

Force, and fraud, are in war the two cardinal virtues.

Thomas Hobbes

1.0 CLOSE DEFENSE SYSTEMS

1.1 Throughout the war, many AFV's were equipped with close defense systems to produce covering smoke or counter infantry close assaults.

1.11 There are five different types of close defense systems:

- Nähverteidigungswaffe [N]
- Smoke Dischargers [SD]
- Smoke Mortar [SM]
- Smoke Pot [ST]
- Smoke Projectors [SP]

1.2 Smoke Dischargers: Smoke dischargers are located on the side of the turret. A vehicle equipped with a smoke dischargers may place up to six 3" smoke circles. The circles may be up to 5" away from the vehicle. Since the smoke dischargers are mounted on the turret, the covered arc may encompass up to 45° of each side of the main gun. The overlapping smoke does not give any addition modifiers above the x2.

1.21 The commander will activate the smoke projectors. The commander does not have to fire all six smoke rounds, but must fire at least the entire side (3).

1.22 It takes two actions to refill the smoke projectors. The crew member must be outside the vehicle.



Left smoke discharger is fired by the commander.

1.3 Smoke Pots: When a vehicle with smoke pots activates them, a 3" smoke circle is placed on the vehicle.

1.31 The commander will activate the smoke pots.

1.32 It takes three actions to refill a smoke pot. The crew member must be outside the vehicle.

1.33 Smoke produced by a smoke pot will travel with the vehicle as long as the vehicle does not exceed 2" per segment.

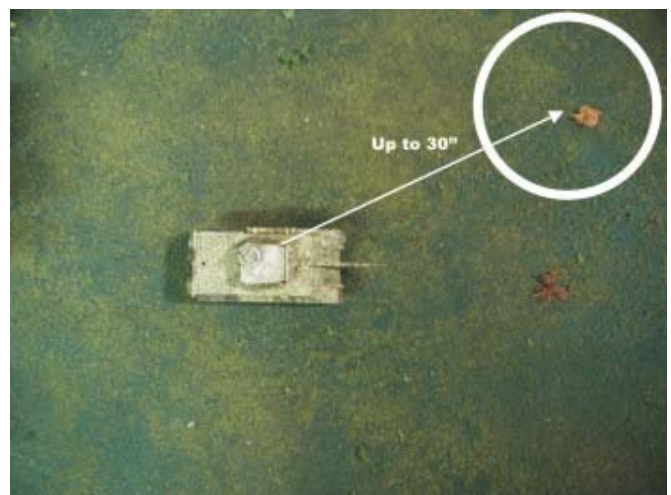


A smoke pot in action.

1.4 Smoke Mortar: A smoke mortar is located on each side of the turret. A smoke mortar may launch a smoke round up to 30" away from the vehicle. The firing arc is 45° on each side of the main gun. The mortar will place a 4" smoke circle.

1.41 The commander will usually activate the smoke mortars. The commander does not have activate both mortars.

1.42 It takes two actions to refill the smoke mortars. The crew member must be outside the vehicle.



A vehicle fires a smoke mortar.

