

Battalion Combat Series:

Series Rules Crib Notes v1.0

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1.2d Unprepared Units (have no AV and no Assault Arrow)

- Have no ZOC
- Can't attack or assist
- Can't use Prepared Defense
- Can't use Support
- Can't jump HQs or Trains

But...

- Can spot for Barrage
- Can count as either defender in a hex

1.6 Safe Path

A path of contiguous hexes (max Command Radius + 5 hexes) from a unit to its HQ which is free of enemy units and EZOCs (Tac MA units ignore Support AV EZOCs). Friendly units negate EZOCs.

If units in the HQ's hex must check, the Safe Path must be three hexes long following the roads leading back toward the Trains.

The path must be traversable by the involved unit's MA (with exceptions below):

- Flipping to a Tac/Truck MA-type side: Use Tac/Truck MA.
- AV Repl Points or Support Reestablishment: Use Tac MA.
- Non-AV Repl Points: Use Leg MA.

4.2d Out of Command Radius Effects

- Can't accept Replacement Points
- Can't remove a Dropped Support marker
- See Isolation

4.3 OBJs

Combat OBJ markers must be on an enemy unit and give a 2-hex radius OBJ Zone.

Prepared Defense Formations cannot set up OBJs further than **6 hexes** from their HQs.

Recon: Only Recon units can place. Requires One Fire Event per attempt. Roll one die to create. Successful if roll is AR or less. Place the OBJ marker on any enemy unit w/i 2 of the Recon unit.

4.4 Coordination

Coordination occurs when:

- An HQ moves into a hex at or within 2 hexes of a unit of another Formation
- Units of a Formation enter a hex containing a unit of another Formation.
- An HQ Retreats.

4.5 Prepared Defense

Prep Def applies to a MAX range of 6 hexes from the HQ.

Restricts HQ movement and best SNAFU to Partial.

Restricts OBJ placement to **no more than 6 hexes** from HQ.

Removed if the HQ is moves for any reason.

Formation **cannot** have Prepared Defense if it is marked MSR Blocked.

Formation must have at least one Arty Point to establish.

5.1g Traffic

Traffic Stopped markers act as STOP Terrain in their hex (but with no additional MP cost).

5.5 Stacking

Max 2 Combat Units.

Stacking Order: Best Ranged AV on top

5.6 Alternate Counter Sides

A unit can only flip **before** it begins any Activities.

Can't switch *from* Leg MA to Tac/Truck MA if . . .

- . . . in a hex that is P for Tac/Truck MA movement
- . . . Out of Command Radius
- . . . lacking a Safe Path.

6.0 Zones of Control

Leg and Truck MA STOP in any EZOC and cannot move from one EZOC to another.

Tac MA ignore plain EZOC, STOP on entering an AV EZOC.

For Support AV EZOC, ignore the AV EZOC STOP above if the units providing them Drop Support after the moving unit enters.

For Real AV EZOC, see *Stopping Engagements, below*. Ignore the AV EZOC STOP above if the units providing them are destroyed or forced to Retreat after the moving unit enters.

HQs can't enter EZOCs.

Stopping Engagements: Each stack with at least one *AV unit* which enters a Real AV EZOC hex **must STOP** and conduct at least one Engagement. No Engagement is required for a Support AV EZOC.

6.1 Engagement Zones

Any hexes on the straight line between the firer's and target's hexes cannot contain terrain listed as Block LOS. Ignore hexside features and terrain in the firer's and target's hexes for this determination.

Truck MA units STOP when they enter an Engagement Zone hex.

HQs **cannot** move into Engagement Zone hexes.

7.0d Fire Events

Units must STOP after completing **Two** Fire Events. Fire Events are Engagements, Attacks by Fire, Recon, and Shock Attacks.

7.1 Engagements

- Cannot Engage when over-stacked.
- Occurs any time in a unit's move.
- Costs no MPs.
- Stand Off Support can make one Engagement per Support step.
 - If an Engagement Target is in Terrain, the max range for the shot against it is 1 hex.

7.2 Attacks

A given hex can only be attacked once in an Activation. Attack unit must have an Assault Arrow on the counter-side showing.

Assist units must be stacked with or adjacent to the attack unit and adjacent to the defender.

First loss comes from AR unit, defender distributes losses as desired in his hex, **all** attacker's loss must come from the Attacking unit (never from an Assist).

Finished units cannot attack or assist. STOPPED units can.

7.3 Shock Attack

Only Tac MA units can conduct Shock Attacks. Shock Attacks cannot be made into hexes containing AV (including Support).

Each Shock Attack is made by a single Tac MA unit which cannot be in a STOP and must be able to enter the defender's hex terrain in normal movement.

A given hex can have any number of Shock Attacks made against it.

Each Shock Attack costs the attacking unit one Fire Event. There is no MP cost to do a Shock Attack. A unit can make more than one Shock Attack itself given available Fire Events.

Shock Attacks can only be made into terrain that would **cost** a Tac MA unit **3 MPs or less**.

A Shock Attack can only make use of ONE Air Point. Arty cannot be used.

If the Defender Retreats or is destroyed, Advance after Combat normally, but the attacking unit can continue to move. Apply any STOP in the defender's hex normally, including any Traffic Stopped marker that was just applied.

If the Defender does not retreat and is not destroyed, the attacking unit could continue to move with remaining MA from its current hex.

7.4 Advance after Combat

If the defender retreats or is destroyed, the Attack unit must advance into the vacant hex.

Assists cannot advance unless they were in the Attack unit's hex (even then it is the attacking player's option to do so).

EZOCs have no effect on this and the advancing units are Finished when the advance is done.

7.5 Retreats

All retreats are 3-hexes in one of the 7 hexes determined by the appropriate 120 degree arc.

Do not worry about the pathway, Terrain, enemy units, or EZOCs, except as mentioned below.

If the ending hex is in an EZOC affecting the retreating unit's MA Type, then each affected retreating unit takes one step loss. Apply the same effect (which could be cumulative) if no Safe Path existed at the moment of the Retreat.

Voluntary Retreats:

Only units with an Unprepared side and HQs can execute a Voluntary Retreat and they must flip to their Unprepared side at the end of the Retreat. The Retreat is executed normally and the unit is Finished after doing so.

8.0 Barrage

No more than **one** *Destruction mission* may be fired on one hex in an Activation in addition to **any** *Suppression missions* used to support Attacks.

Destruction missions give NO DRM for the *Combat Table*. They allow for only **one** Arty or Air Point with a loss roll on the *Barrage Table* outside the Attack Sequence; but *inside* the Attack sequence **up to three** Arty or Air Points can be used.

Suppression missions **cannot** be fired outside an Attack Sequence and give a DRM on the *Combat Table*.

Suppression missions fired in a Regular Attack use **one** Arty or Air Point with **no** loss roll on the *Barrage Table*.

Destruction and Suppression missions in a **SHOCK** Attack Sequence **must use only one Air Point**. Arty cannot be used in a Shock Attack.

Target hexes must be both in an *OBJ Zone* **and** within the HQ's Command Radius.

Spotters...

- ... must be at or within 4 hexes of the target.
- ... have an LOS that would work for an

Engagement.

... A unit that acts as a Spotter *not in the Attack Sequence* must execute a **STOP**.

8.3 Attack by Fire

Any number of Attacks by Fire can be made against a given hex, in any sequence the player chooses, even after a regular attack

Each Attack by Fire is done by a single AV unit using one of its Fire Events.

Roll on the *Barrage Table* to determine the result.

9.1f HQ Retreats

Retreat to a hex 3-hexes away from the enemy to a hex containing any sort of non-RR road hex that does not contain an EZOC or enemy Engagement Zone OR block an existing enemy MSR. Define the HQ's 120 degree Retreat Arc to be any such arc that contains the Formation's Combat Trains (or friendly Supply Source, if needed).

Mark the HQ as Coordinated.

Flip its Combat Trains to Ghost.

Remove any Prepared Defense they might have.

9.1g Voluntary HQ Retreat

Same as above, except the player chooses to do it.

9.1i Elimination of All an HQ's Units

Higher Level assets are reassigned in the next Assignment Phase.

Remove the HQ, its Support, units in the Dead Pile, and Combat Trains. They never come back to play with the only exception in the case that reinforcements arrive for that Formation later in the game from the OOA. In that one case they return with those units.

9.2 Dropped Support

On some Engagement Table results (7.1k) a stack Drops Support (for the remainder of the Activation) but no Dropped Support marker is placed provided...

...the unit is in Command Radius.

...there is a Safe Path.

If either (or both) of these are not true, place a Dropped Support marker instead.

Units are also marked Dropped Support if they cross or enter terrain that is P for Tac MA movement.

Dropped Support markers can be removed at any time in the unit's Activation given...

...the unit is in Command Radius,

...the Formation has something in Support, AND

...the unit has a Safe Path.

9.4 Replacement Points

Can only be used by units...

...from a Formation whose Trains are in a Legal hex

... which are in Command Radius

... with a Safe Path.

OR

... which are in the Dead Pile.

10.1 MSRs & SNAFU

If the portion of its MSR from HQ to Combat Trains of one Formation uses any hex of that same portion of an MSR of another Formation, use the *Crossing the Streams* SNAFU DRM.

A Formation is 'Mixed' if any of its Command Radius traces enters a hex containing a unit or Command Radius trace hex of another Formation.

10.3 Combat Trains

A Formation suffers SNAFU Effects and is marked MSR Blocked if its Trains are off map. Trains are placed off map if they cannot move to a Legal Hex.

A **Legal Hex** for a Train must...

...be a Primary or Secondary Road hex (Tracks in an Entry Area) *which does not* block an existing enemy MSR.

...be connected back to a Supply Source exclusively by Primary and/or Secondary Roads.

...be connected forward to its HQ by any type of non-RR road.

...provide a complete MSR above which does not contain any enemy unit, enemy Engagement Zone, or EZOC (exclusive of the HQ's hex itself)

Train Movement is...

...only allowed to a Legal Hex, else the Trains must be placed off map (or cannot return if already removed).

...required if not in a currently Legal Hex.

Trains flip to Ghost if moved or not at Optimal Distance at the end of the Activation.

Trains can flip *out of Ghost* if they did not move in the current phase **and** are at Optimal Distance.

Optimal Distance

If the MSR from the Trains to the HQ is 5 to 15 hexes, apply the Optimal Distance DRM for SNAFU. This DRM *automatically* applies if the Trains are in an Entry hex and the HQ isn't more than 15 hexes away.

If the Trains are not in the Optimal Distance at the end of an Activation, they must flip to Ghost. Trains that are not at Optimal Distance cannot flip to their Regular side.

Jumped or Retreating Trains

Displace the Combat Trains 10 hexes back along the MSR toward the Supply Source they could be assumed to have been using last. Flip them to their Ghost side. If they are at or within 10 hexes of the Supply Source itself (the map edge), they can STOP in the Map Edge hex or shift to another Entry Hex Supply Source as the player desires.

10.4 Fatigue

Increasing Fatigue: Roll on the *Fatigue Increase Table* at the end of any Activation where any of the potential increasing activities occurred.

Recovery: Trains must be in a Legal Hex.

Recovery must be announced before the SNAFU roll.

Make no SNAFU roll. Remove any Coordination marker the Formation might have, flip the Combat Trains out of Ghost, apply Isolation, and reduce Fatigue by one level.

Only can be done once in a Game Turn.

No Formation can recover to Fresh during any scenario.

Failure Flip: After a Failure SNAFU roll, the player can convert the Activation into a Recovery Activation. Must be Initial Activation, forfeits any Second Activation.

Fresh Formations: They get a DRM for SNAFU and Second Activation rolls. Once lost, Fresh Fatigue cannot be regained during play by Recovery.

10.5 Isolation Effects

For each stack of the Formation...

Case 1: ...with no Safe Path OR is Out of Command Radius: Destroy one step per unit.

Case 2: ...with no Safe Path AND is Out of Command Radius: Destroy two steps per unit.

Additionally, for both cases:

If the Formation is marked MSR Blocked Level 2: Destroy one step per unit.

Complete Command Disruption:

If ALL a Formation's units are subject to Case 2 above: Remove the HQ and all its units from the game. See 9.1i for the procedure.