

## Battalion Commander's 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 less 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 30 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 [GRC] contains 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 five phases of a turn are:

**1) Artillery Phase**

Request Fire, Clear Markers, Resolve IDF Fire

**2) Movement Phase**

Initiative, Prep Fire, Side A Moves then Side B Moves, Spotting

**3) Opportunity Fire Phase**

Opportunity Fire, Firing Stands Spotted

**4) General Fire Phase**

Facing, Remaining fire, Firing Stands Spotted

**5) Command and Morale Phase**

Orders, Morale, Occupy Abandoned Positions, Fog-of-War (FOW cards)

The details of what occurs in each phase will be taken up later in these rules. The referee ensures each phase is carried out quickly and in proper sequence. See the GRC for a detailed listing of the activities within each phase. Die Rolls: All die rolls in the game use a decimal die, 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.

### Fog-Of-War Cards

A Fog-of-War (FOW) card may contradict a rule or change a modifier. These cards represent the chaos and uncertainty of the modern battlefield. A FOW card affects one or more stands or companies and, unless the card states otherwise, lasts only for the phase in which it is played. At the beginning of the game, shuffle the FOW decks and deal one card to each side from that side's deck. At the end of each turn including the first turn, each side draws a FOW card from its deck. Only one card is drawn per side, even if

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each side has more than one player. Each side has a hand drawn from its deck and may not use the other side's hand. If, at any time, a side's hand has more than three cards, any card, of the side's choice, in excess of three, must be immediately discarded, unless dictated otherwise by the scenario or referee. A side may play a FOW card during any applicable phase. FOW cards, however, may not be played to modify a die roll after the die has been rolled. In other words, FOW cards which affect die rolls must be placed immediately before the die is rolled, not after. Each card is self-explanatory. Remember the intent of the FOW cards - a card may help the side playing the card or hurt the enemy, but it will rarely hurt the side playing the card. Most FOW cards only affect the phase in which it is played, and, once played, are removed from play and placed in the discard pile. If more than one side plays a FOW card in a turn, each card's effect is applied separately. If, however, the effect of one card negates the effect of another, the two cards are considered to cancel each other, and the two are removed from play and placed in the discard pile without effect on the game.

### 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, and Green. When a stand receives a hit it must check the **Hit Results Table**. The three possible damage results are:

- No effect
- Forced back
- Eliminated

These effects are explained further in the combat rules, but, generally speaking, the better the troop quality, the less severe the results of a hit. Troop quality also provides a die roll modifier to success on the most important combat tasks. Elite and veteran troops receive a +1 modifier on their chances to hit with fire while Green and Trained troops receive a -1 modifier. In addition, higher quality troops have a better chance of successfully responding to a request for artillery fire.

### 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 stand. You 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 one turn. If you have any recon units they are self-ordering. This means each stand may issue itself and 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 its base movement allowance in the direction the order arrow points.

**Hasty Advance:** The unit moves at least its base movement allowance and up to twice its base movement allowance in the direction the order arrow points.

**Disengage:** The unit moves away from the closest visible enemy unit. It moves up to twice its base movement allowance but may stop when it enters cover. Enemy stands may not fire on it during opportunity fire.

**Hold:** 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.

**Take Command:** This order allows a commander to take control of a stand not normally subordinated to him.

**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. Pure command stands (including Command Observation Stands) may place their order chit anywhere in the Line-of-Sight (LOS) of the issuing stand. Joint command stands (such as "command/infantry stands" - the most common type of company command stand) and Self-Ordering stands

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must place their order next to and touching the issuing stand. Command Armored Fighting Vehicles (AFV) may have the capabilities of a pure command stand or a joint command stand, as noted in the country's TO&E. All command AFV are assumed to be pure command stands unless specifically noted otherwise in the TO&E. Staff stands may place their order anywhere on the table, in accordance with the rule on Staff stands. The radius of effect of the order is 6" from the center of the order chit, unless the unit is moving along a road or trail in column (no more than 2-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 6" 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 subordinate to a command or staff stand within 6" of the order chit is not intended to follow the order, this fact must be indicated by placing an "Overwatch" marker next to the stand when the order is placed. Stands with an "Overwatch" marker are treated for purposes of fire as if under a "Hold" 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, and if they become pinned or demoralized after issuing an order the order is removed immediately.

### **Movement**

Stands move in the Movement Phase. Vehicles have base cross country and road movement allowances. 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 6 inches. Horse-mounted and ski-mounted personnel stands have a movement allowance of 12 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 Armored Fighting Vehicle [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 2" of movement for every 1 " of actual movement.

Quadrupled: the stand pays 4" of movement for every 1 " 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 GRC.

**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 stand's 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 forced back 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.

**Man-Handling Towed Weapons:** Crew stands or any other personnel stands may move unlimbered towed weapons. To man-handle towed weapon, the personnel stand must start adjacent to the weapon and must be given a cautious or full advance order. Unlimbered Class I towed guns have a base movement allowance of four inches. Unlimbered Class II towed guns have a base movement allowance of

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two inches. These movement allowances are notes on the data charts. Terrain modifiers are paid for as a leg mobile stand.

**Tank Riders:** Personnel stands (except cavalry, bicycles, motorcycles, and double-sized stands) may ride on an AFV. One stand may ride on each qualified AFV. Any strong AFV, which is not a transport vehicle, is qualified to carry tank riders.

**Facing:** All stands have a facing and always face in a specific direction. In the Movement Phase, stands have their facing determined by their movement chit (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 (Rule 5). The front of a personnel stand is the 180 degree arc to its front. The stand's remaining 180 degree arc is its flank. The front of a vehicle or towed gun is the 90 degree arc to its front. The stand's remaining 270 degree 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 and all vehicle passengers have 360 degree fire (they may fire in any direction). Most other weapons may only fire to their front arc. AFV 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. It 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 2 inches. Line of fire is identical to LOS with one exception: friendly units (but not enemy units) are obstacles to line of fire. A stand can see through a friendly stand but may not shoot through it, except for Supporting Fire [Rule 11.3.1].

**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 the stand on the higher elevation must be at least one level higher than the obstacle, and the obstacle is 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, friendly stands, eliminated vehicles: 1 level

Towns, woods, hill: 2 levels

Smoke screen: 3 levels

**Spotting Hidden Stands:** Some or all stands may start the game hidden, depending on the scenario being played, and the referee's decisions. Stands which are not visible to the opposing player are not placed upon the playing surface. Any stand moving in the open is automatically spotted and any stand in physical contact with an enemy stand is automatically spotted. Any hidden stand or vehicle may be spotted in the Movement/Opportunity Fire Phase and any stand or vehicle which fired in the General Fire Phase may be spotted at the end of the phase.

Spotting is deterministic - there is no element of chance. The spotting chart is a matrix containing the ranges at which a stand can be spotted. For spotting purposes, there are 2 types of troops: personnel and vehicles. During spotting attempts gun crews of class I and II guns are considered personnel while gun crews of class III and larger guns are considered vehicles. Spotting is resolved in the Movement and Opportunity Fire Phases, as well as the General Fire Phase after general fire has been conducted.

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### Combat

There are four fire phases: Artillery (IDF) Fire, Prep Fire, Opportunity Fire and General Fire. 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 GRC 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, but may never fire in more than one phase in a single game turn. Pinned units may never fire in the opportunity fire phase - only 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 so declare 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.

Your troops may have fire support in the form of battalion mortars or other indirect fire artillery. There are two types of indirect fire artillery units important to the game: Organic Artillery and Supporting Artillery. Organic weapons are those directly under control of the maneuver unit commander, while supporting units are tasked to support him but remain independent of his control. All artillery not organic to the maneuver unit is called Supporting Artillery. Any command stand may observe for IDF, but a roll on the Artillery Response Table is required for the mission to arrive, unless the IDF is self-observed by the firing stand. IDF never scores direct hits the way most weapons do. Instead it attacks only with the burst value of the HE round. If firing on a moving target it makes only one attack (i.e. roll the die once) per stand, regardless of the listed rate of fire (ROF). All stands in an indirect fire HE template, or moving through an indirect fire HE template, are suppressed.

**Prep fire:** Only stands with a Hold order (or in overwatch) may conduct Prep Fire. Prep Fire always consists of firing H or HC class ammunition at a target. Its purpose is to eliminate or suppress enemy units which might fire at friendly units attempting to fire or maneuver later in the turn. Stands which fire Prep Fire during the Movement Phase may not fire again in the turn. Pinned stands may never conduct Prep Fire. All stands fired at by direct fire (DF) HC ammunition or H class high explosive ammunition during the Prep Fire Phase are suppressed.

**Opportunity Fire:** Stands conducting direct fire during the Opportunity Fire Phase may fire at a target at any point along its movement, but 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. Any stand moving in cover under a cautious advance order receives the benefit of cover. All other stands moving in cover do not receive the benefit of cover in opportunity fire. No opportunity fire may be directed at a stand conducting a disengage movement unless the stand's movement brings it closer to the firing unit.

**General Fire:** The General Fire Phase is resolved after all opportunity fire. Stands eligible to fire in the General Fire Phase may do so. Stands which were eligible to fire in prep or opportunity fire, but did not do so, may also fire. All General Fire is resolved based on the actual location of the stand(s) after all movement has been carried out. General Fire may be directed at disengaging stands provided such are within range and LOS at the end of their movement.

**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: since pre-measurement is not allowed it is possible 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. First, determine the correct range column to use. The weapon's direct fire values are broken into four distinct range bands: close, medium, long, and extreme. In each column, the direct fire values consist of three entries: the first number is the range in inches for that range band; the second number, in parentheses, is the weapon's hit number at that range; the final value, either a letter or number, is the effectiveness of the ammunition against armored vehicles. Next, determine the number of dice rolled. This is the number in the

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weapon's ROF (rate of fire) column on the data chart. It is sometimes modified. These modifiers are listed on the GRC. 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, after any modifiers, causes a hit on the target stand. If a target stand is hit by fire, the firing player rolls again (once for each hit, except as may be restricted by the rules) and consults the Hit Results table below. The different rows correspond to the troop quality of the target stand (not the firing stand), and the columns correspond to the three results possible: No Effect, Forced Back, and Eliminated. The numbers in the row/column intersections are the numbers producing the result on the target stand. If the hit is on an AFV and was caused by a weapon with a numeric value for its antiarmor effectiveness, then add the weapon's effectiveness to the hit result die roll and subtract the target's armor. The net result is then applied to the Hit Results Table based on the target stand's troop quality rating.

**Small Arms (SA) Fire:** SA hits are distributed evenly among the target stands within a 4-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. The fire of all stands with the same cover modifiers, however, 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 4-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.

**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<sup>1</sup>/<sub>4</sub>, 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 point (Rule 17.3), which can be any point within 1" of a spotted stand, and any stand partially or entirely in the burst area may be hit. The shell's burst value is modified by the type of target attacked and any cover modifiers. These modifiers are listed on the GRC. Roll the die and if the roll is equal to or less than the modified HE value the target stand is 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 turret's 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.

**Passengers:** Passengers inside a vehicle are never fired at separately. Only a Forced Back or Eliminated result against the vehicle affects vehicle passengers. If a vehicle suffers a Force Back result from fire, the passengers stay with the vehicle and are forced back with the vehicle. If the vehicle is eliminated by fire, the passenger stands each suffer a hit and, as a result, a Hit Results roll is made against each. If the result against the passenger stand is No Effect, the stand is placed next to the burning vehicle. If forced back, it is forced back from the point at which the vehicle was eliminated. If eliminated, the personnel stand is removed.

**Close Assault:** Close-assault is a special form of small arms direct fire by personnel stands taking place when two or more opposing stands are in physical contact. In general this is resolved exactly as other forms of direct fire, except as noted below. Some weapons have a range band dedicated to close-assaults, with the notation "C" replacing the standard range number. Other weapons have no dedicated close-assault

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range band and so fire using the closest range band for that stand. Personnel with an antiarmor effectiveness of "A" may close assault and hit AFV. When in physical contact with an enemy AFV, personnel stands conduct a close-assault with a maximum ROF of 1. If close-assaulting a weak AFV, no hit modifier is used. If close-assaulting a strong AFV, a -2 hit modifier is used. Regardless of how many stands are in contact with an AFV, only one personnel stand may actually conduct a close assault attack against it. If the assaulting stand was an engineer stand or an infantry antitank stand, the hit destroys the target without need for an effect roll. Otherwise, roll for the effect of the hit normally. Personnel conducting a close-assault attack on an enemy AFV may not conduct any other attacks that phase.

**Effects of fire:** If a target stand is hit by fire, the firing player rolls again (once for each hit, except as may be restricted by the rules) and consults the Hit Results table below. The different rows correspond to the troop quality of the target stand (not the firing stand), and the columns correspond to the three results possible: No Effect, Forced Back, and Eliminated. The numbers in the row/column intersections are the numbers producing the result on the target stand. A forced back stand must immediately move away from the closest visible enemy stand and ends movement facing in the direction it moved. This need not be the enemy stand which caused the force back result. It must move as directly away from the closest visible enemy stand as possible. It must do this even if doing so would cause it to move closer to other enemy stands. If no enemy stand is visible, a forced back stand moves toward the nearest cover or concealing terrain. A forced back stand must move its cross-country base movement allowance but may stop when it moves into cover. A stand starting in cover may not be forced back out of cover, provided it may move deeper into cover, and, thus, out of sight. If a stand cannot move deeper into cover, thus breaking LOS, a forced back result does force it to leave cover and retreat. If a gun crew is forced back by fire, it abandons its weapon, but may move back later and re-crew it. Abandoned guns contacted by enemy stands are eliminated. An eliminated stand is removed from the playing surface. If the advanced rule on regrouping stands is used, it may be brought back into play later. Otherwise, it is removed permanently from play. (Advanced Rules for Regrouping—Rule 23) If the eliminated stand is a vehicle, it is still removed but is replaced by a piece of cotton or other marker indicating a burning wreck. Burning wrecks block LOS.

### 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 the 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. Company checks morale whenever any stand in the company is in close proximity to the enemy (within 12 inches of a non-hidden enemy stand); is fired at; or sees a friendly company eliminated. Seeing the last stand of a company eliminated counts as seeing the entire company eliminated. Companies fired at must check even if the fire could not have caused any damage. Infantry stands which are fired at by AP shot and heavy AFV which were fired at with small arms fire still must check morale. Regardless of 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 plus or minus any modifiers from the current turn. All modifiers are listed on the GRC. All effects are cumulative, so if there are both enemy AFV and personnel stands within 12 ", 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 company, the company 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. Pinned companies check morale with a -2 modifier. When a stand(s) becomes pinned, a "P" marker is placed next to it. The "P" marker is removed at the end of the next subsequent morale phase in which the company is not required to test morale or passes a required morale check. Pinned stands may not issue orders, although a company already pinned may be issued an order it cannot carry out, anticipating removal of the pinned status before the movement phase. In addition, pinned stands have their spotting range cut in half.

**Shaken:** If the die roll is 3 or 4 higher than the modified morale of the company, then the company is forced back, becomes shaken and is pinned. The morale modifier remains with the stands until they can be rallied. A shaken company checks morale with a -1 modifier. Because a shaken company is also pinned, it will always have a -3 morale modifier: -2 for the pin and -1 for being shaken.

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**Demoralized:** If the die roll is 5 or 6 higher than the modified morale of the company, the company is forced back and becomes demoralized and pinned. Place a demoralized counter next to the stands. The demoralized marker remains with the stands until it is issued a Rally order. Demoralized stands check morale with a -2 modifier. Because a demoralized stand is also pinned, it will always have a -4 morale modifier: -2 for the pin and an additional -2 for being demoralized. Stands which become demoralized are immediately forced back as per Rule 19.1.1. If the stand is within 12" of a visible enemy stand, however, it must move its cross country base movement allowance away from the closest visible enemy stand, even if this forces it to leave cover. A demoralized stand may not move, except as listed above. A demoralized stand may not fire. Any demoralized stand(s) in contact with unpinned enemy personnel or AFV stands at the end of movement or the morale phase are automatically eliminated.

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

**Rally Orders:** Rally orders are placed during the Command Phase and are carried out at the beginning of a player's movement phase, when orders are revealed. Stands which receive a rally order recover from being demoralized to shaken or from shaken to pinned. Stands operating under a Rally order may not move during the turn the order was received. Stands receiving this order may only fire in the General Fire Phase, and then only if in physical contact with an enemy stand. e.g. A demoralized stand needs Rally orders issued for two turns to recover completely from being demoralized. The first Rally order transforms the stand to shaken; the next removes the shaken counter. Rally orders do not remove pin markers.

### Suppression

Stands become suppressed as a result of enemy fire or, in some cases, the proximity of the enemy. Suppression markers have been provided with the game. These markers are placed on stands as they become suppressed during the turn.

A stand becomes suppressed in one of three ways:

- All stands fired at by direct fire (DF) HC ammunition or H-class high explosive ammunition during the Opportunity Fire Phase are suppressed. The suppression marker is placed on the stand in the step when direct fire HE is resolved. It affects all fire by that stand in later steps in the Opportunity Fire Phase and throughout the General Fire Phase.
- All stands in an indirect fire HE template, or moving through an indirect fire HE template, are suppressed. [Phases 1.c. and 3.a. in the Sequence of Play] Place a suppression marker on the moving stands. The presence of the HE template is sufficient reminder for stands remaining in it.
- All vehicles (including armored vehicles) are suppressed if they are in "close proximity" or 12 " to an enemy personnel stand which is in cover either at the beginning of the movement phase or at the end of the Opportunity Fire Phase. Although stationary personnel stands in the open, receive the benefits of "light cover" for fire purposes, they do not suppress enemy AFV within close proximity.

All suppression markers, regardless of when they are placed, are removed in the next Artillery Phase [Phase 1.b. in the Sequence of Play]. A suppressed stand suffers a -2 modifier to its hit number, when it conducts direct fire, and its artillery response die roll, when it attempts indirect fire. In addition, its spotting range is halved.