

## Battalion Combat Series:

# Series Rules Crib Notes v1.2

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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
- Have no Support present
- Can't jump HQs or Trains

But...

- Can spot for Barrage
- Can count as a unit in the Defender's hex

### 1.6 Safe Path

A path of contiguous hexes (max Command Radius + 5 hexes) from a unit to its HQ, 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 Establishment: 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 (10.5)

### 4.2f Staying in Command Radius

Units must...

- ...end the Activation in Command Radius
- ...stay in the hex in which it began the Activation
- ...move toward Command Radius without footdragging.

### 4.3 OBJs

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

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

**Recon:** Only non-Stopped 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:

- Mixing occurs (10.1e).
- 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 moves for any reason.

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

Formation must have at least **one** (intrinsic or assigned) Arty Point to establish.

Only units currently on their Deployed-side can do so. Units on their Move-side cannot utilize Prepared Defense.

### 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 terrain a Tac/Truck MA unit could not enter
- ...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 the hex and Engages them.

**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 the hex and Engages them.

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 (**Exception:** Light AV). No Engagement is required for a Support AV EZOC.

## 6.1 Engagement Zones

Only Non-Support AV units and Stand Off Support units have Engagement Zones. Engagement Zones extend out to the unit's full Range, given terrain and weather effects.

Any hexes on the straight line between the firer and target hexes cannot contain terrain listed as Blocking Terrain. Ignore hexside features and terrain in the firer and target hexes for this determination.

Truck MA units STOP when they enter an Engagement Zone hex. MSRs cannot pass through Engagement Zone hexes.

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, Recons, and Shock Attacks. Fire Events *cannot* be used while overstacked.

## 7.1 Engagements

- Cannot Engage when overstacked.
- 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 **AND** that terrain would **cost** a Tac MA unit **3 MPs or less**.

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 up to two Shock Attacks given available Fire Events.

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, if it has a Fire Event left, 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. Note that if the defender's hex was out of Command Radius to begin with, the attack itself may not be allowed (4.2f).

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

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.

**Retreat to the Rear** (make the sensible choice, see list 7.5a).

## Voluntary Retreats:

Retreat 3 hexes and FLIP the Retreating units to their Move-sides. Each non-HQ unit that does a Voluntary Retreat (Safe Path or not) takes -1 Step loss. After the Retreat, the unit is Finished.

Any unit with an MA can do Voluntary Retreat.

Only HQs can do so under a Fail SNAFU result.

## 8.0 Barrage

A hex can be hit by no more than **ONE Barrage mission** (of either type) in a given Activation. This does not restrict Attacks by Fire.

*Destruction missions* give NO DRM for the *Combat Table*.

# Retreat Execution

Use the **first** listed which applies. (Use "All other Retreats" for Voluntary Retreats, as No Safe Path does not apply to them).

Retreat result and Circumstances	Execution
<b>No Safe Path</b> AND Leg or Truck MA	-1 step per unit, NO Retreat
<b>Situational Retreat...</b>	
...AND <i>Key Terrain</i> or <i>Prepared Defense</i>	-1 step per unit, NO Retreat
...NOT <i>Key Terrain</i> or <i>Prepared Defense</i>	Retreat 3 hexes, FLIP to Move-Side
<b>Automatic Retreat</b> AND Leg or Truck MA	Retreat to/adjacent to HQ &
If the unit is an unassigned Independent, use All other Retreats below.	FLIP to Move-side (see box at right)
<b>All other Retreats*</b>	Retreat 3 hexes & FLIP to Move-side

\* For *Voluntary Retreats*, each unit also suffers -1 step loss (7.5j)

If either (or both) of the following are true for Automatic Retreats AND Leg or Truck MA...

- The HQ is **less than 3 hexes** from the Retreating stack's hex at the moment of combat,

--OR--

- The Retreating unit **cannot** be placed w/i 1 of the HQ without overstacking. (*Apply to each unit independently in the order chosen by the owning player.*)

... take the unit off the map and return it to (or adjacent to) the HQ's hex in the next *Reinforcements & Weather Phase*.

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 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 is not within an EZOC or enemy Engagement Zone OR block an existing enemy MSR. Extending the Retreat is allowed if the resulting hex could establish a complete MSR.

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. Note that an HQ is **not** eliminated for lack of units if it has units scheduled to return from a Retreat Result.

## 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 Support Establishment 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 moment given...

...the unit is in Command Radius,

...the Formation has something in Support, AND

...the unit has a Support Establishment 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.

### 10.1e Mixed Formations

A Formation is 'Mixed' if Active units are in or enter the Simple Blob of any Inactive Friendly Formation.

### 10.2d Crossing the Streams

If any hex of one Formation's MSR (from HQ to Combat Trains, inclusive) shares any hex of another Formation's corresponding MSR, use the *Crossing the Streams* SNAFU DRM.

### 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 are in an Illegal Hex at the end of their Formation's Activation.

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

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

...be connected back to a Supply Source exclusively by Primary and/or Secondary Roads using the shortest route available (player's choice of measuring in MPs or hexes). Once established, it does not change unless the HQ or Trains move, are forced to displace, or the MSR is blocked by the enemy.

...be connected 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).

**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 in the Activation's Clean Up Phase.

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

Train Movement in an Activation can only be:

- From one Legal Hex to another Legal Hex.
- From off map to a Legal Hex.
- From an Illegal Hex to a Legal Hex.
- From an Illegal Hex to off map.

### 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. For this DRM to apply, the Combat Trains must be to the rear of the HQ (see 10.3c).

If the Trains are not in the Optimal Distance at the Activation's Clean Up Phase, 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 and any Prep Def marker removed.

*Recovery* must be announced before the SNAFU roll. Make no SNAFU roll. Remove any Coordination and/or Prep Def marker the Formation might have, flip the Combat Trains out of Ghost (if Optimal Distance), 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.

**Fat-4:** Fat-4 Formations cannot execute Second Activations.

### 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.