

### Rule 37: Improved Positions:

All improved positions must be built before the game.

**A. Entrenchments:** One entrenchment costs 3 earthmoving points. In addition, all dismounted personnel begin the game in entrenchments if they have been in position for at least 2 hours before the game begins. The effects of entrenchments are given in Rule 17.

**B. Hull Down Positions:** one hull down position costs 6 earthmoving points. In addition, all WP tanks and self-propelled artillery begin the game in hull down positions if they have been in position for at least 2 hours before the game begins.

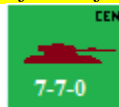
1. A hull down position holds 2 steps of vehicle units (or 4 steps of P class, or 2 steps of W Class). A hull down position is entered in the same manner as an entrenchment. A hull down position counts as cover; however, there are four covered hexsides, not two. Vehicles in hull down positions have increased indirect fire defense value against HE (but not ICM) and conventional fire: V class units have a strength of 20 and AFVS have a strength of 40. *Anti-armor fire is multiplied by 1/3 for NATO and Non-aligned Western-produced AFV and AIFV (Sweden and Austrian); anti-armor fire base hit chance is multiplied by 1/2 for Warsaw Pact (including Finnish produced Soviet vehicles) and Yugoslavian AFV and AIFV. (Any vehicle will derive protection from a hull down position. Though intended for AFVs, W-class units have an increased defensive fire value of 15 versus HE indirect fire only.)*

**C. Bunkers:** A bunker costs 6 earth moving points plus 3 hours of work from an engineer platoon. In addition, dismounted personnel units may begin the game in bunkers if they have been in position for at least 8 hours before the game begins.

Bunkers are identical to entrenchments except that their indirect fire defense strengths are 30, not 20.

**D. Fortifications:** Some countries; Austria, Italy and Norway for example, make extensive use of fixed fortifications in their defensive networks. These fortifications are usually found around strategic installations, mountain passes and vital terrain features.

1. **Tank Turret Emplacements:** Some armies employ tank turrets in fortified positions; i.e. Austrian Centurion turrets. These units are treated as if they are in hull down position with 360° coverage. These style fortifications have a defense modifier to the base hit chance die roll multiplied by 1/3 versus anti-armor fire and a conventional fire defensive value of 40.



2. **Static Formations:** Static formations include infantry, artillery, anti-tank and air defense P and W class units that are assigned to fortifications; i.e. Austrian SpK infantry units. Artillery and Air Defense units have an F class mobility identifier and may not move. Static Formations begin all scenarios in bunkers.

