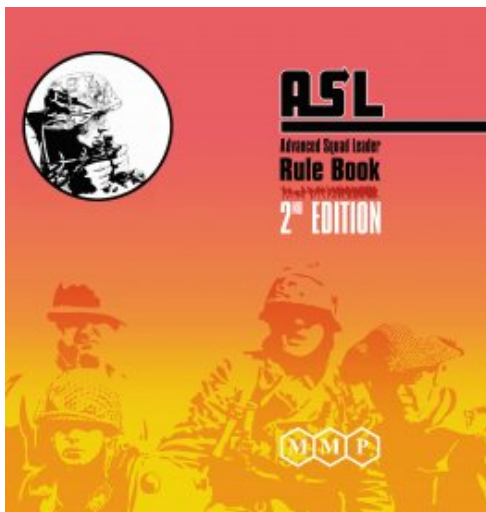

Demystifying Slopes: TEM and Fire Lanes

Description



The final topics to discuss as we close out this series are TEM and Fire Lanes. Like every other slope-related topic, these are really not too difficult either. They are each covered in a single paragraph in the ASLRB. As we will see, the key to resolving this is recognizing “Up-Slope” and “Down-Slope” Locations. If you need to, refer to the [first article](#) in this series if you need a refresher.

Rules Dive



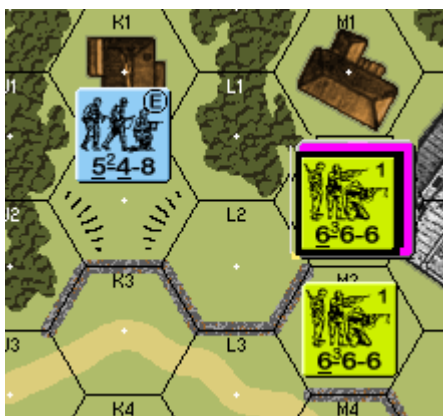
First, let's cover TEM. P2.41 covers TEM because of Slopes. To qualify for TEM, the target must be “Down-Slope” from the firer and occupy a Location with 3 or more “Down-Slope” hexsides or two non-contiguous “Down-Slope” hexsides. TEM due to slope only applies to

Direct Fire, and even then, it only applies if the incoming fire also crosses a Slope hexside. The firer must be non-adjacent. The range to target must be greater than the elevation advantage for the TEM to count. Finally, Slope TEM is not cumulative with other positive TEM.

Notice, being “Up-Slope” has no effect on TEM. “Up-Slope” does not negate FFMO/FFNAM, nor does it have any effect on Wall Advantage Rules.

That’s it. If you distill it all down, to qualify for TEM, the target must be “Down-Slope” and it must occupy a Location with ≥ 3 “Down-Slope” hexside or at least two non-contiguous “Down-Slope” hexsides. The incoming Fire must be Direct Fire and it must cross a Slope hexside. Height Advantage can take away Slope TEM. Let’s look at some examples.

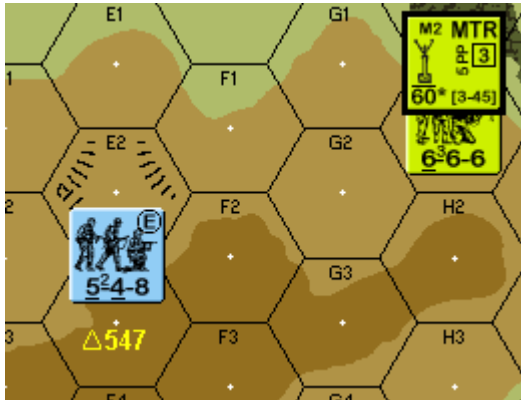
Example 1



The 5-4-8 is in a Location with two non-Contiguous “Down-Slope” hexsides. It might qualify for Slope TEM. The American 6-6-6 squad in M3 fires. Small arms fire on the IFT qualifies as Direct Fire. The LOF from this squad passes through a Slope hexside. Because of that, this shot qualifies for a +1 TEM versus that shot.

The American 6-6-6 squad in M2 fires next. Remember, LOF/LOS across the vertex of a “Down-Slope” hexside still counts as part of that hexside. This potentially qualifies the German unit for TEM. However, note the American Squad is on Level 3. The Range to target is 2. The Height Advantage—the difference in levels between the two units—is three. Thus, the Height Advantage exceeds the range therefore Slope TEM is NA.

Example 2

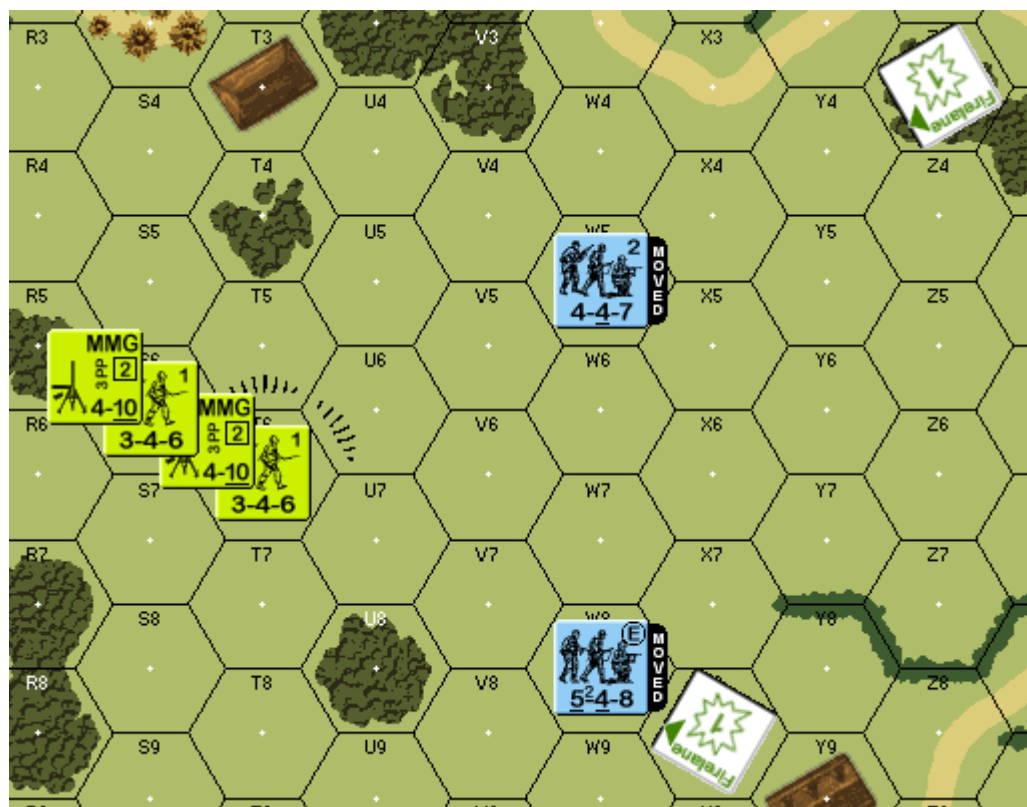


Here, the German 5-4-8 is in a “Down-Slope” Location. If the American 6-6-6 fires its Inherent fire power at the German unit, this would qualify as Direct Fire. The German squad receives a +1 TEM against such an incoming shot.

Instead, the American unit opts to fire the 60mm Mortar. According to C.1, OBA and Mortar fire are Indirect Fire. This might surprise some. Recall, Slope TEM only applies versus Direct Fire. If the mortar hits the German Squad, it will attack with a 4 FP and no TEM.

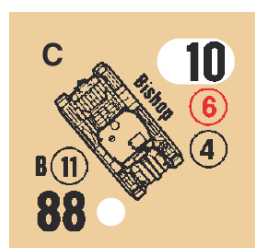
Fire Lanes

The rules covering Slopes and Fire Lanes are in P2.42. The only time this comes into play is if the firer is “Up-Slope” and $\frac{3}{4}$ of a level higher than the target. If both conditions are true, there is a +1 DRM to the Fire Lane attack as long as the target isn’t adjacent to the firer. An “Up-Slope” Fire Lane cannot attack a unit on a different base level. Let’s look at some examples.



Refer to the image above. The American half squads have laid two Fire Lanes down to slow the German progress. The Fire Lane out to Z3 passes through a Slope hexside. When compared to the 4-4-7, the American half squads are “Up-Slope”. This puts them at the same base level as the 4-4-7, but $\frac{3}{4}$ of a level higher. When resolving this Fire Lane, the 4-4-7 receives a +1 DRM. The Fire Lane to X8 does not cross a Slope hexside meaning the American half squads are not “Up-Slope” to the 5-4-8. Resolve the Fire Lane normally against the 5-4-8.

Conclusion



That concludes this series of short articles covering Slopes. I hope by now you can see they really aren’t that much of a bother. As we saw with LOS and movement, Slopes TEM and Fire Lanes are not that difficult to understand. They are certainly no more difficult than using any other section of the rules you seldom use. If they are in play, you spend a



few moments refreshing your understanding and you get on with it. I encourage you to give them one more try. They really add a level of interest and their usage can breathe new life into an overused map. Until next time.