.43

Vehicles are never placed beneath Wire, but still affect units above and beneath a Wire counter normally insofar as TEM and LOS Hindrance are concerned. Armored Cars, trucks, and halftracks may enter a Wire Location at a cost of four MP plus the COT of the Location and must check for Bog (D8.21). Fully-tracked vehicles may enter a Wire Location at a cost of two MP plus the COT of the Location and must check for Bog (see also 26.53).

Bypass 26.44

Non-vehicular Bypass of any hexside that is part of a hex containing Wire is not allowed. VBM is allowed but still requires expenditure of the Wire MP penalty and a Bog

Check, although these penalties apply only once per hex (in the first hexside Bypassed)—not per hexside traversed

Clearance 26.5

Wire can be removed by Infantry using the normal Clearance rules or by DC, FFE or a fully tracked vehicle passing a Bog check in a Wire hex if the colored die of Bog DR is a 1.