



41 ■ 166. COMMAND CONTROL—

[Despite our best efforts to recreate the uncertainties of the battlefield in the form of fate, men under fire, battlefield integrity, and like rules which limit the control of the player over his forces, the game still receives criticism from realism advocates who cite the overwillingness of its troops to perform feats of derring-do. While it is arguable that more restrictions on a player's command of his forces may make for a better game, such rules do create a more realistic simulation of the tactics of small unit actions. Despite our best efforts to thwart the well-laid plans of armchair squad leaders, the player retains a degree of control over his troops which would be the envy of any true-life commander. Players should decide amongst themselves prior to play whether they are more interested in playing a game or a simulation, and then choose whether or not to use this optional rule.]

166.1 All MMC's on foot must be in Command Control at the end of their own RPh in order to function normally during their player turn. SMC's, vehicles (EXC:129.5), and infantry on vehicles/boats are always in Command Control.

166.2 Command Control is determined once per game turn at the end of each side's respective RPh. Units not in Command Control at that time may not move or fire during that player turn (they may advance and engage in CC), and are so indicated by placement of a Prep Fire counter on the unit during that RPh. [Players not adverse to keeping written records may prefer to note this condition on a side record so as not to give away which units are so restricted—provided both players agree.]

166.21 Infantry which are stacked with or adjacent to hexes of a friendly unbroken leader at the end of a friendly RPh are in Command Control for that turn. A crew manning functioning ordnance of any kind, or a berserk unit, is never subject to Command Control. The absence of Command Control never affects a unit's ability to rout.

166.3 In addition to the normal test for Command Control, each player is entitled to a number of additional units over which he can claim Command Control even though they don't otherwise qualify. To determine the number of such bonus units which he may move, each player rolls one die for every ten unbroken MMC's or fraction thereof (discounting those units not subject to Command Control) which he currently has in play. The resulting die/dice roll (subject to modification) is the number of bonus units that the player can claim to be under Command Control during that game turn.

166.31 Each Command Control dr is modified according to nationality and visibility but may never be less than 0.

NATIONALITY	drm
SS, Finns	+3
Other Elite*, Pre-9/44 German	+2
British, Commonwealth, Japanese, U.S.	+1
Axis Minors, Pre-'43 Italians, '45 Germans	-1
'43-'44 Italians, subject to surrender (153)	-2
Night, Fog, Falling Snow, Rain	-3

* Applicable only to those scenarios whose designated forces are 100% elite and specified as such in a SSR.

166.32 If playing a Campaign Game, each player may add the leadership modifier of his own personal leader counter to each of his Command Control die rolls as a positive drm.

166.33 The total number of bonus units a player is entitled to place in Command Control is never less than the combined negative leadership modifiers of all his unbroken leaders.

166.34 If a player has different nationalities under his control which do not share the same nationality drm, he must use the poorest applicable nationality drm.

166.4 When selecting those units which he will keep in Command Control from his bonus total, the player must count each HS, or inexperienced infantry unit as two units.

166.5 Units which are not in Command Control may not place smoke or DC's, remove wrecks, clear mines or wire, entrench, or extinguish fires.

167. HIDDEN & OVERRUN ORDNANCE—

[The game mechanics covering armor/AT Gun confrontations are such that they often result in tanks overrunning their most feared adversary. The following rules attempt to redress the imbalance in the armor/AT Gun showdown.]

167.1 All AT Guns and their attendant crews starting a scenario emplaced on a board and out of LOS of any enemy units at the start of play are considered hidden if they occupy a woods, forest-road, brush, or building hex. For purposes of this rule, all non-vehicular ordnance is considered an AT Gun provided it forfeits any indirect fire capability at the outset of the scenario. Rockets, and SCW's are not applicable. However, whatever the ordnance is, it must be manned by a crew counter to claim this advantage. Non-mortar ordnance must record CA.

167.11 Hidden/concealed AT Guns do not automatically lose their hidden/concealed status after firing unless adjacent to a surviving enemy unit. Such guns are placed in view on the board only if the colored die of the TO HIT DR is ≥ 6 . The following cumulative drm's apply to the colored TO HIT die only, and only for purposes of revealing the location of the firing gun.

drm CONDITION

- +1 Gun (not mortar) changed CA
- +1 Per subsequent shot by same gun (regardless of target or game turn)
- +1 Target is not eliminated, shocked, or stunned
- +1 *CE crew/passengers or enemy infantry occupies target hex
- 1 **Per six hex range (FRD) between firing gun and nearest enemy unit in its LOS
- 2 Firing ordnance is mortar

* Assumes infantry is not broken, stunned, shocked, eliminated or hidden/concealed (if the unit loses its hidden/concealed status as a result of that shot this condition does not apply).

** Broken, stunned, shocked, SMC's, buttoned-up AFV's, or hidden/concealed units are not considered.

167.12 The player controlling a hidden/concealed AT Gun need reveal only such information about it when it fires as is necessary to verify hits, kills, or possible location detection.

167.13 Guns using IFE are automatically revealed.

167.2 Regardless of the number of shots an AT Gun has already taken during any DFPh, it is entitled to the possibility of one more shot if it is being overrun (EXC: mortars & RCL's).

167.21 Immediately upon entrance of the AT Gun's hex and before the AFV can execute its overrun attack, the gun crew takes a PAAMC. If it passes, it may fire on the overrunning AFV using TO HIT Case E (not L). Moving Target and adjacent target DRM's do not apply, but the AT Gun must change its CA (Case A) to cover the hexside entered by the AFV if it does not already face that direction.

167.211 If the crew fails the PAAMC, it is not broken, but may not fire for the balance of that player turn (including its inherent FP).

167.22 If the AT Gun has already fired its full rate of fire for that player turn or even if it has already used Intensive Fire that player turn, the shot taken in the overrun hex would be treated as Intensive Fire (70.2). No additional penalties for Intensive Fire would apply to previous shots. The number of Intensive Fire shots one AT Gun could take against overrunning AFV's in one player turn is limited only by its survival and the number of AFV's which attempt to overrun it during that player turn. Each shot is subject to only one Intensive Fire DRM; the DRM is not cumulative for each occurrence.

167.23 The presence of a wreck in the same hex with an AT Gun would add a +1 TO HIT DRM (144.35) to both incoming and outgoing fire (including a +1 IFT DRM to the overrun attack).

167.3 GUNSHIELDS: Instead of offering protection from fire traced through a gun's CA, gunshields offer a +2 protective TEM only if the fire originates within a hex that the gun could fire on within its current CA. A gunshield never affords protection to any unit other than its unbroken crew, even when it is being fired by a non-crew counter.



167.4 CREWS: The crew of any ordnance weapon may attempt self-rally by passing a 3MC provided it is in the same hex with its still functioning weapon. The self-rally attempt would have to be a 4MC if under DM, or not in suitable terrain (142.1). A crew which is both under DM and not in suitable terrain may not attempt self-rally. Self-rally capability does not extend to squads (or other non-crew counters) manning an ordnance weapon, or to crews manning captured weapons. A crew does not have to rout away from its ordnance weapon (RE: 13.4) unless adjacent to an enemy unit.

STOP! You have read all that is necessary to play Scenario 41. We suggest you play it at least once before proceeding further.