

# BATTALION COMMANDERS SUMMARY

Command Decision is a platoon-based game using a ground scale and time scale which allows the full play of 20th Century mechanized maneuver combat on a game table. Its emphasis on command, troop quality, and balanced use of all combat arms sets it apart from the majority of rules on modern warfare.

This summary folder will provide you with a basic grasp of the rule concepts used in the game. It will enable you to command a battalion of infantry or tanks in a game. You can either play a small scenario with only a battalion or so on each side or a larger scenario if more experienced players are available to control off-board artillery assets, aircraft and so on.

## Fundamentals

**Scale:** Each inch on the playing surface represents 50 yards. Each Game Turn represents 15 minutes of elapsed time. Each vehicle or towed weapon represents four to six actual vehicles or towed weapons. Each full personnel stand represents from 40 to 60 men (*approximately a platoon*). Each half-stand represents 10 to 30 men (*anything smaller than a platoon*). Half stands represent higher commanders, forward observers, and patrols. Double sized stands represent the crews of certain heavier weapons, such as mortars and field guns.

**Charts:** Game information for vehicles, weapons, and personnel are listed in the equipment data charts for a specific nation. The statistics for your own troops may have been transferred to a quick reference sheet by the referee, in which case this has all the information you need concerning your unit. The separate **Game Reference Chart** contain information most frequently used during the play of the game.

**Referee:** This is the most important single rule in **COMMAND DECISION**

**The referee's word is law during the course of the game, even if the ruling is directly contrary to the printed rules.**

**Sequence of Play:** Each Game Turn is played in a series of phases. These phases are resolved in sequence, with an action in one phase being resolved before another phase begins.

The four phases of a turn are:

1. **Movement/Opportunity Fire Phase**
2. **General Fire Phase**
3. **Command Phase**
4. **Morale Phase**

See the **Game Reference Chart** for a detailed listing of the activities within each phase.

**Die Rolls:** All die rolls in the game are made with a decimal die. When rolling numbers from 1 to 10 on a decimal die with a "0" digit, treat the "0" as "10."

**Measurement:** Players may not pre-measure distances during play for any purpose, such as for movement or determining firing ranges. Measurements, when made for actual movement or fire, are made from and to the closest point on a stand.

## Troop Quality

Each unit (*personnel stands and vehicles*) has a troop quality rating. Troop quality ranges from best to worst as follows: Elite, Veteran, Experienced, Regular, Trained, Green.

Troop quality determines the number of hits a stand or vehicle can take before being eliminated. More experienced troops can continue to function as an effective unit in the face of casualties. Green troops are eliminated by a single hit. Trained and regular troops take two hits. Experienced and veteran troops take three hits. Elite troops take four hits.

The next to last hit for a stand causes to retreat and take cover. In the game this is called a "Forceback". A simple marking system for hits allows you to keep track of where a stand is in terms of number of hits. Green, yellow, and red markers are used. These are arranged in order of increasing seriousness, just as the order of lights on a traffic signal. A stand with a green marker which is hit again receives a yellow marker. A stand with a yellow marker which is hit again receives a red marker. The red marker always indicates the next-to-last hit and so stands which receive a red marker suffer a "Forceback" at the same time. A stand with a red marker which is hit again is eliminated.

Elite stands and vehicles use a green marker



*The Japanese...were able to begin an advance on Wau. ...at the head of the Bulldog Track - another recently constructed road to the inland. Blamey had anticipated this move and had begun to fly the 17th Australian Brigade into Wau from Milne Bay ...just as the Japanese were beginning their advance..."*

*Captain O'Neill.  
Australian Army  
'New Guinea: The Coastal Drive'*



Type 97 "Te-ke" • Japan



M3A3 "Stuart" • United States



*"Look over the sides now in the faint light left by a storm-eluded quarter moon which is nearing the horizon and you will find the Mediterranean still choppy, still tossed try a heairy surf, but compared to what it was only a short time back as quiet as if CjOd bad {nit His band on it. This ought to be the best of all good omens"*

*David Woodward,  
War Correspondent  
'Sicily: The Assault'*



M20 • United States



Gw.38(t) • Germany

for their first hit. Veteran and Experienced stands and vehicles use a yellow marker for their first hit. Regular and trained stands and vehicles use a red marker for their first hit. Green stands and vehicles are eliminated by their first hit.

Troop quality also provides a die roll modifier to success on the most important combat tasks (*spotting and firing*). Elite and veteran troops receive a +1 modifier on their chances to hit with fire or spot an enemy unit while Green and Trained troops receive a -1 modifier.

## Command and Control

As a battalion commander you have a battalion command stand. You may also have a number of company-level command stands and, if you are very lucky, a battalion staff. Your troops will only move in response to orders, and these orders are issued each turn by your commanders and staff. Each command stand or staff stand may issue one order a turn and it lasts only for the duration of that turn.

If you have any recon units they are self-ordering. This means that each stand may issue itself an order but no other stand may follow that order.

The orders are represented by order chits. You place one chit on the table for each order issued. You place the order in the **Command Phase** and to keep it secret from your opponent place an order cap on it. Order caps are also an aid to memory in telling you how many orders you can issue in a turn. Start the game by taking one order cap of the correct type (*command, staff, or "self"*) for each stand of that type you have in your battalion.

Orders generally affect how a unit moves. The following order chits are available:

**Cautious Advance:** The unit moves up to half of its movement allowance in the direction the order arrow points.

**Full Advance:** The unit moves at least half and up to all of its movement allowance in the direction the order arrow points.

**Disengage:** The unit moves away from the closest visible enemy unit. It moves up to its full movement allowance. Enemy stands may not fire on it during opportunity fire.

**No Order:** The unit remains stationary. This allows it to fire in the opportunity fire phase.

**Rally:** Units ordered to rally recover from the effects of demoralization. See the morale rule.

**Other:** The following orders are not used — **Call Fire, Regroup, Take Command, Travel March.**

**Placing Orders:** Orders are issued by placing an order chit next to the stand or group of stands to which it is intended to apply. The chit is placed with the order to be used facing up and is then covered by an order cap.

Self-ordering stands place their order immediately next to themselves. Joint command stands (*such as "command/infantry stands" - the most common type of company command stand*) may place their order chit at any spot within six inches of themselves which they can see. Command vehicles (*such as command tanks*) and command stands which are mounted as single figure stands may place their order chits on any spot on the table which they can see. Staff stands can place an order anywhere on the table, whether they can see it or not.

The radius of effect of the order is six inches from the center of the order chit, unless the unit is moving along a road or trail in column (*no more than a two-inch interval between vehicles or stands*), in which case the order is placed at the head of the column, and all stands within the column will obey it. A stand need not be able to see the point at which the order was placed. If it is within six inches of the order, it may obey that order.

A stand must be subordinate to the stand issuing the order for it to obey it. If a stand that is under that command is not intended to follow? the order, that fact must be stated when the order is revealed. Stands which are not intended to follow a movement order are treated for purposes of fire as if they had received a **No Order**.

Orders are placed before the morale phase but the results of morale die rolls may render orders impossible to issue or carry out. Pinned or demoralized command, staff, or self-ordering stands may not issue orders. If they become pinned or demoralized after issuing an order the order is removed immediately.

# Movement

Stands move in the **Movement Phase**. Vehicles have a cross country movement allowance and a road movement allowance. Personnel stands have only a single movement allowance used for both cross country and road movement. Towed weapons have no movement allowance; they are moved by being towed or man handled into position.

All walking personnel stands have a movement allowance of twelve inches. Horse-mounted and ski-mounted personnel stands have a movement allowance of twenty inches. All vehicle movement allowances are listed on the **National Data Charts** for each country

A movement allowance states the basic distance (*in inches*) a stand may move in the **Movement Phase**. The actual distance a stand moves may be modified by its orders and/or by the terrain it crosses.

A stand must attempt to move in the direction shown by the arrow on its order chit and must end the **Movement Phase** facing in the same direction as the arrow on the order chit. Small changes of direction are allowed during movement in order to avoid obstacles, but such a unit must still end the phase facing in the same direction as the order chit. If one is present, the referee judges what variations of movement direction are reasonable. In games without a referee, a stand may not use more than 20 percent of its movement allowance to dodge obstacles.

Stands may freely move through positions held by friendly stands, so long as they do not end the move in the same location as friendly stands.

No personnel stand or soft vehicle may move through or end its movement in a location physically occupied by an enemy stand.

No **AFV** may move through or end its movement in a location physically occupied by an enemy **AFV**. If the enemy **AFV** was visible before it was contacted the moving **AFV** may move around it, as it would a terrain obstacle. It may freely pass through enemy personnel stands and/or soft vehicles but may not end its move in the same physical location.

**Terrain and Movement:** Terrain can affect the movement of stands, depending on their type

and the terrain they are attempting to cross. The cost of a stand to move across a given type of terrain is either:

**Doubled:** the stand pays two inches of movement for every one inch of actual movement.

**Quadrupled:** the stand pays four inches of movement for every one inch of actual movement.

**Prohibited:** the stand is not allowed to move into that type of terrain.

The effects of different terrain types on movement are given on the **Game Reference Chart**.

**Transport Vehicles:** Trucks and other vehicles may carry stands and tow guns. The vehicle data chart gives the cargo capacity of vehicles in stands. Towed weapons start the game assigned to a particular towing vehicle. It costs half of a stands movement to get into or out of a vehicle or to limber or unlimber a gun. Both the stand and the transporting vehicle must pay this cost.

A gun crew which suffers forced back result from fire or a demoralization result from morale leaves its unlimbered gun in place. A gun crew which suffers a Forceback result from morale automatically limbers its gun at no cost and moves to the rear in its vehicle, providing the vehicle is within one inch of the gun crew stand. Otherwise it abandons the gun. A gun crew stand in physical contact with an enemy stand at the start of its movement phase may not limber its gun.

**Man-Handling Towed Weapons:** Crew stands or any other personnel stands may move unlimbered towed weapons. To man-handle a towed weapon, the personnel stand must start adjacent to the weapon and must be given a cautious or full advance order. Weapons are moved two inches with a cautious advance order and four inches with a full advance order. These weapons pay any terrain modifiers as if they were a personnel stand.

**Tank Riders:** Any personnel stand, except cavalry, bicycle, motorcycle, or a double-sized stand, may ride on an **AFV**. One stand may ride on each qualified **AFV**. Any tracked **AFV** that is not a transport vehicle and is not open-topped is qualified to carry tank riders.

**Facing:** All stands have a facing and always face in a specific direction. In the **Movement**



*"There is no longer any co-ordinated defence except on the Loire.' By now, it was simply a question of waiting for the armistice. Indeed, the previous night, June 16/17, the Reynaud Cabinet had fallen and had been replaced by a Petain government and this government's first thought was to ask the Germans for an armistice"*

*Colmel Adolph Gontani  
Commander of the Legion of Honour  
'Fall of France'*



**PzKpfw 38(t) • Czechostlovakia**

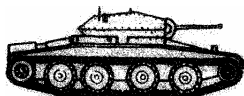


**Renault ACG1 • France**



*"On the evening of January 22 it appeared that of all the vast army that Graziani had had at his disposal at the beginning of December there now remained: the 60th Division (less one infantry brigade group) in position just east of Dema; an armoured brigade of about 160 tanks,... Wavell, just as clearly as O'Connor, saw the chance for a rapid advance on Benghazi and a decisive victory."*

*John Council,  
StaffWriter London evening News  
'Wavell's 30,000'*



Mk.V "Covenanter" • Great Britain



L3(CV 3'35) • Italy

**Phase**, stands have their facing determined by their movement chit (*that is, they must end the turn facing in the direction of the movement chit*). All stationary stands may freely change their facing at the beginning of the **Movement Phase**. All stands (*moving and stationary*) may freely change their facing at the beginning of the **General Fire Phase**.

A facing change does not count as movement for purposes of spotting.

The front of a personnel stand is the 180° arc to its front. The stands remaining 180° arc is its flank. The front of a vehicle or towed gun is the 120° arc to its front. The stands remaining 240° arc is its flank. To determine front and flank for vehicles and towed guns, use the template included with the game.

All vehicle weapons in turrets, all vehicle passengers, and all towed weapons mounted on turntables have 360° fire (*they may fire in any direction*). Most other weapons may only fire to their front arc.

AFVs have armor ratings for front and flank. If the incoming fire is from the flank, use the flank armor rating, otherwise use the frontal armor rating.

## Visibility and Spotting

Opposing stands are not visible to each other at all times. Enemy stands may be hidden from view and must be spotted before they become visible.

A stand may only be visible to another stand if an unblocked line of sight (LOS) can be traced between the two stands. A line of sight is a straight line between the two stands, traced from any point on the stands as chosen by the player determining visibility. **LOS** is blocked if it passes through an obstacle. Obstacles include tall vegetation, built up areas, hills, dunes, smoke, and destroyed vehicles. Stands on the edge of concealing terrain may see out and be seen. Stands deep inside concealing terrain (*such as woods or towns*) may not be seen from the outside or see out but may see other stands in the same concealing terrain which are within two inches.

Line of fire is identical to **LOS** with one exception: friendly units (*but not enemy units*) are obstacles to line of fire. That is, a stand can see through a friendly stand but may not shoot through it.

**Elevation:** When a line of sight is traced

between stands at different elevation levels, the line of sight may pass over any obstacles between the stands, leaving the actual line of sight unblocked. If the height of the obstacle is lower than or equals the height of both stands, the line of sight is unblocked.

If the obstacle is higher than one of the stands, then the minimum requirement for passage of line of sight over an obstacle is that the stand on the higher elevation must be at least one level higher than the obstacle, and that the obstacle be closer to the higher stand than to the lower stand.

If the higher stand is at least three levels higher than the obstacle, the obstacle can be at any point along the line of sight, as long as it is not within two inches of the lower stand.

### Obstacles have the following heights:

Rise, Bush, burning vehicle smoke: 1 level

Towns, woods, hill: 2 levels

Smoke screen: 3 levels

**Spotting Hidden Stands:** Stands which are not visible to the opposing player are not placed upon the playing surface. Some or all stands may start the game hidden, depending on the scenario being played, and the referee's decisions.

Some stands are automatically spotted during the **Movement/Opportunity Fire Phase**. Any stand moving in the open is automatically spotted and any stand in physical contact with an enemy stand is automatically spotted. (*Exception: vehicles which do not have a friendly dismounted personnel stand touching them do not autospot enemy personnel in cover, even if they more physically through their location.*)

For stands which are not autospotted a spotting roll is required. Any hidden stand or vehicle may be spotted in the **Movement/Opportunity Fire Phase**. Any stand or vehicle which fired in the **General Fire Phase** may be spotted at the end of that phase.

Vehicles in your battalion will spot separately from personnel, and for spotting purposes all of your vehicles are effectively one group and all of your personnel are another. If any vehicle spots a target, all vehicles spot it; if any one personnel stand spots a target all personnel stands see it.

To spot a hidden stand you must have a line of sight to it from one of your stands. Regardless of

the number of stands that have an unblocked line of sight to the hidden enemy stand, you only make one spotting attempt to spot the stand per phase. The die is rolled once and the result is applied to all stands with an unblocked LOS to the target.

The chance to spot a hidden target depends upon the range from the spotter to the target. This determines the base die roll needed (*or less*) to spot. This is modified by a number of factors (*such as whether the target was moving*) and are summarized on the Game Reference Chart.

Roll one die and if the number is equal to or less than the modified success number the target is spotted.

**Mutually Supporting Stands:** Although your vehicles and personnel stands spot targets separately they may temporarily share targets if they are touching. A vehicle and a personnel stand are mutually supporting if the personnel stand is dismounted and touching the vehicle. So long as they are mutually supporting, both the vehicle and the personnel stand may fire at all targets spotted both by vehicles and by personnel (*provided they have a line of fire to them and the targets are within their normal firing arcs.*)

## Combat

There are two fire phases, **Movement/Opportunity** and **General**. Stands become eligible to fire in one or the other of these phases based on the order they received in the **Command Phase**. See the **Orders Summary Chart** on the **Game Reference Chart** below to determine in which fire phase a unit may conduct fire.

A stand eligible to fire in the **Opportunity Fire Phase** may fire in that phase or the **General Fire Phase** which follows it in the sequence of play. *A stand may never fire in more than one phase in a single game turn.*

Pinned units may never fire in the **Opportunity Fire Phase**; they may only fire in the **General Fire Phase**. Demoralized stands may never fire.

All fire in a phase is simultaneous. The results of fire do not apply to a stand until the end of the fire phase in which it received the fire. A stand

which is forced back or destroyed in a fire phase may still return fire in *that* phase if otherwise eligible.

All firing stands must be allocated a specific target before any rolls against that target are made. If a firing stand is to fire with less than its full rate of fire it must declare so before any fire at the target is resolved. If more than one stand is to fire at an enemy stand, and the target stand is destroyed before the other stands have a chance to fire, the other stands are *not* allowed to switch targets, nor can a stand fire with fewer shots than it originally declared. Since all fire is simultaneous they must fire at their designated target without regard for the effects of the other fire.

**Opportunity Fire:** Stands conducting direct fire during the **Opportunity Fire Phase** may fire at a target at any point along its movement. (*They may also fire at targets which are not moving.*) No fire is declared until all movement is completed. Then the firing player indicates the point during movement at which the fire takes place. The targets are returned to the point at which the firing player designates, and the fire carried out, with any results taking effect at that point. If the fire fails to halt the target stand, it is returned to its original destination.

Personnel which are moving in cover under a cautious advance order and arc fired at during the **Opportunity Fire Phase** receive benefit of cover. All other stands moving in cover (*personnel moving under any other order and all moving vehicles regardless of specific movement order*) do not receive benefit of cover in opportunity fire.

No opportunity fire may be directed at a stand conducting a disengage unless the stands movement brings it closer to the firing unit.

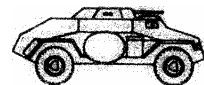
**Range and Line of Sight:** A stand may only fire at visible targets if they are both in its line of sight and within its range. If line of sight does not exist, no fire is allowed. If the weapon is out of range, then the fire is carried out, but has no effect on the intended target. (*Note that since pre-measurement is not allowed it is possible that a unit will commit to fire at an enemy unit which is out of range.*)

**Resolving Fire:** The weapon's data line contains all of the information necessary to resolve fire.



*"Army Group Centre reported good progress soon after the beginning of the attack. Most of the bridges over the Bug fell into German hands intact -for the Russian frontier units fought without cohesion, their artillery fire was weak, and there seemed to be no plans either for organised defence or for organised retreat. Wherever Soviet forces put up a local resistance, they' mere outflanked, and tactical surprise was achieved:'*

*General Major (AD) Alfred Philippi, German General Staff 'Barbarossa: Drive to Smolensk'*



PzSpw Sd.Kfz 221 • Germany

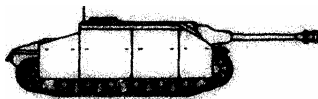


T26 • Soviet Union

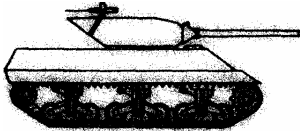


*"Every combat army had learned the need to combine infantry and artillery with tank action.... The Germans plumped for mixed battle groups of flexible composition within the division; the British tended to draw a line between armoured and infantry formations... while the Americans... enhanced flexibility by refining control through special Combat Commands!"*

*Major K.J. Macksey,  
The United States Army  
'Build-Up for D-Day: Balanced Armour'*



Stu.G III 75mm • Germany



M10A1 • United States

First determine the correct range column to use. The first number in each of the four range columns indicates the **longest** range at which that column may be used. The top of the column gives the number needed (*or less*) to score a hit.

Next, determine any modifiers to the hit number. These are contained on the **Game Reference Chart** and include troop quality of the firing unit, concealment or cover of the target, etc. If firing at personnel the weapon data chart may contain an additional positive or negative modifier in the **HE/APERS** column. Any notation following a "P" is a modifier to fire at personnel stands. If there is a dash "-" in that space then the weapon cannot fire at personnel.

Next determine the number of dice rolled. This is the number in the weapon's **ROF** (*rate of fire*) column on the data chart. It is sometimes modified because of movement or other conditions. These modifiers are listed on the **Game Reference Chart**. Some stands have a split **ROF** (*two numbers separated by a slash*). In this case the first number is used if in physical contact with an enemy stand (*called "close assault"*) and the second is used in all other cases.

Each die rolled which is equal to or less than the hit number causes a hit on the target stand.

**Small Arms (SA) Fire:** SA hits are distributed evenly among the target stands within a four-inch target area, starting with the stands closest to the firing units and then spreading to stands farther away. If a player fired using a cover modifier the stands in cover closest to the firing stands are hit first, with all hits going on stands in cover until each has received one hit, then going on stands in the open closest to the firing stands.

If some fire was delivered using one cover modifier and some using another, each group of hits are distributed separately within the stands in that category of cover first, with additional hits being distributed among other affected stands in different cover categories. However the fire of all stands with the same cover modifiers are grouped together and then distributed.

No stand will receive a second hit until all affected stands in the target area have been hit at least once by the fire from a stand or group of stands

firing using the same target modifiers. Remaining hits are then distributed in the same order as described above.

No stand will receive a hit, even if it is within the four-inch target circle, unless it is in the **Line of Fire** (*rule 5.3*) of at least one firing unit. Only enemy stands within the 4-inch target circle suffer hits;

friendly stands do not.

**Antitank Fire:** When firing at armored vehicles, a hit must penetrate the armor to cause damage. The second number in each range band of the weapon's chart is the weapon's penetration rating. Roll a die and add the number rolled to the penetration rating. (*If the penetration rating is preceded by an X, multiply the die roll by the rating instead.*) The result is the weapon's final penetration score. Compare this to the vehicle's armor rating. If the final penetration score is equal to or less than the vehicle's armor the shot had no effect. If it is greater the shot will cause one or more hits on the vehicle. If it is 1, 2 or 3 greater it causes 1 hit. If it is 4, 5 or 6 greater it causes 2 hits. If it is 7 or more greater the vehicle is destroyed.

Some weapons have no listed penetration value. These weapons cannot damage armored vehicles except for "weak" armored vehicles. Weak armored vehicles are those which are either open topped (*an "o" appears after the vehicle's armor rating*) or wheeled (*a W appears after its movement allowance*). Weapons with no penetration value may fire at weak armored vehicles but do so with a hit modifier of -3.

**High Explosive (HE) Fire:** HE rounds burst when they hit and can damage stands which are in the round's burst area. The burst area and HE value of each HE round is listed in the **HE/APERS** column of the data chart. All 75mm rounds, for example, have a rating of 1"/4, meaning a 1" square burst area which causes a hit on a roll of 4 or less.

The burst area is centered on the target stand, whether the HE round caused a hit on the stand or not. Any stand partially or entirely in the burst area may be hit. (*The original target of the fire may be hit by the burst from the shot even if it was missed by the shell itself. If it was already hit by the shell do not roll for it again.*)

The shell's burst value is modified by the

type of target attacked and any cover. These modifiers are listed on the **Game Reference Chart**. Roll the die and if the roll is equal to or less than the modified **HE** value the target stand takes a hit.

**Restrictions:** Personnel stands which are equipped with heavy infantry weapons may only fire using their own firing data line if they are stationary or conducted a cautious advance. If they moved more than a cautious advance they may only fire using the "other" data line.

All towed weapons must be unlimbered in order to fire. Some towed weapons have further restrictions in that they may not fire unless they were stationary in the previous **Movement Phase** (and even then they may not fire in the **Opportunity Fire Phase**). Weapons with these restrictions are marked on the **Weapon/Vehicle Characteristics Charts** for each country with an asterisk following their rate of fire.

All turret mounted weapons of an **AFV**, as listed on the vehicle characteristics charts, must be fired at the same target. An **AFV** may not fire its main gun at one target, and engage another target with its turret MG. Vehicles with rear-firing turret machine guns may not fire the turrets main weapon and the machine gun during the same phase.

Vehicles with anti-aircraft machine guns may not fire their anti-aircraft machine gun and any other turret-mounted weapon in the same turn. This restriction does not apply to dedicated AA vehicles with multiple weapons (specifically the *US M-J5 MGMC*.)

**Passengers:** Passengers in a vehicle are never fired at separately. If the vehicle is subject to fire and suffers no damage, the passenger stands suffer no damage either. If the vehicle suffers one or more hits, the stands each suffer a single hit. If the vehicle is disabled or destroyed by fire, the passenger stands each suffer a single hit, are dismantled, and have a **P2** (pinned) marker placed next to them.

**Close Assault:** Any time two stands are in physical combat between them is considered close assault. Some range bands are only available to some weapons if in physical contact. These range bands have the notation "CA" instead of a number of inches. Close assault is exactly like any other form of fire combat with the following excep-

tions:

Personnel may close assault **AFVs**. They always have an **ROF** of 1 when doing so. If close assaulting a weak **AFV** or an unsupported **AFV** (on which does not have a friendly dismantled personnel stand touching it), no modifier is used at all. Otherwise a -3 modifier is applied. A successful attack causes one hit on the target **AFV**, unless the assaulting stand was an engineer stand, in which case the target **AFV** is destroyed.

Personnel which conduct a close assault on any soft vehicle or demoralized stand do not roll the die; the target is automatically eliminated.

**Mortars:** Your battalion mortars fire differently than any other weapon. Your mortars may fire at any enemy stand within its indirect fire range, provided at least one other stand in your battalion has a line of sight to the target. The indirect fire range of the mortar is listed on the weapon data chart. The first number is the range in actual yards. The second number (in parentheses) is the range in inches.

Mortars fire in the **General Fire Phase**. They may fire all of their shots at the same spot or may spread them out in a line perpendicular to their line of fire. Mortars never score direct hits the way most weapons do. Instead they attack only with the burst value of their **HE** round.

If your mortars fire on a moving target they may only make one attack (i.e. roll the die once), regardless of their listed rate of fire.

## Morale

Morale checks take place in the **Morale Phase**. All stands check morale by companies. A single morale check is made for each company and its results apply to all stands of the company, including stands attached at the beginning of the scenario or taken under command by a **Take Command Order**. Battalion and regiment headquarters are treated as separate companies as are isolated elements of a company no longer within visibility of each other.

A company checks morale whenever any stand in that company is in close proximity to the enemy (within 10 inches of a non-hidden enemy stand), is fired at, or sees a friendly company elimi-



*"Every American division committed in Normandy had to learn to fight in the hedgerows, and the process was accomplished at great cost in lives and pain. Success depending on the initiative of the individual soldier, on the aggressiveness of small unit leaders, and on the ingenuity and persistence of those who overcame a multitude of obstacles to give supporting fire"*

*Martin Blumenson, Senior Historian.  
Army Office of the Chief of Military History  
'St Lo: Battle of the Hedgerows'*



Sd.Kfz 251/1 280mmR • Germany

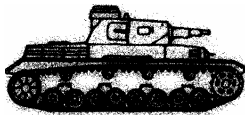


M24 "Chaffee" • United States



"...The terrain in front of 56th Panzer Corps beyond the old frontier was so marshy and impenetrable that the intended further thrust toward OPOCHKA had to be abandoned, and the bulk of the corps was diverted northward towards OSTROV. In a critical situation, this had meant delay and a temporary weakness..."

Walther Chales de Beaulieu  
General Lieutenant (AD)  
'Barbarossa: Drive to Leningrad'



PzKpfw IV(A) • Germany



T-35 • Soviet Union

nated. Seeing the last stand of a company eliminated counts as seeing the entire company eliminated. Separate self-ordering reconnaissance stands which check morale as separate companies due to isolation from the rest of the company do not count as an entire company eliminated for this rule.

Companies fired at must check morale even if the fire could not have caused any damage. Infantry stands which are fired at by AP shot and heavy AFVs which were fired at with small arms fire still must check morale.

Regardless of the the reason, no company will check morale more than once in the **Morale Phase** of a given turn.

**Computing Morale:** The current morale of a company is its original morale number minus any permanent modifiers due to morale failures in previous turns and plus or minus any temporary modifiers from the current turn. All temporary modifiers are listed on the **Game Reference Chart**. All effects are cumulative, so that if there are both enemy AFVs and personnel stands within 10", the modifier becomes -3.

Roll a die. If the number is equal to or less than the modified morale number the unit passes. Otherwise it fails. The amount by which the die roll exceeded the morale number determines the result of the morale failure.

**Pinned:** If the die roll is 1 or 2 higher than the modified morale of the stand, then that stand is pinned. Pinned stands may never move toward the enemy, may only fire in the **General Fire Phase**, and fire with a -2 modifier to their hit number.

When a unit receives a pin, either through morale, or through fire, place a **P2** marker next to it. At the end of the each **Morale Phase** remove all **P1** markers and flip each **P2** marker over to the **P1** side. **P2** and **P1** markers have the same effect; the difference are important only in determining when a stand removes its pin marker. If a stand is pinned and already has a **P2** or **P1** marker, replace the marker with a **P2** marker.

**Forced Back:** If the die roll is 3 or 4 higher than the modified morale of the stand, then

the stand is forced back, pinned, and suffers a **permanent** morale reduction of 1. The morale modifier remains with the stand until it can be rallied. This condition is represented by the use of the morale modifier markers provided (*Morale:-1, etc.*).

Stands in cover may not be forced to leave cover by a force back result, but they may be forced deeper into cover. Stands in a pillbox or bunker which suffer a forced back result remain in place pinned and with a -1 morale.

**Demoralized:** If the die roll is 5 or 6 higher than the modified morale of the stand, then the stand is demoralized and suffers a **permanent** morale reduction of 2. A demoralized stand receives a **P2** marker and that marker may not be reduced to P-1 or removed until the stand is rallied. (*Then it is reduced normally.*)

A demoralized stand may not fire. It may not move unless it is not in cover and it can see enemy units, in which case it must move to cover, and does not require an order to do so. If unable to move toward cover without moving closer to a visible enemy unit, it is eliminated. If a demoralized stand is attacked using close assault or receives another demoralized morale result, it is eliminated.

**Eliminated:** If the die roll is 7 or higher than the modified morale of the stand, the stand is eliminated.

**Rally Orders:** **Rally** orders are placed during the Command Phase, but are not carried out until the Morale Phase. A **rally** order placed next to a stand, or group of stands allows any demoralized stands within six inches to recover from being demoralized. In addition any non-demoralized stands in the area with a permanent morale loss can recover one point.