

CHAIN OF COMMAND

Rules for WWII Combat at Platoon Level



TOO **FAT** Lardies

INTRODUCTION

Welcome to **Chain of Command**, a set of rules for gaming platoon sized actions on the battlefields of the Second World War with model soldiers and vehicles. These rules are not designed with any specific figure scale in mind: we envisage gamers using 28mm, 20mm or 15mm figures; however, 40mm, 54mm and 10mm are all achievable depending on your budget and preferences.

Chain of Command are ideal for re-fighting historical actions based on the heroic accounts of those who were there. Equally, we have provided a number of generic scenarios which may be used again and again to allow gamers on a club night to set out their terrain and then roll a dice to see what game they will be playing and what forces they can select from.

At the heart of the rules is the infantry platoon of around thirty to forty men. Alongside this force we have provided a range of historical support options in the form of lists, which the gamer may select from according to the scenario he is playing. Much fun may be had from putting your force together to suit the mission ahead of you.

The rules have been illustrated with 28mm figures from our collection and 20mm models from that of Australian play-tester (and talented brush-meister) Ben Fiene. Our thanks go to Ben and to Artizan Miniatures, Crusader Miniatures, Bolt Action Miniatures, Westwind Productions, AB Miniatures, Shellhole Scenics, Miniature Building Authority, Wargames Foundry, Milicast, Black Tree Design, Corgi and Tamiya for their permission to use their models. If any other figures have crept in we apologise for not mentioning them; our collection has been amassed over many years and the old memory isn't what it once was.

Our thanks go to the army of play-testers and proof-readers in Australia, the United States, South Africa, Spain, Sweden and the United Kingdom. It is sadly impossible to thank you all by name but your contributions have been immeasurable. Thanks to the Penarth & District Wargames Club, the South East Scotland Wargames Club, the Wyvern Wargamers, Peterborough Wargames Club, Huntingdon Wargames Club, Sudbury & District Wargames Club, Henry Hyde of Miniature Wargames & Battlegames, Neil Shuck and Mike Hobbs of Meeples & Miniatures and the Lard Island Regulars who all volunteered as guinea pigs during the playtest process. We certainly had some fun, not to mention a few drinks in great company!

Finally, we would like to dedicate these rules to Terry Haney of Atlanta, Georgia. Terry was an early convert to the ways of Lard, joining the great community at our Yahoo Group in 2004. Sadly Terry died of cancer in December 2012. His enthusiasm for his gaming, even during the darkest of times, should serve as a message for us all to enjoy to the full the fun and friendship that comes with wargaming.

Richard Clarke
Lard Island
July 2013



CONTENTS

	Page
Introduction	1
Contents	2
1 Preparing for Battle	4
Hardware, Command Dice, Markers, Chain of Command Points	
2 The Ground Rules	6
Ground Scale, Time Scale, Force Organisation, Unit Integrity, Support Weapons & Vehicles, Rounding the Dice, Glossary of Terms, Terrain & Visibility	
3 The Patrol Phase	11
Force Morale, Starting the Patrol Phase, Placing Jump-Off Points	
4 Command & Control	14
Turn Sequence, Beginning the Game, Using the Command Dice, Command Dice Results, Deploying onto the Table, Activating Troops on-table, Leader Initiative	
5 Chain of Command Points	22
Generating Chain of Command Points, Using Chain of Command Points	
6 Phase Sequence	25
Phase Sequence Rolls, The Turn End, Random Events	
7 Infantry Movement	27
Basic Movement, Terrain and Movement, Interpenetration, Restricted Weapon Movement, Unit Facings, Over-Running Jump-Off Points	
8 Target Acquisition	31
What can be Seen, Who can Fire, Target Defined,	

9	Infantry Fire	35
	Infantry Weapons, The Arsenal Tables, How to Fire, Hand Grenades, Infantry Anti-Tank Weapons, Light Mortars, Snipers, Flamethrowers, Fire Against Crewed Weapons, Back-Blast Weapons	
10	Support Weapon Fire	45
	Support Weapons, Infantry Guns, Anti-Tank Guns, Off-Table Mortars	
11	Vehicles	49
	Vehicle Types, Activating Vehicles, Un-Commanded Vehicles, Command by Radio, Deploying Vehicles, Vehicle Movement, Visibility from a Vehicles, Vehicle Firing	
12	Fire Against Vehicles	54
	Firing Procedure, Fire Against Soft-Skins, Infantry Anti-Tank Weapons, Schurzen, Flamethrowers Against Vehicles.	
13	Close Combat	59
	Who Fights, Resolving Close Combat, Tank Over-Runs, Ramming Tanks	
14	Shock	62
	Application of Shock, Leaders and Shock, Shock & Movement, Shock & Firing, Pinned Units, Broken Units, Rallying Shock, Shock on Armoured Vehicles, Carriers and Transport, Diehards	
15	Force Morale	65
	Tracking Force Morale, Vehicles & Crews	
16	The Specialists	67
	Engineering Works, “Funnies”, Raiders	
17	Advanced Rules	70
	The Advanced Rules for the discerning gamer.	
	Appendix A Playing Chain of Command	71
	Assembling your Forces, Setting up your Table, Choosing Your Scenario, The Chain of Command Scenarios	
	Appendix B The National Army Lists	80
	Selecting your Support, Support Options, National Army Lists	
	Index	103

1. PREPARING FOR BATTLE

"Prepare for Battle!" This order should be given before the action begins; a convenient time is during the commander's reconnaissance and orders."

To get started playing **Chain of Command** the first things you'll need are these rules and a couple of opposing forces. As mentioned, the rules have not been designed with any one specific range or scale of figures in mind; you can use anything from 6mm up to 54mm, but for smaller scales, such as 6mm and 10mm, we suggest that all distances shown in inches are converted to centimetres.

How you base your figures is a matter of personal choice. The game uses individual figure removal, so if you are starting out with your WWII collection you will probably find individually based figures offer the most flexibility, but as long as you can track losses, multiple figure bases (or figures based for other game systems) should not present a major problem.

For the visual effect we enjoy, we use individually based 28mm figures on Lard Island, with *Leaders* - Officers and NCOs - on slightly larger bases so we can identify them easily on the table top. However, the ground scale used in the rules - 12" equals 40 yards - means that 15mm figures give the closest approximation of "real" scale, each 15mm man being 6 foot tall.

The rules are "What you see is what you get", with one figure being one soldier and one vehicle a single vehicle. The game's focus is on the actions of your infantry along with some support units. These are units which operated in the front line, so weapons such as artillery (or even medium mortars), which as a matter of course are deployed significant distances behind the

Infantry Training. The War Office. March 1944

forward edge of battle, will tend to be left "off table" and represented by Forward Observation Teams on the tabletop.

The force you field will most often be of platoon strength, so around thirty figures with an officer and NCOs, and perhaps some light support weapons. In Appendix B, *National Army Lists*, you will find plenty of examples of forces and how they are organised along with lists of support units which you may use to select your force for the forthcoming action.

The Second World War covered such large areas of the globe and so many nations that to provide a truly universal guide would take many hundreds of pages. As a result, we have focussed on covering the four major protagonists in Europe – Germany, Great Britain, the Soviet Union and the United States of America – from 1943 onwards. Details for other theatres will be provided in future Handbooks.

Once you have your armies sorted out, you will need a table top or board upon which to play your game. We recommend a 6' by 4' table if you are playing in inches. With smaller 6mm or 10mm figures, you can reduce that to an area or around 70cm by 50cm and play in centimetres. An attractive gaming table, with well painted model buildings surrounded by attractively modelled scenery, will always enhance your experience. There are a huge number of companies who can supply you with terrain made for the scale of models you are gaming in, or why



not try your hand at making some yourself? Details such as telegraph poles or gates can be made very quickly and cheaply and will give your table a unique look.

HARDWARE

To play **Chain of Command** you will also need a tape measure showing inches to measure distances moved and weapon ranges.

To play **Chain of Command** you will need a number of six-sided dice. All the dice used in the rules are six-sided, marked 1 to 6 on each side with numbers or pips. We refer to these generally as D6 in the rules.

Ordinarily, these are used to generate a random number between 1 and 6. Sometimes you will roll multiple dice, as indicated by a preceding number, such as 2D6 or 3D6. In these cases, roll the number of dice indicated and add the results to give an overall total.

Around a dozen or so D6 should cover most situations but it doesn't hurt to have a few more to hand. In some extreme situations, you may need to roll a real handful of dice. If so, roll as many dice as you have, note the number of successful rolls, then roll again to make up the balance.

COMMAND DICE

In **Chain of Command**, *Unit* activation in any *Phase* of play is determined by rolling a number of *Command Dice*, normally between four and six standard D6. There is no need to purchase any special dice for this, but we recommend using a set of distinctively-coloured dice, so that you don't get these muddled up with other dice in the heat of battle!

You can read about *Command Dice* in Section 4.2, *Using the Command Dice*.

MARKERS

In **Chain of Command**, morale is represented by a system of *Shock* which needs to be tracked for each *Unit* on the table. We use micro-dice for this, but some gamers prefer to use counters, or to create specific markers with wounded figures, rocks or discarded equipment, to indicate a *Unit's* current status. You can read about *Shock* in Section 14, *Shock*.

Sometimes your *Units* will assume a particular stance, either operating *Tactically* or going on *Overwatch*. These stances may extend over numerous *Phases* of play and need to be shown on the table. Similarly, *Units* which have become *Pinned* or have *Broken*, as a result of contact with the enemy, need to be marked.

We have produced a set of game tokens which allow these to be tracked easily and clearly during the game and which are available from our web site.

CHAIN OF COMMAND POINTS

During the game you will need to keep track of the number of *Chain of Command Points* your side generates. Some gamers prefer to keep the tally using chits or tokens such as tiddly-winks. We do produce larger size *Chain of Command Dice* specifically for this purpose.

You can read about *Chain of Command Dice* and their use in Section 5, *Chain of Command Points*.



2. THE GROUND RULES

"On a modern battlefield the close formations of past wars cannot survive; dispersion is therefore essential. Dispersion means that small sub-units and even individuals will have to decide on the action they must take to carry out the general intention of their commander. This situation calls for initiative, intelligence and military knowledge on the part of every private soldier."

Infantry Training. The War Office. March 1944

Before you begin playing **Chain of Command**, it is a good idea to get a grasp of some of its basic ideas and concepts. This will allow you to better understand how the rules work.

GROUND SCALE

When designing these rules, we tried to find a scale which was both practical and looked good on the tabletop. In the end, we decided on 12" being equal to 40 yards. This looks great with figures between 20mm and 28mm, and is pretty much a perfect fit for 15mm figures.

TIME SCALE

Chain of Command uses a unique turn sequence to reflect a battle going through multiple *Phases* of play. Each *Phase* of play represents just a few seconds of action. As a result, *Turns* are of variable length and the end of a *Turn* represents a significant lull or break in the action.



FORCE ORGANISATION

Chain of Command is a game all about *Leaders* and their initiative: the men on the battlefield who, in the face of adversity, drive on those around them to achieve victory. To that end, there are two sorts of men in **Chain of Command**: *Leaders* and ordinary men. The former are individuals whose role is to lead so that others may follow. The latter operate in *Units*, a term we use to cover *Sections*, *Squads* or *Teams* based on real military structures.

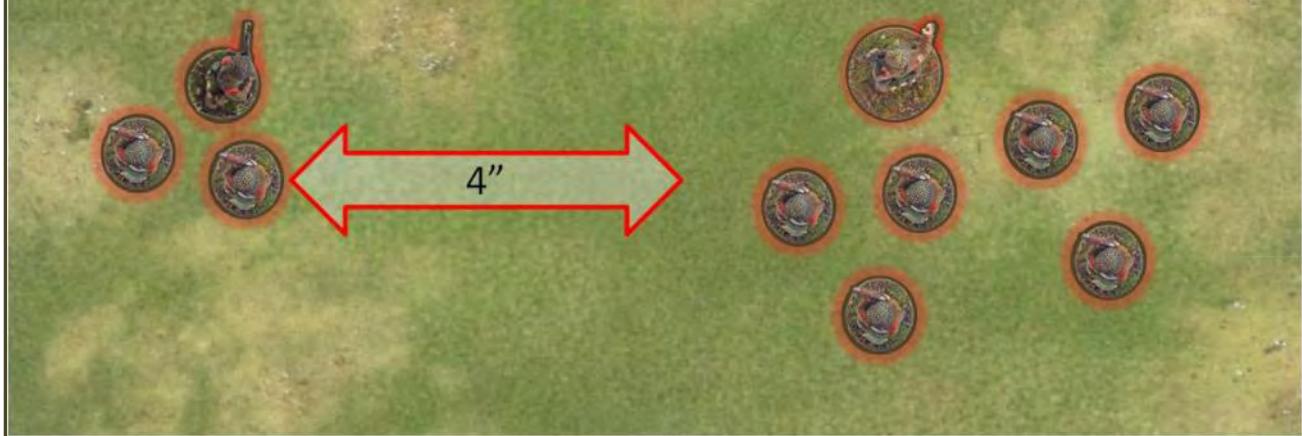
Typically each *Section* or *Squad* will be commanded by a junior non-commissioned officer (NCO) and made up of a light machine gun *Team* and a rifle *Team*, with the possibility of a small scout element. How *Units* are actually organised will depend on the various historical national structures, but also how the player wishes to break down his forces for the job at hand.

A platoon tends to be made up of three or four such *Sections* or *Squads* commanded by a junior officer supported by a senior NCO. As part of its strength it will often have some *Support Weapons*, such as an infantry anti-tank *Team* with a PIAT or Bazooka or a light mortar *Team*.

Teams are the smallest *Unit* type represented in **Chain of Command**. These may be formal weapons *Teams*, such as the *Support Weapons* attached to the platoon, or more informal ad hoc *Teams* created by the player for a specific task.

UNIT INTEGRITY

Distances are measured from the closest two figures in the two *Teams*. The LMG *Team* and the Rifle *Team* are more than 4" apart so operate as two *Teams* rather than a *Section*.



A single man on sentry may be considered a one man *Team*, whilst two, three or four men broken off from a *Squad* for a specific task, such as scouting out an objective, will be another *Team*. These ad hoc *Teams* will automatically be reincorporated when they rejoin their parent *Section*.

UNIT INTEGRITY

This is a skirmish game system, so we are interested in the physical positioning of our models in relation to both friends and enemy. For a model soldier to be considered part of a *Unit*, be that a *Section*, *Squad* or *Team*, they must be within 4" of at least one other soldier in that *Unit*.

A soldier, or Group of soldiers, who are more than 4" from the rest of their *Unit* become a separate *Team*. This can happen if these soldiers move away from their *Unit* or if intervening soldiers become casualties. When either *Team* moves back within 4" of the other, they automatically become one *Unit* again.

SUPPORT WEAPONS AND VEHICLES

As well as infantry, there are two other sorts of *Units* represented in Chain of Command: Support and Vehicles. Support *Units* are the heavier weapons which generally require transport and can be deployed to support the infantry, such as anti-tank guns, medium mortars or infantry guns. Vehicles, which range from Jeeps through to the largest tanks, are further

divided into two categories: transport and combat vehicles.

THE UNEXPECTED

From time to time, situations will arise which are not covered in the rules. When this happens, consider what is and isn't possible in real life in the relevant span of time. Discuss the situation with your opponent and come to an amicable agreement.

Failing that, roll a dice to see who gets their way this time!

ROUNDING THE DICE

Sometimes the rules will ask you to add, subtract or use a proportion of the dice available. You should always round down if the result is not a whole number of dice in these situations.



GLOSSARY OF TERMS

Throughout **Chain of Command** you will find that certain key terms have been italicised. When you see that, you know that you can refer back to this section to see exactly what we mean.

Broken: (See Section 14, *Shock*). *Units* whose *Shock* levels reach double the number of men in the *Unit* - including *Leaders* - will break, immediately retiring 6" plus a further 2D6 inches directly away from the enemy. These *Units* are said to have "excess *Shock*". Any *Leaders* with them will also break. If, at the end of the *Turn*, the *Unit* has not been rallied and its *Shock* is still more than double the men present, it will *Rout* from the table. Any *Leader* with them will also *Rout*.

If, at the end of the *Turn*, the *Unit* has been rallied sufficiently such that its *Shock* is less than double, but still more than the number of men present, the *Unit* will be *Pinned* in the next *Turn*.

Chain of Command Points: (See Section 5, *Chain of Command Points*). *Chain of Command Points* represent a build up of tactical awareness and the commander's ability to "read the battlefield" and act dynamically. The number of these a force has is determined by particular *Command Dice* rolls: the total is tracked through chits or on dice. Each 6 *Chain of Command Points* accumulated may be used by the player to influence play.

Close Combat: (See Section 13, *Close Combat*). *Close Combat* occurs when two or more opposing *Units* come within 4" of each other and represents a violent fight which will oblige one, or sometimes both, sides to withdraw.

Command Dice: (See Section 4.1. *Turn Sequence*). *Command Dice* are rolled by the active player in each *Phase* to determine what options he has for activating his troops in that *Phase*. Depending on the result, they may also determine who will be active in the next *Phase* and the number of *Chain of Command Points* each player accumulates.

Force Morale: (See Section 15, *Force Morale*). In addition to the effect of *Shock* on individual *Units*, **Chain of Command** also tracks the morale of the force as a whole. This determines how well a force functions as casualties mount and when, potentially, it must leave the field.

Jump-Off Points: *Jump-Off Points* are markers which indicate the extent to which the force commander knows he can deploy men quickly, efficiently and safely once the battle begins. These are points which have been established during the *Patrol Phase* before the actual game begins.



Leader: (See Section 4.2, Using the *Command Dice*). *Leaders* are the officers and NCOs who lead your force. They are key to keeping your men operating effectively in the stress of battle. When activated, *Leaders* will use their *Command Initiative* to influence the men around them

Leaders are ranked either *Junior* or *Senior*. A *Junior Leader* is normally a *Section, Squad* or *Team Leader*, typically a Corporal or Sergeant. A *Senior Leader* is one whose rank determines that he is of a higher status, such as the Platoon Officer or Platoon Sergeant.

Overwatch: (See Section 4.5.4, *Unit Actions*). *Leaders* may order their troops to go on *Overwatch*. Troops on *Overwatch* hold their ground and cover a 90 degree arc of fire, as indicated by the *Overwatch* marker. They may fire at full effect at any enemy troops who enter that arc of fire at any point in the current *Turn*. *Overwatch* markers are removed when the unit fires; at the end of the *Turn*; or, when a *Leader* gives the troops an order to do something else.

Patrol Markers: (see Section 3, *The Patrol Phase*). *Patrol Markers* are used only in the *Patrol Phase* of the game to represent the activities of reconnaissance forces and patrols seeking out the enemy and securing ground for both sides. Ultimately their, position at the end of the *Patrol Phase* will determine where the *Jump-Off Points* for both sides will be placed.



A Panther from 2 Panzer Division attacks near Mortain

Patrol Phase: (See Section 3, The *Patrol Phase*). The *Patrol Phase* is undertaken before the first *Turn* begins. It represents a number of factors, such as local knowledge gleaned by patrols, reconnaissance forces or similar, and determines where both sides will then be able to deploy their forces during the game.

Phase: A *Phase* of play represents the briefest moment of time on the battlefield in which anything of substance can be achieved, at most a few seconds. Each *Turn* is broken down into an unspecified number of *Phases* – the actual number is determined by the run of the *Command Dice* and the use of *Chain of Command Points*. In each *Phase*, one side or the other may command his men to move, fire or engage in *Close Combat*.

Pinned: (See Section 14, *Shock*). *Units* whose *Shock* exceed the number of men in the *Unit*, including *Leaders*, will be counted as *Pinned*. They may not move and will fire at half effect for the remainder of the current *Turn*. At the end of the *Turn*, *Units* which have not been rallied sufficiently to reduce their *Shock* to equal to or less than the number of men present will remain *Pinned* in the next *Turn*. (See also *Broken*, above.)

Rout: (see Section 14, *Shock* and 13, *Close Combat*). *Units* are considered to *Rout* when they leave the table due to excess *Shock* at the end of a *Turn*, if they are forced to leave the table

during play, or if they *Rout* due to *Close Combat*. (See Section 13, *Close Combat*.)

Section or Squad: (See Appendix B, *National Army Lists*). A *Section* or *Squad* is an infantry *Unit* normally comprised of between eight and twelve men, commanded by a junior NCO. For ease of reading, we have used the term *Section* rather than continually use both.

Shock: (See Section 14, *Shock*). *Unit* morale in **Chain of Command** is represented by the accumulation of *Shock*. As *Shock* increases, a *Unit*'s performance will reduce proportionately. *Shock* is not permanent; it may be removed by a *Leader* rallying the *Unit*.

Support Weapons: (see Section 10, *Support Weapons Fire*). These are infantry crewed weapons which, whilst they may be manhandled, are heavy enough to normally require transport. This includes anti-tank guns, infantry guns and mortars.

Tactical: (see Section 4.5.4, *Unit Actions*). Troops who assume a *Tactical* stance are taking their time to seek out the best possible cover. As a result, Troops with a *Tactical Marker* are always treated as being in one level of cover better than the terrain in which they are located. Troops assuming a *Tactical* stance may not fire. Troops placed on a *Tactical* stance that do not move or fire will remain so until the end of the *Turn*.

Tactical Markers are removed at the end of every *Turn*.

Team: The term *Team* is used when referring to a smaller *Unit*, such as the light machine gun (LMG) *Team* or rifle *Team*, which make up part of the infantry *Section*; anti-tank *Teams* such as the Panzerschreck, Bazooka or PIAT *Teams* often found in a platoon; or stand-alone weapon *Teams* such as MMG *Teams*, scout *Teams* or light mortar *Teams*.

In the Army Lists some *Teams*, particularly LMG *Teams*, have men listed as “crew” and as “riflemen”. The crew are the men who serve the gun and who may not undertake any other role. The riflemen are there to carry ammunition. In action these men may fire their rifles to add weight to the weapon *Team*. However, if the weapon crew is reduced due to losses they will automatically make up those numbers and may not then fire independently.

Where the *Team* is specified as an Infantry *Team*, this will be a *Team* with man-portable weapons whose firing is covered in Infantry Fire rules. (See Section 9, *Infantry Fire*)

Turn: A *Turn* is made up of an unspecified number of *Phases* and represents a significant period of action. Its end represents a lull in the fighting. At the end of the *Turn*, all lasting effects of that *Turn*, such as deployed smoke, mortar barrages, *Units*' deployment in a *Tactical* stance or on *Overwatch* are ended and any relevant smoke or markers removed. Un-rallied *Broken Units* will also *Rout* from the table.

Unit: Used when referring generally to any type or size of infantry or support *Sections*, *Squads* or *Teams*, where no specific *Unit* size or structure is relevant. So, when we say “any *Unit* can fire” this is a more succinct way of saying “any *Section*, *Squad*, weapon *Team* or *Support Weapon* can fire”.

TERRAIN AND VISIBILITY

In real life, terrain is infinitely variable, whereas in any wargames rules we are obliged to attempt to categorise it in order to allow it to work within the game rules.

At the outset of any game the players are encouraged to discuss what the terrain on their

tabletop represents in order to avoid any unpleasant surprises during play. In particular, players should take a moment before the game to agree on just which terrain features present which type of cover. This will generally be self-evident, but some more unusual features might benefit from clarification.

Chain of Command breaks terrain down into four main groups as follows:

Open or Hard Ground: This is terrain where a man can walk unimpeded such as a road, track or open, dry grassland.

Broken Ground: This could be a ploughed field, light woodland, fords, muddy or saturated ground or steep hills where movement is slightly impeded.

Heavy Going: This represents heavy undergrowth, dense forests, rocky hillsides, rubble or marsh where movement is badly restricted for men on foot and extremely difficult or impossible for vehicles.

Really Heavy Terrain: This is terrain at the extreme end of the spectrum. Virgin jungle, swamps, deep snow or similar. All movement is very difficult indeed and limited to a very slow pace.

It is very likely that the terrain will influence how easily a *Unit* can be seen. However, it is worth noting that sometimes a *Unit* can be moving in Broken Terrain, such as crossing a ploughed field, but be as clearly visible as if on hard ground. Alternatively, the *Unit* may be moving freely on hard ground, but be difficult to see because of intervening linear terrain such as a wall or hedge.

In **Chain of Command**, there are three types of cover: light, hard and bunkers. Light cover is considered to be minimal cover, which often makes the target harder to see but does not offer much physical protection. This could be hedges, standing crops, low garden walls, small shell holes, wooden buildings or similar.

Hard cover offers some worthwhile physical protection to the *Unit*, such as a heavy stone wall, buildings, entrenchments or similar. Bunkers are particularly hard cover and offer all round protection. Generally they will be of concrete construction with small firing apertures.

3. THE PATROL PHASE

"We took a Bren gun and ample supply of magazines and also plenty of 36 grenades. Sergeant Kingston and Corporal Proctor carried Sten guns with six spare magazines each. The orders were very simple. Our task was to advance due north to a line of trees on the fading skyline to see if the area was occupied by the enemy. If it was not, we were to push on until we did find Germans."

18 Platoon. Sydney Jary

A game of **Chain of Command** is played out, like most miniature wargames, on the tabletop with two model soldier forces fighting for victory. However, before we deploy our figures for action we play through the pre-game *Patrol Phase*, using *Patrol Markers* on our tabletop.

This *Patrol Phase* covers several key areas which the players need to consider. Firstly, it reflects the knowledge of the terrain which both sides have prior to battle based on patrols, reconnaissance and the like. Secondly, it will determine where the players will be able to deploy their forces on the table during the battle. Thirdly, this will be where they establish how high their *Force Morale* is for the game to come.

The *Patrol Phase* also has the advantage of getting the two forces into relatively close proximity before the battle itself begins.

During the *Patrol Phase* both sides use a number of *Patrol Markers*, discs around 2.5" in diameter, ideally marked with an appropriate national symbol but certainly sufficiently different so that the two sides may be distinguished. A set of these can be downloaded from the **TooFatLardies** Yahoo Group, from Lard Island News or you can simply use individual figures if you want to get cracking straight away.



The number of *Patrol Markers* used by each side and their starting positions will depend on which scenario is being played. See Section 3.1, *Starting the Patrol Phase*. Typically each side will have three or four markers beginning on their own table edge.

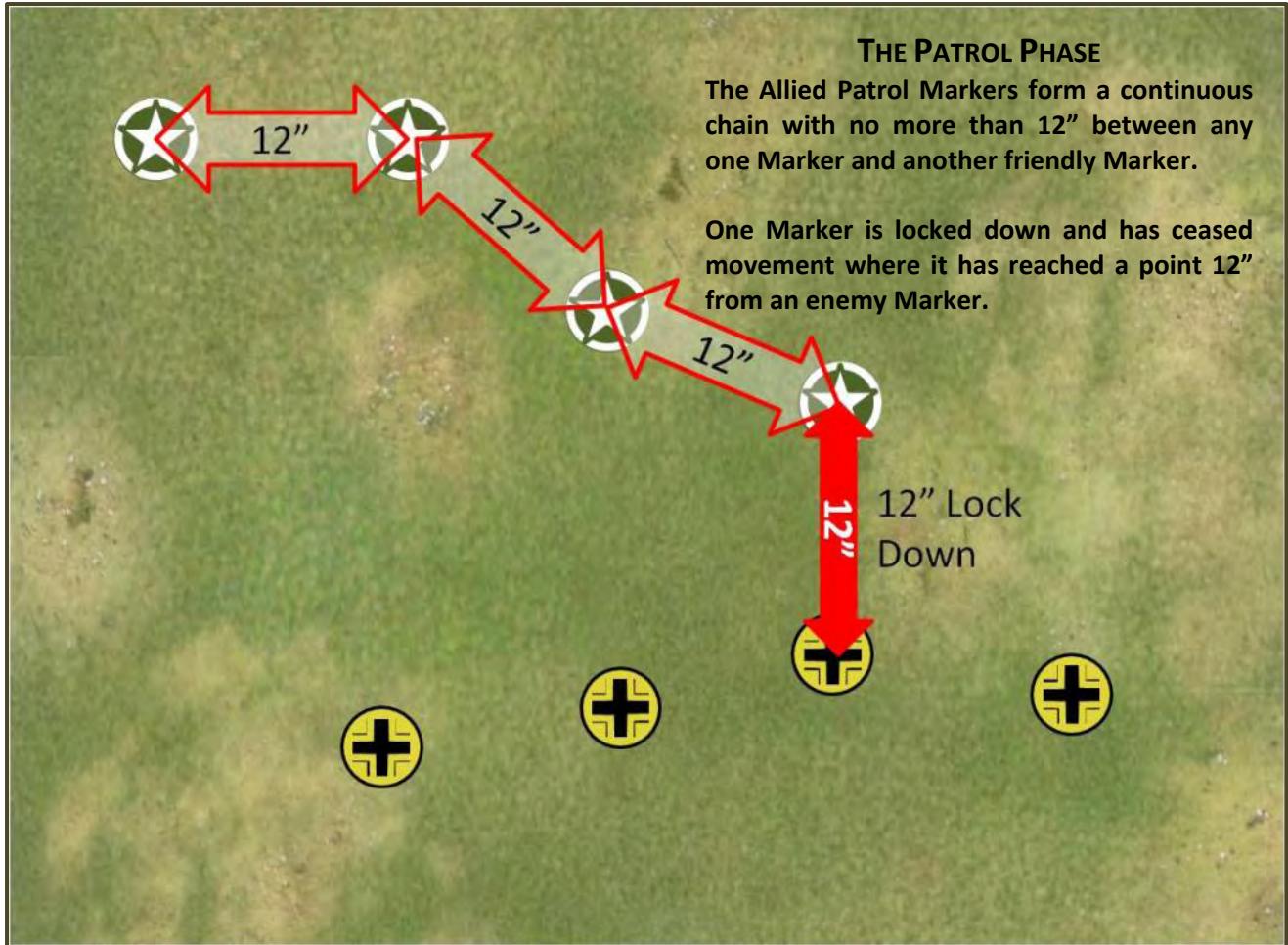
The players set up their *Patrol Markers* on the table as indicated in the scenario. If the scenario indicated that either side has any free moves, these are now taken.

FORCE MORALE

Each side now rolls a D6 which sets its *Force Morale Level*. A Green force subtracts 2 from their roll, an Elite force adds 2.

An adjusted total of 2 or less indicates a Force Morale of 8. A total of 3 or 4 gives a morale level of 9. If a total of 5 is achieved this indicates a morale level of 10, whilst a 6 or more is a morale level of 11.

You can keep a track of this using dice or tokens, or download and print out the *Force Morale Tracker* from the TooFatLardies Yahoo Group or copy the one here. See Section 15, *Force Morale*.



3.1 STARTING THE PATROL PHASE

The player with the highest *Force Morale Level* starts – roll a D6 each in the case of a tie, with the higher roller moving first. The player moves one of his *Patrol Markers* up to 12", whilst ensuring that it remains within 12" of at least one other friendly *Patrol Marker*. Once he has done this, his opponent moves one of his *Patrol Markers* in the same fashion. This then continues with the players taking turns to each move a marker.

No allowance is made for terrain. Unless specified by the scenario or special force characteristic rules. The *Patrol Markers* always move up to 12" but they must always be within 12" of another friendly *Patrol Marker* with all of each side's *Patrol Markers* forming a continuous, unbroken chain. Distances should be measured from the centre of the *Patrol Marker*.

When a marker reaches a point 12" from one or more enemy *Patrol Markers*, it will immediately cease movement even if it has not moved the full 12" available to it. This Marker and the enemy's Marker (or Markers if more than one is affected) are now locked in position and may make no

THE PATROL PHASE

The Allied Patrol Markers form a continuous chain with no more than 12" between any one Marker and another friendly Marker.

One Marker is locked down and has ceased movement where it has reached a point 12" from an enemy Marker.

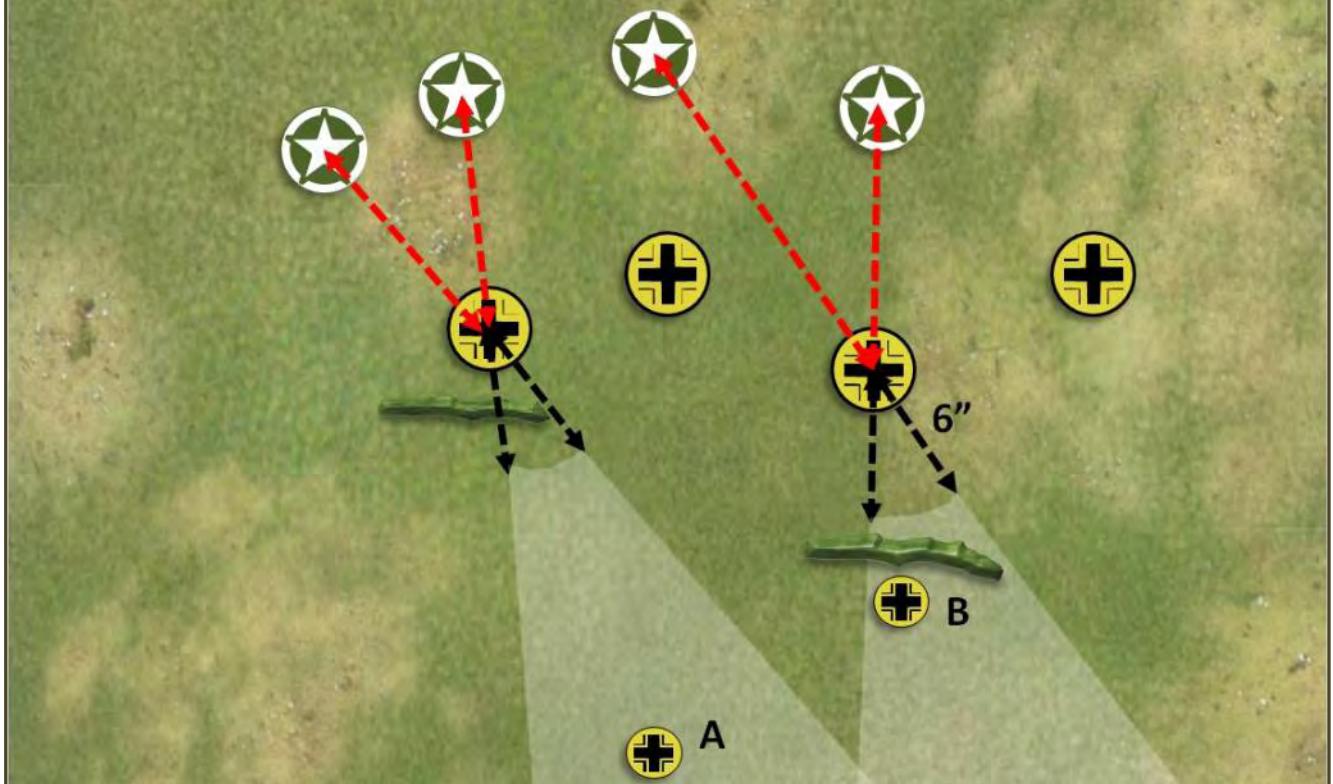
further movement in any direction. This represents the point where, at some time prior to the game, two patrols encountered each other in No-Man's-Land.

The players continue moving their other *Patrol Markers* until one or both sides have all of their markers locked in position. At this point the *Patrol Phase* ends, even if one side has one or more *Patrol Markers* still not locked down.

With the *Patrol Markers* in their final position we now use them to determine where our *Jump-Off Point* will be positioned for use in the game.



PLACING THE JUMP-OFF MARKERS: The shaded zones into which the Jump-Off Points can be deployed are determined by the positioning of the nearest two enemy Patrol Markers and the friendly Patrol Marker. Find cover in that area and that is where the Jump-Off Point can be placed. If no cover is present then select a point on the table edge within the zone.



3.2 PLACING THE JUMP-OFF POINTS

The player who moved his *Patrol Marker* first now selects one of these in order to place a *Jump-Off Point* on the table. These are the points his forces will use to enter the game during play. We recommend using an unobtrusive vignette to represent these on the table, such as a stack of arms, a pile of ammunition boxes or fuel drums. We produce a set of four such markers which will be sufficient for any force in a normal game.

To place a *Jump-Off Point* the player must select a position **in or immediately behind cover** which is at least 6" further from the closest two enemy *Patrol Markers* than the selected *Patrol Marker* and in the zone directly opposite them, as shown above. If no cover is available, the *Jump-Off Point* must be placed on the table edge.

In the above example, B is placed behind the hedge as this puts it immediately behind cover and more than 6" from the *Patrol Marker*. *Jump-Off Point* A is placed on the table edge as there is no cover available in the area where it could be placed - even though it would be in cover from the *Patrol Markers*. It is not enough to have

cover between it and the enemy *Patrol Markers*. The *Jump-Off Point* has to be **in or immediately behind cover**, even if it is no longer in line of sight of the enemy.

In open terrain, such as the desert or flat Dutch countryside, it is more likely that some *Jump-Off Points* will end up nearer the table edge than they would be in the heavy countryside of Normandy. However, remember that even shallow variations of ground level do provide some cover.

Once the first *Jump-Off Point* is placed, the opposing player repeats the process with both players alternating until they both have all of their *Jump-Off Points* placed on the table. The number of *Jump-Off Points* may vary depending on the scenario. The *Patrol Markers* are now removed and the game can begin.



4 COMMAND AND CONTROL

"A danger that must be guarded against... is the desire for speed in getting the sub-unit into action. This must not be allowed to develop into such haste that all sound military principles are discarded... THE PLATOON COMMANDER MUST ALLOW TIME TO FIND OUT WHERE THE ENEMY IS, TO APPRECIATE THE PROBLEM AND THE GROUND, AND THEN TO ISSUE CLEAR ORDERS."

Infantry Training. The War Office. March 1944 (Emphasis in the original.)

In **Chain of Command** both sides begin the game with none of their forces deployed on the table. The locations of the *Jump-Off Points* show both sides where their patrols made contact with the enemy and, consequently, where danger may lie. They also indicate No-Man's-Land, the area of the table which lies between the two forces and, most importantly, the points to which you may deploy your own forces once the game begins. The *Jump-Off Points* represent the deployment options which your commander has: points to which he knows he can deploy his men quickly and safely in the heat of battle.

Troops which have yet to be placed on the table are considered to be at a point slightly back from the action, where they have been assembled by their Platoon commander with his Orders Group, or 'O' Group, prior to being committed to battle. How quickly they deploy onto the table, and to which *Jump-Off Point* or Points, will depend on a combination of the opportunities presented by the *Command Dice* and by the commander's own decisions as the battle develops before him.

4.1 TURN SEQUENCE

The sequence of play in **Chain of Command** is broken down into a number of *Phases* which make up a longer *Turn*. In each *Phase* of play the active side will be able to activate a number of *Units*. Which, and how many, will be determined by rolling that force's *Command Dice*.

Command Dice are standard D6. The number of *Command Dice* rolled at the start of each *Phase* is determined by the quality of the force. Typically this will be five dice, although a very high quality force may have six dice, whereas a poorer force may have only four dice. The number of *Command Dice* a force has will be indicated in Appendix B, *National Army Lists*.

4.1.1 BEGINNING THE GAME

At the start of the first *Phase*, the side with the higher *Force Morale* is the active force. Where both sides have the same *Force Morale* level, both roll a D6 with the higher roll indicating which force is active in the first *Phase*. In the event of a tie, re-roll until one side wins.

"De-bus, 'O' Group! This is it." *With the Jocks*, Peter White

The cry of "O' Group!" may have been peculiar to British and Commonwealth forces, but the idea behind it was common to all armies – a command group able to commit their men to the fight in a coherent fashion and to control the action as it developed.

The British 1944 Infantry Training manual on Platoon and Section tactics places the 'O' Group directly - one tactical bound - behind the lead scouting Section. The Platoon commander, the Section commanders of the other two Sections, the platoon runner, the 2" mortar commander, the Sergeant and the radio set are all present and ready to be told where and when to deploy into the battle. The manual speaks of a commander "reading the battle" from his forward position where "every burst of fire will give him new information about the enemy's positions".

Chain of Command replicates this level of command – the ability of the commander to scout out his enemy and then deploy his forces to his best advantage – through the system of *Jump-Off Points* and the *Command Dice*. This is the wargaming equivalent of Rommel's Fingerspitzenfühl, the commander who can most effectively keep his finger on the pulse of the battle emerging the victor.

4.2 USING THE COMMAND DICE

The active player now rolls all of the force's *Command Dice* to see what options they have in this *Phase*. The result on each D6 rolled allows you to do the following:

TABLE ONE COMMAND DICE RESULTS	
ROLL	EFFECT
1	Activate or Deploy one <i>Team</i>
2	Activate or Deploy one <i>Section</i> or <i>Squad</i> with its <i>Junior Leader</i>
3	Activate or Deploy one <i>Junior Leader</i> with his <i>Section</i> , <i>Squad</i> or <i>Team</i>
4	Activate or Deploy one <i>Senior Leader</i>
5	Add one to your <i>Chain of Command Points</i> total
6	<i>Phase Sequence Dice</i>

In terms of directing troops, the key rolls are 1 to 4. We will take a look at the effect of rolling 5 or 6 in Sections 5, *Chain of Command Points* and 6, *Phase Sequence*. First let us see how the dice can be allocated, how *Units* deploy onto the table and how *Units* are activated in play.

4.2.1 COMMAND DICE RESULTS

The player may combine two or more dice to get a single higher result ranging from 2 to 4. For example, two 2's may be combined to make a 4. Dice may never be combined to make a 5 or 6 nor be split to make a lower result. A player may never substitute a higher score for a lower score.

Having rolled the *Command Dice*, the player decides which *Units* or *Leaders* he wishes to activate or deploy using those dice. He does not need to use all, or indeed any, of the *Command Dice* with results from 1 to 4 but results of 5 and 6 are always applied.

The active player allocates the dice as he wishes between their *Leaders* and *Units* both on and off table - activating those on the table, deploying those currently off-table or any combination of the two.

The player may choose the order in which the dice are used and whether they are used in sequence - one at a time, with the results being applied after each one - or all together with the results being applied simultaneously. Any combination of these options may be used to

gain the maximum tactical advantage in the *Phase*.

For example, when activating an infantry *Section* you may elect to first shoot at an enemy *Unit* with the light machine gun *Team* before then charging the rifle *Team* into contact.

What a *Unit* or *Leader* may do in the *Phase* depends on whether it was deployed on the table at the start of the *Phase*.

Example: The player rolls his five Command Dice and gets 1, 2, 3, 4 and 4. He already has one Squad deployed on the table and is keen to push forward with them. He uses the 3 to do so, getting his Junior Leader to activate them.

He now uses the 2 to deploy a second Squad from off-table and the 1 to deploy his 60mm mortar Team.

The pair of 4's means that he could deploy two Senior Leaders to the table. He decides to deploy his Staff Sergeant with one 4, but is not yet ready to deploy his Lieutenant so does not use the second 4. He cannot use the spare 4 to activate the Staff Sergeant a second time as nobody can be activated more than once in any Phase.

4.3 DEPLOYING ONTO THE TABLE

Troops deploying onto the table are assumed to be directed there by an off-table *Senior Leader*, such as the Platoon Officer or Platoon Sergeant.

However, if all your *Senior Leaders* are already on the table then calling forward off-table *Units* or *Junior Leaders* becomes more problematic. For each *Unit* or *Junior Leader* the player is attempting to deploy onto the table, roll a D6. On a roll of 4-6 it will arrive. On a roll of 1-3 it will not arrive this *Phase*.

If a *Unit* or *Junior Leader* does not arrive, they have not disappeared completely; we assume that the platoon runner has been diverted or delayed. You may always attempt to bring that *Unit* on in subsequent *Phases*.

4.3.1 DEPLOYING TO JUMP-OFF POINTS

All infantry *Units* or *Leaders* deploying onto the table must be placed within a specific distance of a friendly *Jump-Off Point*. How far from the *Jump-Off Point* they can deploy depends on their troop quality. Green troops must deploy within 4" of the *Jump-Off Point*; Regular troops within 6" and Elite troops within 9". They may elect to deploy anywhere within the permitted distance of the *Jump-Off Point* and in any direction from it - even if that is closer to the enemy.

On a *Command Dice* roll of 1, a single discrete *Infantry Team*, such as a mortar or *Panzerschreck*, may deploy onto the table. This will not be a *Team* that is part of a *Section* or *Squad*, unless it is a one or two man *Scout Team* advancing onto the table ahead of its parent *Section*; where men have been detached from their *Section* to crew a vehicle; or when a *Team* conducts an *Ambush*. See Section 5.1.1, *Using a Chain of Command Dice*.

On a *Command Dice* roll of 2, a *Section* or *Squad* deploying onto the table will always arrive accompanied by its *Junior Leader* where one is present. However, the *Leader* may not use his *Command Initiative* in this *Phase*. If one of the *Section's Teams* has already deployed onto the table as part of an *Ambush* then the balance of the *Section* will arrive with its *Junior Leader*.

On a *Command Dice* roll of 3, a *Junior Leader* may deploy onto the table with his *Section*, *Squad* or *Support Weapon Team*. He may immediately use his *Command Initiatives* to command or activate any of his men in his command range, but neither he nor they may move in this *Phase*. If one of the *Section's Teams* has already deployed onto the table as part of an *Ambush* then the balance of the *Section* will arrive with its *Junior Leader*.

On a *Command Dice* roll of 4, a *Senior Leader* deploying onto the table must be placed within a specific distance from a friendly *Jump-Off Point*. He always arrives on his own. No men will arrive with him unless they have been activated with another *Command Dice* and are simply arriving at the same *Jump-Off Point*.

The *Senior Leader* may immediately use his *Command Initiatives* to activate or influence any of his men within his command range, but he may not move in this *Phase* nor may any *Units*

who have arrived in this *Phase*. See Section 4.5, *Leader Initiative*, for how *Leaders* stamp their mark on the battle.

Vehicles do not use *Jump-Off Points*, instead using their friendly table edge (usually a road which enters there) as their entry point. They may elect to deploy anywhere within the permitted distance of this entry point and in any direction from it, in the same way as infantry do with their *Jump-Off Points*. Again, as with infantry, this will depend on troop quality. Vehicles crewed by Green crews must deploy within 4" of the entry point; Regular crews within 6" and Elite crews within 9". See Section, 11.5 *How Do I Deploy Vehicles Onto the Table?*

Example: The player deploys a Senior Leader, a Staff Sergeant, onto the table on a Command Dice roll of 4. Just 6" away to his right is a Squad of infantry, whilst 3" to his left is the 60mm mortar Team.

The Sergeant cannot move as he has just deployed to the table. However, he can use his influence to activate units within his command range.

The Sergeant orders the 60mm mortar to fire against a German position and gets the Squad to advance down a hedge line.

Troops deploying onto the table may not move in the current *Phase* but may fire at full effect.

4.4 ACTIVATING TROOPS ON-TABLE

If using *Command Dice* to activate troops which are already deployed on the table, place the relevant *Command Dice* with those *Units* or *Leaders*. Then activate those forces in whatever order the player wishes, removing the *Command Dice* once done.

On a *Command Dice* roll of 1, a *Infantry Team*, may be activated, whether that is a discrete *Team* or one *Team* within a *Section*.



On a *Command Dice* roll of 2, a *Section or Squad* may be activated. An attached Leader may accompany them if they move or fire if they fire, but may not use his *Command Initiative* in this *Phase*.

On a *Command Dice* roll of 3, a *Junior Leader* may be activated. He may immediately use his *Command Initiatives* to command any of his men in his command range. On a *Command Dice* roll of 4, a *Senior Leader* is activated and able to use his *Command Initiatives*.

No *Leader* or *Unit* may be activated more than once in any single *Phase*; however, they may be activated any number of times during a *Turn*.

Section and Team Actions

A *Section* or *Team* that has been activated may elect to do any one of the following:

- Make no movement and adopt a *Tactical* stance, seeking out the best cover where they are. Place a *Tactical Marker* with the *Unit* (see Section 4.5.4, *Unit Actions*)
- Move *Tactically* and end their movement in the best cover available, placing a *Tactical Marker* with the *Unit*
- Move and fire (both at reduced effect) in whichever order the player wishes
- Move normally and not fire
- Move “At the Double” and not fire
- Fire at full effect and remain stationary

All members of the *Section* or *Team* must do the same thing when activated together. (See Section 4.5.6, *Unit Actions Defined*.)

Example: A British infantry *Section* is activated on a *Command Dice* roll of 2. As they have been activated as a whole *Section* all members of the *Section* must do the same thing or do nothing.

In this case six men can see an enemy position and elect to fire at it. The other three men and the Corporal had their line of sight to the target blocked and were unable to fire. As a result they did nothing in this *Phase*.

Had the Corporal been activated on a roll of 3, he is a *Junior Leader*, he could have used his influence to get the six men to fire and the other three to do something else. We shall see how that works in Section 4.5, *Leader Initiative*.



4.5 LEADER INITIATIVE

Chain of Command is a game all about *Leaders* and their ability to influence the men around them. The abilities of your *Leaders* will dictate how effective they are on the battlefield. The more effective a *Leader*, the more he can do and the further his influence will reach as men are more inclined to look to him for *Leadership*.

There are two types of *Leaders*: *Junior* and *Senior*. *Junior Leaders* are the *Section* or *Squad Leaders* or those who command specific *Teams* such as *Support Weapons*. Their influence is restricted to the men whom they command directly: the men in their *Section*, *Squad* or *Team*. *Junior Leaders* may not influence or activate men from other *Units*.

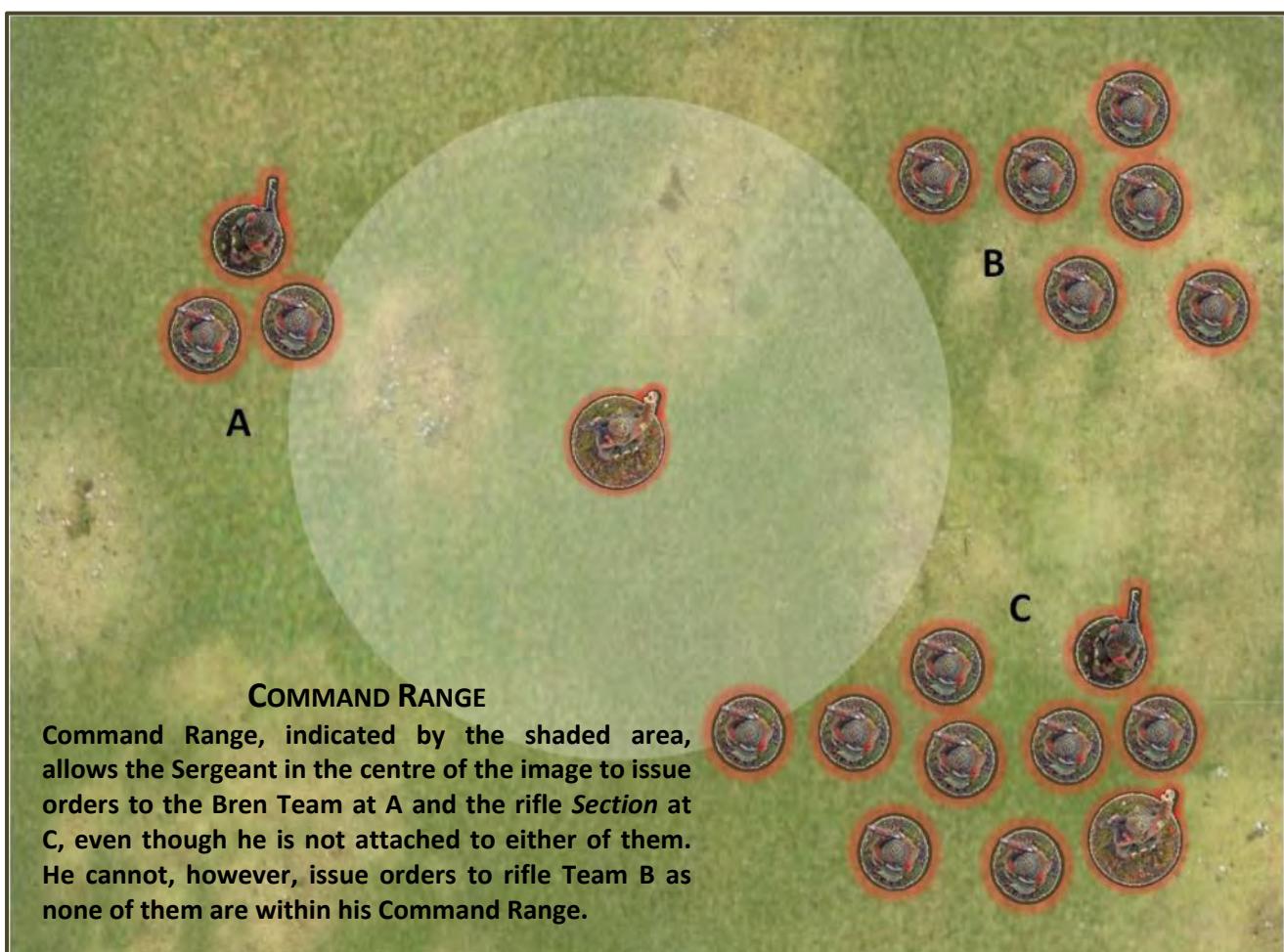
Secondly, there are *Senior Leaders*. These are men whose rank determines that they can command any men from their own battalion. The *Senior Leader* is anyone from the senior Platoon NCO upwards through all ranks of officers. However, troops from other formations, such as attached vehicles, will not be influenced by these *Leaders*.

A very few officers in **Chain of Command**, specifically those with the rank of Captain and above, may command any troops on the table, whatever their formation. However, these are not often present in a Platoon size game.

4.5.1 COMMAND INITIATIVE

Chain of Command emphasises the importance of *Leadership* through a system of *Command Initiative*. The quality and abilities of a *Leader* will be reflected in their *Command Initiative* level. Basically, this tells us how many things he can do when he is activated and over what range he can influence the men around him. These are shown here:

TABLE TWO COMMAND INITIATIVE		
RANK	INITIATIVE	RANGE
Junior Leader	2	6"
Senior Leader	3	9"
Ranking Senior Leader	4	12"



4.5.2 UNIT ACTIVATIONS

When activated, any *Leader*, *Junior* or *Senior*, who is attached to his men or within command range of them, may use **one** Command Initiative to do the following:

- Activate one *Team* or *Section*. If they are firing he may add his own fire himself at no cost in Command Initiative.
- Activate a single *Team* and place it on *Overwatch*.
- Activate one weapons *Team*, *Section* or *Squad* to put down *Covering Fire* into an area of terrain.

Senior Leaders may also use one Command Initiative to activate a dedicated infantry anti-tank *Team* to use their weapon against an infantry target.

Example: The player rolls a 3 on a Command Dice. He activates a *Junior Leader* commanding a German infantry *Squad* just outside Saint Lô.

With the first of his two Command Initiatives the Leader activates his four man MG42 *Team* and puts down fire on a US position in a small cottage. He then uses his second Command Initiative to lead his five man rifle *Team* forward, hoping to close the range.

4.5.3 COMMANDS WHICH ARE NOT ACTIVATIONS

Some commands given by *Leaders* are not considered activations and do not prevent a *Unit* being activated at another point in the same *Phase*.

An activated *Leader*, *Junior* or *Senior*, who is attached to his men or within command range of them may, therefore, use one Command Initiative to instruct troops to do the following:

- Rally one point of *Shock* from any *Team* in his command range that is not within line of sight of the enemy
- Rally one point of *Shock* from any *Team* he is attached to if it is in line of sight of the enemy
- Get a *Unit* which is not *Tactical* or on *Overwatch* to throw a single hand-grenade, fire a single rifle grenade or use a single *Section* or *Squad* anti-tank

weapon. See Section 9.2, *Grenades* and 9.3, *Infantry Anti-Tank Weapons*

Once per *Phase* he may use one Command Initiative to move on his own if he has not already moved with a *Unit*

Junior Leaders may also use one Command Initiative to transfer one man from one *Team* to another if both *Teams* are within 4" of him and under his command.

Example: A Senior Leader is activated on a Command Dice roll of 4. He has three Command Initiatives which he may now use. He is currently with an infantry *Section* which is just 7" from an enemy position behind a stone wall.

With the first two Command Initiatives he orders two men to hurl No.36 Mills bombs across the wall. They explode, killing one enemy and adding some *Shock* to further downgrade their effectiveness.

Seizing the moment, the Senior Leader now uses his final Command Initiative to lead the *Section* forward to assault the enemy. He can do this because throwing the grenades did not count as an Activation, so the *Section* can still move in this *Phase*.

He also benefitted because he chose the order in which he used his Command Initiatives – the Senior Leader was able to see the effect of the grenades and then decide if the moment was right to assault. If the grenades had been ineffective he could have ordered the *Section* to fire into the enemy position instead.



4.5.4 UNIT ACTIONS DEFINED

The following Actions are mentioned above. Here they are defined more clearly.

Moving and Firing: Most of the time our troops are going to be moving, firing or a combination of both. Movement is covered in Section 7, *Movement* and firing in Section 9, *Infantry Fire*.

Going Tactical: Units taking up a *Tactical* stance will increase the level of cover they are in by one level up to a maximum of hard cover (there is no advantage to going *Tactical* in hard cover or greater). So a *Unit* in the open will be treated as if it is in light cover, whilst a *Unit* in light cover will be treated as if it is in hard cover.

Unless the *Unit* is activated to move at faster than a *Tactical* pace (1D6), fire or change its stance in a subsequent *Phase*, it will remain in a *Tactical* stance until the end of the *Turn* when the marker is removed. A *Unit* in a *Tactical* stance ceases to be so if it fires.

GOING TACTICAL?

It's a small rule in column inches, but going *Tactical* is one of the keys to success with modern fire and movement tactics.

The ability to advance your units while making the most of whatever cover is available whilst other friendly units provide covering fire against the target was one of the key tactical developments of the Great War, with the platoon LMG *Section* providing the firepower.

In the Second World War the provision of one or sometimes more LMGs within a *Section* or *Squad* made fire and movement practical at the lowest command level.

A steady but sure advance with covering fire, followed up with a hail of grenades and a charge with cold steel is still the best way to win ground from the enemy.

Overwatch: Only *Leaders* may deploy a *Team* on *Overwatch* using one Command Initiative. This represents them taking time to explain the area

to be covered. If a *Leader* wishes to put a whole *Section* on *Overwatch* he will have to spend one Command Initiative per *Team*. *Support Weapons* may be placed on *Overwatch* by *Leaders* in the same way as infantry.

Once on *Overwatch*, the *Team* will then cover an arc of fire of 90° from its position. The *Team* will remain inactive on *Overwatch* through multiple *Phases*, only coming off *Overwatch* if the *Turn* finishes; they fire (see Section 9.1.3, *Firing on Overwatch*); or are activated to do something else.

A suitable marker should be placed in front of them to denote this and, ideally, show the arc of fire they are covering.

To deploy a *Unit* on *Overwatch* counts as its activation for that *Phase* (it may do nothing else) as it deploys to take up the best stance to cover the area ordered.

Covering Fire: Only *Leaders* may instruct a *Team* or *Section* to put down Covering Fire. A *Team* giving Covering Fire will target a piece of terrain with 4" frontage or 9" frontage if the whole *Section* or *Squad* is firing. Any enemy forces moving, deploying or already in that area will fire with a -1 on dice rolled to hit due to the suppressing effect of this fire

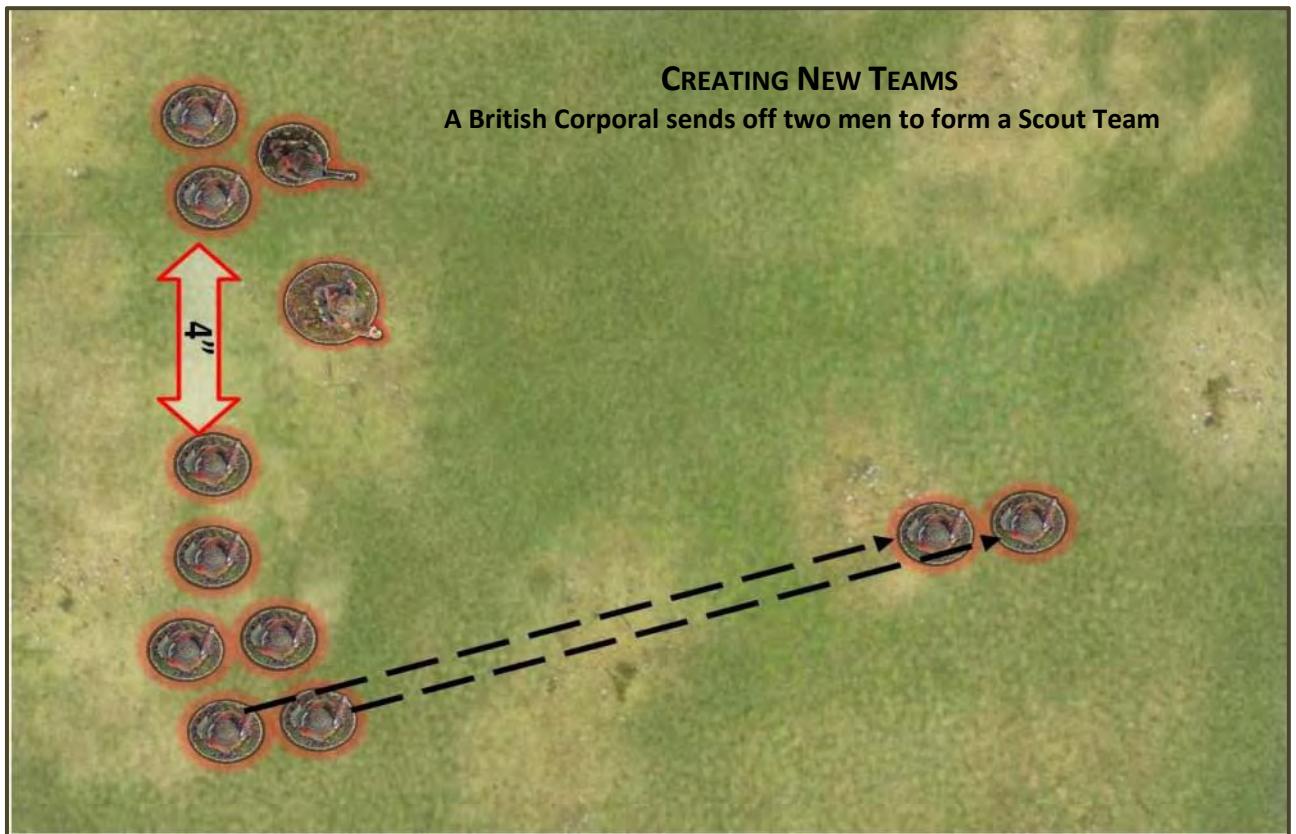
Covering Fire lasts until the end of the next *Phase*, whether that *Phase* is friendly or enemy. While giving Covering Fire, a *Unit* may do nothing else.

4.5.5 HOW LONG DOES AN ACTIVATION LAST?

Except when *Units* have assumed a *Tactical* stance or are on *Overwatch* (both of which may last until the end of the current *Turn*); or putting down Covering Fire (which last for the next *Phase* only) all activations start and finish in the current *Phase*.

4.5.6 TRANSFERRING TROOPS

At the cost of one Command Initiative, a *Junior Leader* may transfer men between *Teams* in his *Section*, reflecting new orders being issued. Men may not be transferred from one *Section* to another or to another *Support Team*.



4.5.7 CREATING NEW TEAMS

Any number of men may be instructed to perform specific tasks such as scouting. How *Teams* are structured is entirely down to the player controlling them.

In the example above, two men from the rifle *Team* have been instructed by the Corporal to act as a *Scout Team*. To do this, he uses one Command Initiative and, thereafter, the two men can move away to operate as a single *Team*.

The Bren *Team* and the remaining three-man rifle *Team* still operate as a *Section* as they are still within 4" of each other

On subsequent *Phases*, the scouts will activate as a *Team* as they are outside the Corporal's command range. However, if the *Section* or the rifle *Team*, move up to join them or the scouts return to rejoin their parent *Unit*, they will do so automatically once within 4" without using Command Initiatives.

4.5.8 ATTACHING LEADERS

All *Junior Leaders*, will begin the game attached to their troops. These *Leaders* remain attached as long as one man in their *Unit* is within 4" of them.

CREATING NEW TEAMS

A British Corporal sends off two men to form a Scout Team

Senior Leaders will begin the game unattached but able to place themselves wherever they are most needed in battle. *Leaders* attach themselves to *Sections* or *Teams* by moving to within 4" of the *Unit*. If they remain within 4" of both *Teams* in a *Section* or *Squad* they may be considered attached to the *Section* as a whole rather than just one *Team*.

When attached to a *Unit*, a *Leader* will move and fire with that unit at no additional cost in Command Initiative until he chooses to detach himself. A *Leader* detaches from a *Unit* by moving more than 4" away from it.



5 CHAIN OF COMMAND POINTS

"In war nothing is impossible, providing you use audacity".

General George S. Patton

The amassing of *Chain of Command Points* during play represent a build up of *Tactical* awareness - the commander's ability to "read the battlefield" - act dynamically in order to influence events. During play' both sides will be able to accrue, and then use, *Chain of Command Points*.

5.1 GENERATING CHAIN OF COMMAND POINTS

Chain of Command Points are generated by rolling a 5 on the player's *Command Dice*. Each 5 rolled adds one *Chain of Command Point* to that force's running total. As we know from Section 4, Command & Control, rolling a 5 on a *Command Dice* does not allow any *Unit* or *Leader* to be activated, instead it represents the commander taking a moment to consider the overall *Tactical* situation and collect his thoughts. As a result' a high *Chain of Command* score represents a commander who has a good grasp of what is happening around him and is ready to respond and react effectively.

A tally is kept of the number of 5's rolled by each side using a D6 or, if preferred, chits or tokens. Each time a player's total *Chain of Command Points* reaches 6 that player gains a *Chain of Command Dice*.



5.1.1 USING A CHAIN OF COMMAND DICE

At any point in the game a player holding a *Chain of Command Dice* may use it to influence the run of play. A *Chain of Command Dice* enables the player to do one of the following:

- Interrupt an opponent's *Phase*, with one un-Pinned *Section* or *Team* of choice being activated and immediately firing or moving
- End a *Turn*
- Move a friendly *Jump-Off Point* up to 18". This must be at least 6" to the rear of friendly troops and in or behind cover
- Ambush with a single infantry *Team*
- Relocate a *Sniper*
- Avoid taking a *Force Morale Test*
- Keep a mortar barrage firing on a *Turn* end

There is no limit to how many *Chain of Command Dice* may be held by each player. Once a *Chain of Command Dice* has been played it is immediately discarded.

5.1.2 WHAT EFFECT WILL THIS HAVE?

When and how a *Chain of Command Dice* can be played, and what effect it will have, will depend on what the player is using the dice to do. These are as follows:

Interrupting a Phase

When interrupting an opponent's *Phase*, the player may immediately move or fire with one *Section*, *Squad*, *Team* or vehicle which is already deployed on the table and not *Pinned*. This may result in the player stopping his opponent moving a *Unit* at the most advantageous point and opening fire. After the effect of fire is calculated, the opponent will finish moving his *Unit*, so long as the target *Unit* was not *Pinned* by the fire it

took. The active player will then continue with the rest of his *Phase*.

Only one interruption is allowed in any single *Phase*. A player may not use a Chain of Command Dice to interrupt play during his own *Phase* – so you cannot interrupt an enemy who happens to be interrupting your *Phase*.

A RUDE INTERRUPTION?

Whilst the *Chain of Command Dice* can do many things, the ability to interrupt your opponent's *Phase* of play is one of the stronger options.

In its own right, it can provide the capability to react to your enemy's movement without the need to put a *Unit* on *Overwatch*.

The chance to add a second *Phase* of movement could be just enough to get your men across that road covered by an enemy MG *Team*.

Ending a Turn

A player may play a Chain of Command Dice at any time, in any *Phase* even his own, in order to end the *Turn*. However, if the Command Dice have been rolled by either side then the *Phase* must be played through before the *Turn* ends. Which player is active in the next *Phase* will be determined by the last set of *Command Dice* rolled as normal.

See Section 6, *Phase Sequence*, for the implications of ending a *Turn*.

Move a Jump-Off Point

A player may only move a *Jump-Off Point* during his own *Phase*. One friendly *Jump-Off Point* may be moved a maximum of 18" in any direction to a position at least 6" to the rear of friendly troops which is either in or behind cover from any deployed enemy *Unit*.

Once the *Jump-Off Point* has been moved, it can be used immediately in the current *Phase* in order to deploy troops onto the table, assuming the relevant *Command Dice* are available.

Example: The Soviet player has spent several *Phases* moving his *Scout Section* cautiously forward through the ruins of an East Prussian town. Having secured a large industrial building, he now plays a *Chain of Command Dice*, moving forward one of his *Jump-Off Points* to a position in cover in the factory yard.

As the player has wisely kept part of his force available off-table, he now has the option to deploy them to this more advanced position immediately. A great opportunity to outmanoeuvre your opponent.

Ambush

A player may use one Chain of Command Dice to perform an ambush. A single, as yet un-deployed, infantry *Team* may be placed anywhere within 12" of a friendly *Jump-Off Point* and further than 6" from any enemy infantry. The *Team* may then fire immediately without further activation.

An ambush conducted like this represents a quick and unnerving attack made by a small but effective team making the most of cover and prepared escape routes. Consequently, only a single infantry *Team* may be used – heavier *Support Weapons* cannot ambush in this way. The *Team* will make their attack and then be either removed from play at the end of the *Phase* (returning to the uncommitted troops to be deployed on the table later in the game) or, if the player prefers, kept on the table in the ambush position. The player may choose either of these options.

However, if the ambush is conducted by an infantry weapon which cannot move and fire in the same *Phase*, such as a tripod mounted machine gun, the *Team* must remain on the table at the end of the *Phase*.

If the player's opponent has troops on *Overwatch* covering the area from which the ambush is made, they may fire after the ambushing *Team* has fired and before the ambushees are removed at the end of the *Phase*. Likewise, the opposing player may choose to use a *Chain of Command Dice* to interrupt if he has troops who can fire on the ambushees before they are removed.

Example: A Troop of British Shermans is advancing down a lane between some open wheat fields near Caen. They are supported by infantry, but the lead Sherman has crept slightly ahead of his supports.

During his Phase, the German player uses a Chain of Command Dice to perform an ambush. A Panzerschreck Team appears in the wheat and fires into the flank of the lead Sherman. The tank shudders with the impact and several crew members bail out as flames begin to emerge from the turret.

The German player gets ready to remove the Panzerschreck Team at the end of the Phase, but the British player had put his lead infantry Bren Team on Overwatch covering the field where the German Team appeared. The Bren fires, killing one of the Panzerschreck crew.

At the end of the Phase, the remaining German slips away and is removed from the table. On subsequent Turns, the Panzerschreck Team could ambush again if a Chain of Command Dice is available.

Moving a Sniper

Using a Chain of Command Dice to move a sniper may only be done in the player's own *Phase*. The sniper may be moved to another location within 18" of his current position which is at least 12" away from enemy troops. The sniper may not fire during the *Phase* in which he moves.

Troops who have been attempting to spot the sniper must begin the process again. See Section 9.5, *Snipers*.

Avoid a Force Morale Test

A player may choose to use a Chain of Command Dice in order to avoid taking a *Force Morale* test. This may be done at any time a *Force Morale* test is required. The player must surrender the Chain of Command Dice before the test should be made, not after the test is failed. See Section 15, *Force Morale*.

Keeping a Barrage Firing

Mortar barrages normally end when a *Turn* ends. However, a player may use a Chain of Command Dice in order to keep the mortar firing throughout the next *Turn*.

Remember, once you have used a Chain of Command Dice to do any of the above, you MUST discard it.



Who said sniper?!

A Churchill AVRE ready to blow any sniper's house down, regardless of the construction medium.

6. THE PHASE SEQUENCE

"There it sat, the Sherman, looking huge and mighty... When I was within twenty meters, I aimed and fired. But nothing happened. Jam! Just what I needed. I cocked and fired. Jammed again! Now I was getting nervous. I cocked the weapon again and this time it roared off. I could not watch the hit. The tank providing cover had spotted me and was firing on me. I did hear the explosion."

Pionier Horst Lütgens, 12th SS Panzer Division

Above all else, **Chain of Command** is designed to reflect the uncertainties of war and the fleeting nature of opportunity on a chaotic battlefield. The *Turn* sequence is such that any single *Turn* may last an indeterminate number of *Phases*, with the order of player activation being uncertain. How this works is determined by the number of 6's rolled on the *Command Dice* in each *Phase* of play.

6.1 PHASE SEQUENCE ROLLS

Rolling 6's on your *Command Dice* determines which player will be active in the next *Phase*. In extreme cases it can also trigger off certain random events.

Rolling one 6 or no 6's means that the next *Phase* will be your opponent's active *Phase*. Rolling two 6's means that the next active *Phase* is yours. You can activate your troops in the current *Phase* knowing that you will immediately roll again for the next *Phase*.

Rolling three 6's means that this is the final *Phase* in the current *Turn* and that the first *Phase* of the new *Turn* will also be yours.

Rolling four or more 6's means that this is the final *Phase* in the current *Turn* and that the first *Phase* of the new *Turn* will be yours. You also gain one complete *Chain of Command Dice* and roll on the *Random Events* table, applying the results as instructed.

A MAD MOMENT

Seizing the next *Phase* of play from your opponent is a great opportunity to really take the action to your opponent on your terms. It is the type of fleeting opportunity which appears out of the blue every now and again. Whether you grasp it with both hands or let it pass you by will be your choice.

It is worth remembering that whilst you do have the next *Phase*, you must have just rolled at least two 6's, so your activation opportunities in this *Phase* will be somewhat restricted. Having two *Phases* on the run is often more like one enhanced *Phase* than a true "double turn".

That said, Napoleon preferred lucky commanders to good ones so maybe this is your lucky day?

6.2 THE TURN END

The *Turn* in **Chain of Command** is a significant period of play. Its end represents a notable break in the action.

The *Turn* ends whenever a player rolls three or more 6's with his *Command Dice* or a player elects to end the *Turn* by expending a *Chain of Command Dice*.

When a *Turn* ends, consult the table below and apply all effects listed.

TABLE THREE
THE TURN END

All smoke other than that from a fire is removed from the table
All <i>Tactical</i> and <i>Overwatch</i> markers are removed
Any <i>Jump-Off Points</i> which have been captured are removed
Any mortar barrages will now cease
Any <i>Pinned Units</i> will check their level of <i>Shock</i> to see if they remain <i>Pinned</i>
Any un-rallied <i>Broken Unit</i> and <i>Leader</i> will <i>Rout</i> from the table
Test <i>Force Morale</i> for any <i>Routed Leaders</i>



6.3 RANDOM EVENTS

Random Events occur when a player rolls four or more 6's on his *Command Dice* in any single *Phase*. When Random Events occur, roll a D6. The following results apply:

1. Random mortar barrage drops on your battlefield. No troops of any kind may move in an area of ground 24" square in this *Phase* and the next. Apply the grid below to your table, and roll 1D6 to decide which square will be the area.



Apply the result of a barrage by medium mortars to any *Units* in that area. Any *Jump-Off Points* in the affected area cannot be used in these *Phases*.

2. Jabos! Aircraft overhead, hit the dirt! Nobody knows whose planes they are but movement is halted for this *Phase* and the next. Other activity continues as normal.

3. Fire! A building catches fire. The building nearest the centre of the table (or flammable feature if no buildings are present) catches fire. Dice for wind direction and place a 6" by 6" area of smoke in that direction on this *Phase*; a second 6" square area extending further away on the *Phase* after next (*Phase 3*); and a third 6" square two *Phases* after that (*Phase 5*) creating a smoke screen 6" by 18" in size which lasts for the rest of the game. Any troops in the building must abandon it by the end of the *Turn*. If they have not been activated and left the building voluntarily by that time they will be placed immediately outside it by a door of the player's choice and take 2 points of *Shock* on each *Team* present due to the effects of smoke.

4. A true patriot (or vile collaborator) has informed you where one of your opponent's *Units* is lurking. Your opponent must place one of his as yet un-deployed *Units* on the table immediately. He may choose which *Jump-Off Point* they deploy to.

5. It has begun to rain very heavily. Visibility is reduced to 18" for the remainder of this *Turn*. At the end of the *Turn* roll a D6.

On a 1 to 3 it was a passing shower and has cleared up. On a 4 or 5 it looks like it is set in for a while; the rain continues, roll again at the end of the next *Turn*. On a 6 the rain is still here and the ground is now very wet. -1 pip per dice on all movement outside buildings for the rest of the game. Roll again at the end of the next *Turn* with a +1 on the dice.

6. Your men have discovered a cache of fine wine buried by its rightful owner and intended to be dug up at the end of the war. Sadly for him, it won't be there when he returns. Fortunately for you, your *Force Morale* increases by one point. Bottoms Up!

7. INFANTRY MOVEMENT

The Platoon had just got moving again when there was a shattering explosion. We went to ground like rabbits. A column of black smoke rose some three hundred yards behind us. 'It's alright, lads,' said Meadows. 'It's the sappers. Blowing up Tellers.'

The Recollections of Rifleman Bowlby, Alex Bowlby

Movement on the battlefield is an uncertain affair. We may well know how far and how fast men can move in normal circumstances, but when the bullets start to fly, men become more cautious and less predictable. The system we use reflects that.

7.1 BASIC MOVEMENT

Infantry and Support Weapon movement in **Chain of Command** is done by individual *Team*, *Section* or *Leader*. The player selects the *Unit* or *Leader* and decides how fast it wishes to move using the options presented here.

Tactical Movement: Careful movement used when the enemy is at close quarters. Move 1D6 inches and take cover, assuming a *Tactical* stance at the end of movement.

Normal Movement: A faster but less careful gait. Move 2D6 inches when not firing, or move 1D6 inches and fire with half the normal fire dice. The player may fire and move or move and fire, in either order.

At the Double: An all out run with no firing possible. Move 3D6 inches but each *Team* will take one point of *Shock* to reflect disorder.

The player may choose whether he moves a *Section* with a single roll of the dice, or whether he rolls for each *Team* individually. With the latter he risks breaking up the *Section* if the *Teams* become separated by more than 4". See Section 2, *The Ground Rules*.

7.1.1 LEADERS MOVING

Leaders attached to a *Section* or *Team* may always move with that *Unit* at no cost in

Command Initiatives. If, however, they wish to move independently then they may do so using one Command Initiative. They may never move more than once in any single *Phase*.

They move through hard terrain and cross obstacles in the same way that infantry do except they never take *Shock* when moving at the double.

If the *Leader* is wounded his movement is reduced to a maximum of 2D6 inches. If he is accompanying a *Unit* which wishes to move faster he will be unable to do so and must roll separately for his own movement.

Example: A US infantry Squad is advancing cautiously down a lane near Cherbourg. They roll 3 on 1D6 and move 3" then assume a Tactical stance. If fired on they will increase the cover they are in by one level.

In an adjacent field, another Squad is feeling decidedly unhappy about advancing across open ground. They decide that speed could be their best chance. Rolling 3D6 they move at the double. Rolls of 2, 4 and 6 mean they move 12" and reach the safety of the hedgerow. However, both their rifle Team and their BAR Team take a point of Shock each as their hell for leather dash has left them somewhat disorganised. Their Sergeant will want to reorganise them before continuing his advance.



7.2 TERRAIN AND MOVEMENT

The biggest factor limiting movement around the battlefield will be terrain. This works as follows:

Open Ground: This is a solid surface with no real impediment to movement. Examples are grass, road, compact earth, pavements or orchards. Here movement is conducted without penalty.

Broken Ground: Ground where there is a slight impediment to movement such as woodland, ploughed fields, fords, steep hills. *Tactical* and Normal movement allowed, but no moving “At the Double.”

Heavy Going: This would be heavy undergrowth, rocky hillsides, rubble or marsh. *Tactical* and Normal movement allowed with one subtracted from each D6 of movement. No moving “At the Double.”

Really Heavy Terrain: Virgin jungle, swamps or deep snow. *Tactical* and Normal movement allowed with two subtracted from each D6 of movement. No moving “At the Double.”

Crossing Obstacles: Minor obstacles such as garden walls, maintained hedges or fences up to waist height can only be crossed using Normal Movement (no *Tactical* or moving “At the Double” allowed) but with the lower dice rolled being discarded. If the roll is insufficient to cross the obstacle, then the *Unit* will move with all of its movement towards or up to the obstacle and halt when it is reached.

Medium obstacles: Those up to chest height such as stone walls, farm hedges or fences – can only be crossed using Normal Movement (no *Tactical* or moving “At the Double” allowed) but with the higher dice rolled being discarded. If insufficient pips are rolled to cross the obstacle, then the *Unit* will move with all of its movement towards or up to the obstacle and halt when it is reached.

Major obstacles: Obstacles over chest height, or thick hedge rows may be crossed by a *Unit* which starts the *Phase* adjacent to the obstacle. It will take the whole *Phase* to cross, the figures being placed directly on the other side of the obstacle. This will count as Normal movement (no *Tactical* or moving “At the Double” allowed).

Example: Having crossed one field a US infantry Squad looks to move forward through a freshly ploughed field. The ground is soft and uneven from the farmer’s recent attentions so counts as Broken Ground. This means that no movement “At the Double” is possible. But first they must cross the farm hedge, a medium obstacle.

When crossing an obstacle they must move normally – you can’t take cover while crossing a hedge - so they roll 2D6, a 3 and a 5. They remove the higher of the two dice, so cross the hedge and move 3”, having started next to it.

7.2.1 MOVEMENT IN VARYING TERRAIN

Troops that are moving in more than one terrain type move at the slowest rate for the whole of the *Phase*.

7.2.2 MOVEMENT IN BUILDINGS

Any infantry *Units* may move into and out of buildings during the course of the game.

Units entering or leaving buildings must do so via a doorway using Normal Movement (no *Tactical* or moving "At the Double" allowed) but with the lower dice rolled being discarded if the door is reached. If insufficient pips are rolled to pass through door, then the *Unit* will move with all of its pips towards or up to the obstacle and halt when it is reached.

For some large buildings with large openings, such as barns, this rule may be ignored and normal movement rates for Open Ground applied.

Heavier wheeled weapons, such as anti-tank guns or infantry guns may deploy into a building but may not be moved in or out of buildings during the game.

Troops moving inside buildings use the movement rules for Broken Ground, as long as they are operating on one floor.

Troops moving from one floor to another in a building will take a full *Phase* with no firing to do so. In addition to changing floors, up or down, they may reposition up to 6" within the building.

Example: A German MG42 Team enter the rear of a town house in Kharkov. They want to get to a position two floors up, from where they will have an excellent view.

On their next activation, they move up one floor and then, in the following Phase, they are activated again to move up to the floor they wish to be on. As part of that movement they go 6" towards the front of the house but this is a large property, 9" deep. On their next activation, they will need to move again to get the final 3" to the front of the building. They do so rolling 1D6. On a result of 4 they reach their firing position and, as they have only moved with 1D6, they can now immediately fire at half effect. (See Section 9, Infantry Fire.)

7.3 INTERPENETRATION

Troops may pass through other friendly troops at no cost to their movement as long as there is room for them to deploy once past them.

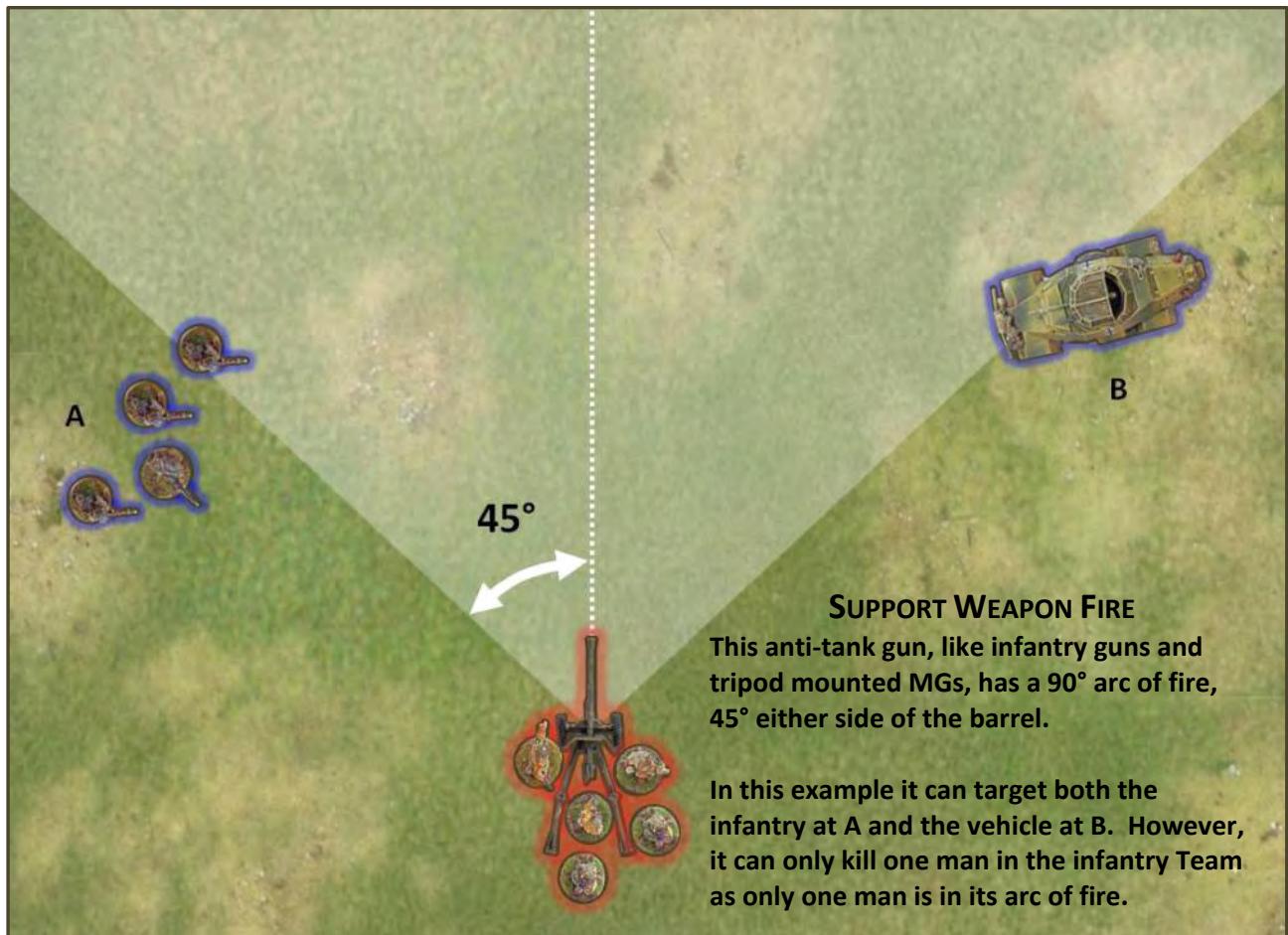
A *Section, Squad* or *Team* that is interpenetrated by a *Breaking* friendly *Unit* retreating due to excess *Shock*, will itself suffer the number of excess *Shock* points that the *Broken Unit* has. For example, a five man *Unit* with ten points of *Shock* will cause five points of *Shock* on any *Section, Squad* or *Team* it interpenetrates. See Section 14, *Shock*.



7.4 RESTRICTED WEAPON MOVEMENT

Some infantry weapons, such as the Vickers MMG and the Browning 0.50 HMG, require a crew of at least three to move without restriction. In addition to any other limitations due to terrain, if their crew is reduced to two men, they move with a -1 pip on any D6 used for movement. If the crew is reduced to one man, the weapons may not be moved other than to change weapon facing, which takes a full *Phase*.

No tripod mounted machine guns or *Support Weapons* may move and fire in the same *Phase* other than a limited change of facing, as described below at Section 7.5. There is no specific set-up time for *Support Weapons*; if they move during a *Phase* they may not fire, if they do not move in a *Phase* they may fire.



7.4.1 MANHANDLING WEAPONS

Some heavier weapons, particularly wheeled anti-tank guns or infantry guns, may be manhandled by their crews. Light guns may be moved normally with 2D6. Medium guns may be moved normally with 2D6 but with the lower dice rolled discarded. Heavy guns may be moved normally with 2D6 but with the higher dice rolled discarded. In both cases a roll of a “double” will see one D6 discarded.

Static guns, such as the 88mm Flak, may not be manhandled.

7.5 UNIT FACING

Rifle and light weapon *Teams* are considered to have a 180° arc of fire to their front unless firing from a window when this is reduced to a 90° degree arc of fire. When activated, they may change their facing to whatever direction they wish without counting as moving. If moving they may end their movement facing in any direction they wish.

Tripod-mounted machine guns have a 90° arc to their front. If they wish to change their facing by up to 90° this counts as 1D6 of movement, thereby reducing firing by half in that *Phase*. Any

greater change of facing will require a Normal Move, meaning no fire can be undertaken in that *Phase*.

Anti-tank guns and infantry guns have a 90° arc of fire, 45° either side of the barrel, and measured from the front of the gun shield or the breech block if no shield is present. To engage a target outside that arc they must spend one whole *Phase* turning to face that direction.

7.6 OVER-RUNNING JUMP-OFF POINTS

Troops moving to within 4" of an enemy Jump-Off Point will deny its use to the enemy while they are in such close proximity.

Troops who move onto an enemy *Jump-Off Point* are considered to have captured that position, stopping it from being used for the remainder of the current *Turn*.

If the original owner of the *Jump-Off Point* is unable to move troops onto the *Jump-Off Point* before the end of the current *Turn*, thereby recapturing it, it will be removed from play at the end of the *Turn*.

8. TARGET ACQUISITION

"I was so concerned with getting the range right that I didn't notice a concrete fence post about ten feet in front of us, and my first shot hit this post and nearly wiped a few of us out!"

Lance Corporal Alan Graham quoted by Barber, *The Day the Devils Dropped In*

On any battlefield, the ability of troops to target an enemy *Unit* will depend on whether they can see it.

8.1 WHAT CAN BE SEEN?

Firing in **Chain of Command** may be undertaken by any men who have a clear line of sight to enemy troops. This is determined by tracing a straight line from the firer to the target.

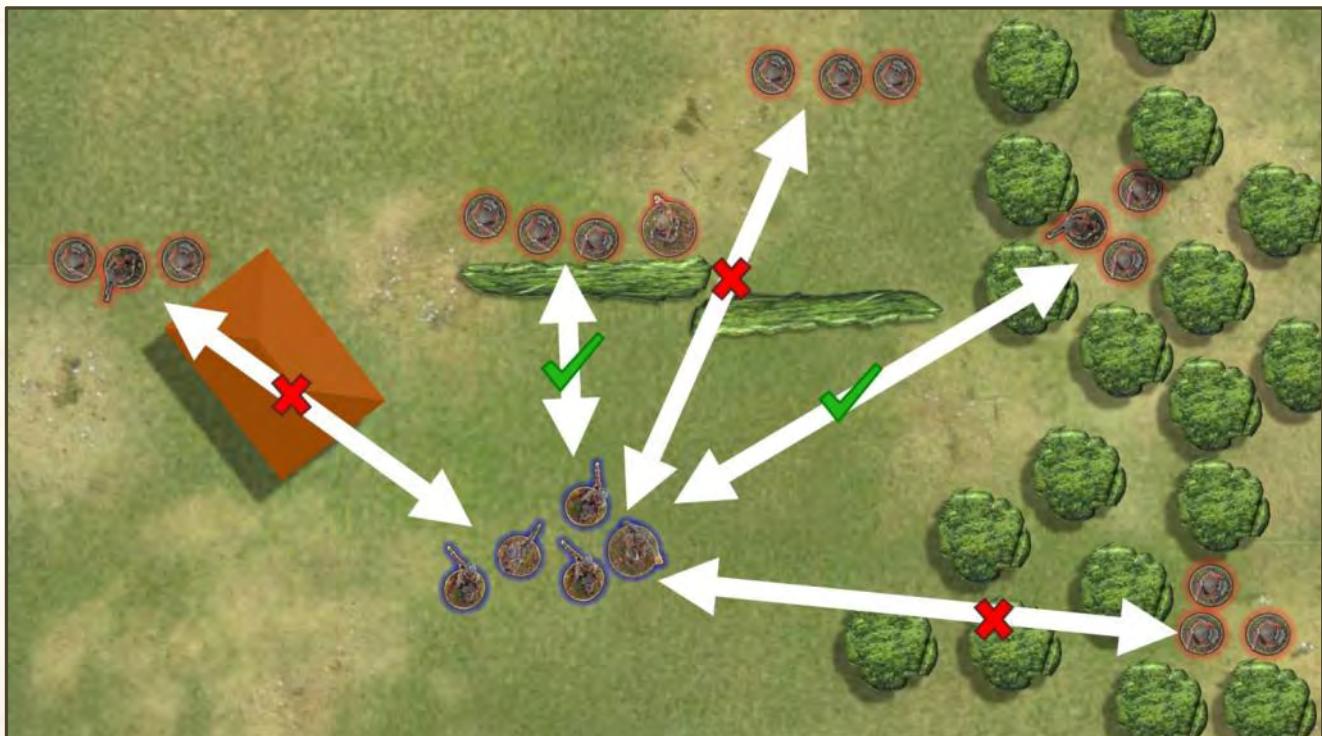
In open terrain this will require nothing more than a cursory glance at the table. When terrain is involved this can become more complicated, so the following guidelines apply.

- If line of sight to an enemy *Unit* is interrupted by a high feature, such as a building, dense hedge, hill or high wall, then the *Unit* may not be targeted unless they are using that terrain feature as a firing position, in which case they may be targeted but will benefit from cover

— If the target is in terrain that is only slightly obstructed by low features, such as garden walls, small hedges or similar, then the target will benefit from light cover

— If the firing *Unit* is in the open, but the target is in terrain where visibility is badly obstructed or worse, such as woods or dense scrubland, then the target is only visible if it is within 4" of the edge of the terrain. This extends to 6" if in light orchards with little or no undergrowth. The target will benefit from light cover

— If the firing *Unit* is in terrain where visibility is badly obstructed or worse but the target is in the open or terrain where visibility is only slightly obstructed then the firer must be within 4" of the edge of the terrain in order to fire out. Again, this extends to 6" in light orchards with little or no undergrowth.



- If both the firing *Unit* and the target are within a terrain feature that blocks line of sight, such as a wood, then they may only engage the enemy when they are within 12" of each other. In light orchards with little or no undergrowth this extends to 18".
- Troops firing from, or to, an elevated position, such as high ground or the upper storey of a building or tall vehicles such as tanks, will have better visibility. Quite how much better will depend on their height in relation to the target *Unit* and intervening terrain. Measure the shot from firer to target applying the normal line of sight limitations
- Where three or more types of light cover intervene between the firer and target this should be considered hard cover.
- Troops in armoured carriers may not be targeted by infantry with the exception of Snipers, who may target any crew member operating the main weapon on top of an open carrier, and anti-vehicle weapons.

8.2 WHO CAN FIRE?

Firing is undertaken by individual figures or specific *Support Weapons*, not by complete *Teams* or *Sections*. Only the figures with line of sight may fire.

Troops cannot fire through friendly troops.

Troops firing past friendly troops cannot have a line of fire which goes within 2" of friends unless those friends are in heavy cover, such as a building or in an armoured vehicle.

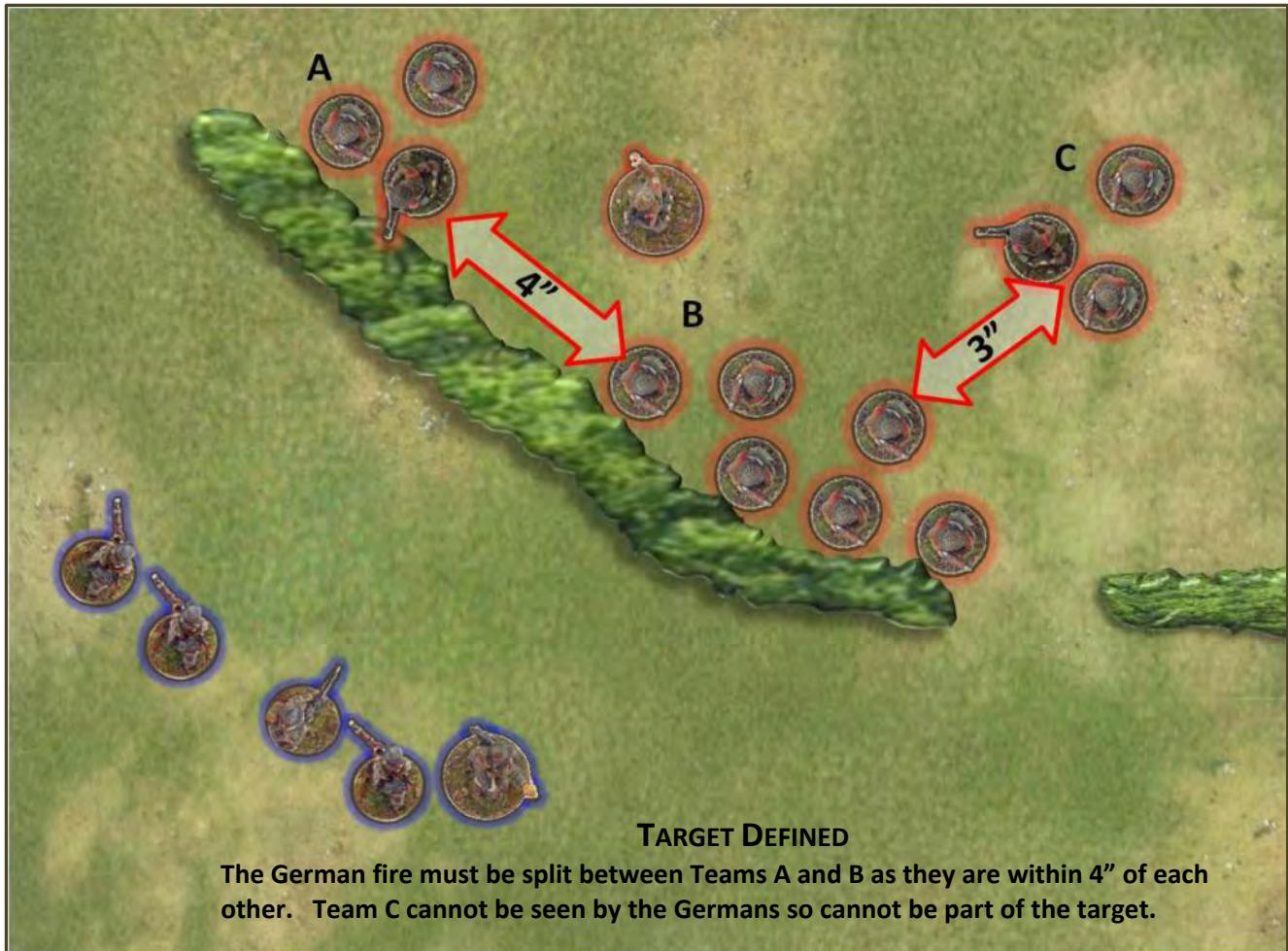
Troops on a higher level, such as a hill or the turret of a tank, may fire over the heads of intervening friendly troops as long as they are not firing a flamethrower and the friendly troops are more than 6" from the target *Unit*.

Smoke blocks lines of sight. No troops may target an enemy through or over smoke. Whilst they may be firing it is assumed that they hit nothing due to their inability to identify a target.

WHO CAN FIRE?

Each figure must have a clear line of sight to the target and must take care that no fire passes within 2" of friendly troops deployed in front of their position.





8.3 TARGET DEFINED

A firing *Unit* may elect to fire at any target or multiple targets which it can see. Different targets may be selected by any number of men within the firing *Unit* at the discretion of the controlling player.

Firing is undertaken against individual *Teams*. However, if *Teams* are within 4" of each other and are visible to the firer and in the same cover, they must be treated as one larger target and any hits divided between them, as covered in Section 9.1, *How to Fire*.

In the above example, the German *Team* in the open wants to fire at the British Rifle *Team* B behind a hedge. As Bren *Team* A is within 4" and visible to the Germans, it too must be considered part of the target. The five Germans fire and get four hits. Both British *Teams* take two hits each.

Bren *Team* C is also within 4" of B; as it is not visible to the Germans it cannot be included as part of the target.

8.3.1 TARGETS IN DIFFERING COVER

Staying with the example above; if Bren *Team* A was in hard cover whilst Rifle *Team* B was in light cover, then the Germans could opt to concentrate all of their fire against B, as it would be the better target.

Alternatively, the Germans may decide that they prefer to spread their fire across both *Groups*, in which case the hits would be split equally and the effect then rolled for allowing for cover as normal. (See Table Six, *Hit Effects*.)

MUTUAL SUPPORT

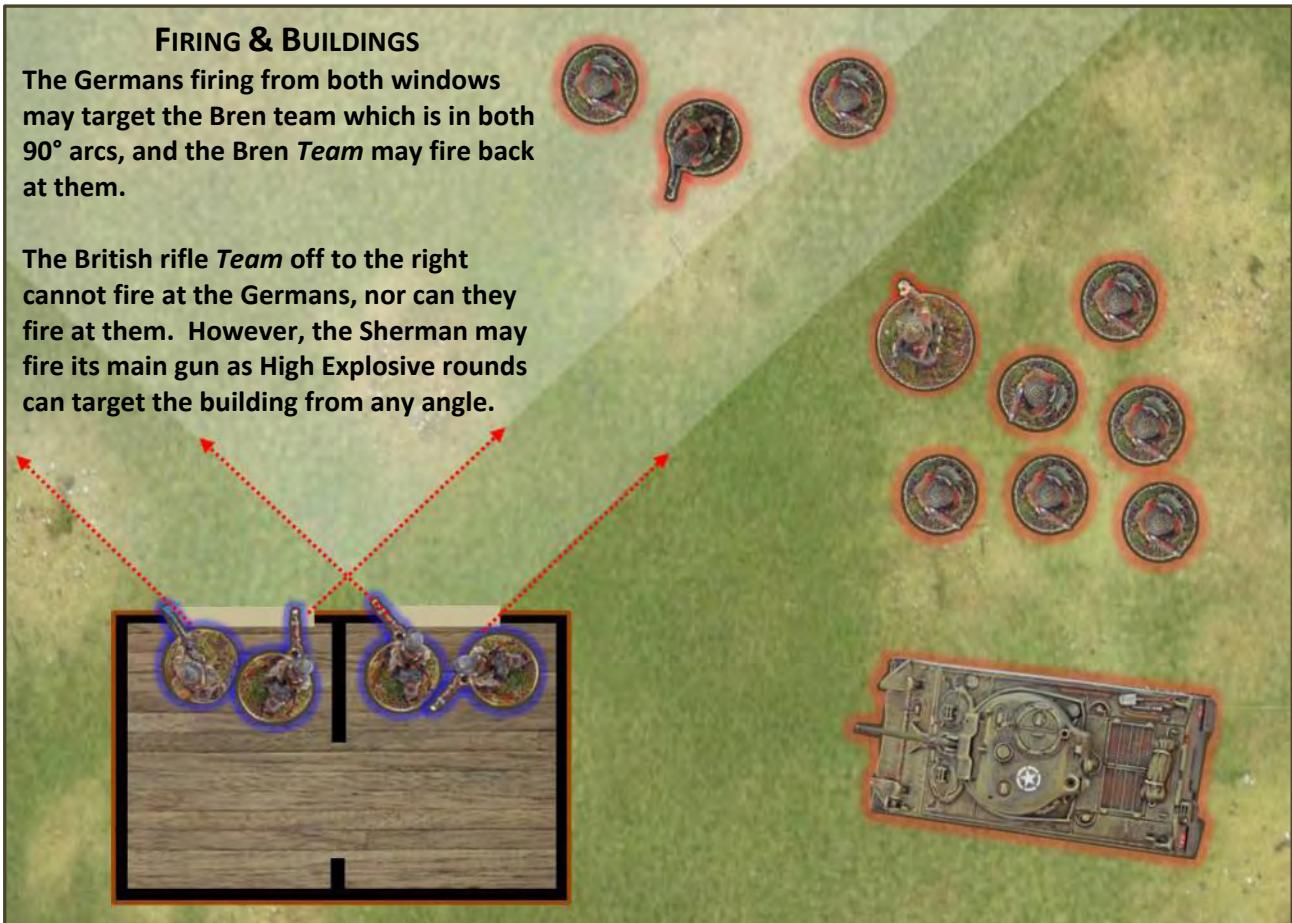
Chain of Command puts much emphasis on the importance of *Units* providing support to those around them. Isolated *Teams* will generally be rapidly overwhelmed by enemy firepower.

One of the advantages of deploying your forces in complete *Sections* or *Squads* is that the component *Teams*, typically the LMG *Team* and the Rifle *Team*, can operate together and stop the enemy picking them off one at a time.

FIRING & BUILDINGS

The Germans firing from both windows may target the Bren team which is in both 90° arcs, and the Bren Team may fire back at them.

The British rifle Team off to the right cannot fire at the Germans, nor can they fire at them. However, the Sherman may fire its main gun as High Explosive rounds can target the building from any angle.



8.3.2 TARGETING AND BUILDINGS

Troops inside buildings are assumed to be able to target any enemy troops on the same floor of that building. Very large buildings, such as factories, will need to be considered as special cases, and in extreme cases distances agreed upon before the game. In most situations with large buildings simple line of sight rules may be applied to get the most sensible and simplest results.

Troops firing from a building may do so with one support weapon or two infantrymen from each window or door. Only windows and doors on a model building, or other openings agreed upon prior to the game, may be used to fire from. Men firing from a window or doorway have a 90° degree arc of fire directly out, with a 45° degree angle either side of and above and below a line drawn straight out from the centre of the window. This allows them to fire out and benefit from hard cover.

In some situations a player may decide that he wishes to improve that arc of fire by getting his men to lean out of the window. This will allow them a 180° arc of fire measured from the face of the building, however it will also mean that any

hits on them count as though they are in the open, gaining no benefit from cover.

Troops firing small arms and machine guns into a building can only do so if they are within the 90° arc measured from the building. Troops not within that arc may not fire into the building, nor may they be fired on from the enemy within.

Vehicles firing H.E. at a building can fire at any point on the building they can see to inflict casualties on any men inside. For large buildings over 9" square the tank must be able to fire directly at the area of the building occupied by enemy troops in order to hit them.



9. INFANTRY FIRE

"The enemy machine gun fired another burst. Suddenly a number of German machine guns and rifles opened fire on both sides of the road. A half-track mounting a 20mm cannon edged out from behind a house. Marsh and McCready poured a belt of 30-calibre at its front. The half-track backed off. I began to fire at the houses ahead"

Parachute Infantry, David Kenyon Webster

Now that we know which *Units* may fire, we can move on to calculate the effect of the firing. This section looks at infantry weapons, those weapons which may be carried by infantry without the need of any transport vehicles to tow them.

First, let us look at the weapons of the WWII infantryman.

INFANTRY WEAPONS

The soldier of the Second World War was armed with a whole range of weapons, most being similar in their design across all of the nations, but some which were peculiar to just one nation.

The Bolt Action Rifle

The most common weapon on the battlefield was the humble bolt action rifle, generally magazine fed with a single shot being fed into the chamber by the operation of a bolt. In the hands of a well trained soldier they could fire twenty to thirty rounds in a minute. This is the basic benchmark weapon in **Chain of Command**, one rifle firing with 1D6 in a Phase.

Semi-Automatic Rifle or Carbine

The semi-automatic rifle or Carbine dispensed with the need to manually chamber the next round from the magazine by using the recoil to do that whilst also resetting the action. This allowed a theoretical forty to fifty rounds a minute to be fired, although an infantryman's ammunition supplies would be rapidly depleted at that rate. We allow the semi-automatic rifle some advantage by allowing any 1's rolled to hit a target to be re-rolled. If they roll 1 a second time this is not re-rolled again.

Machine Pistols and Sub-Machine Guns

These tended to be specialist weapons carried by NCOs or officers, although some squads were converted to carry large numbers of these.

They have a short range in order to encourage their use at close quarters only, thereby allowing the leader to focus on his job rather than being an integral part of the unit's firepower. SMGs are limited to a 12" range, with 2D6 rolled at that range and 4D6 at 6" or under. They also gain an advantage in Close Combat.

The Automatic Rifle

The Browning Automatic Rifle was designed as a short range trench clearing weapon in the Great War but was used extensively by US forces. Its twenty round, bottom fed magazine did not allow the rapid on-target reloading of most light machine guns but it was lighter and suited the doctrine of "marching fire". The BAR fires with 3D6 in a single Phase.

The Assault Rifle

One of the most exciting developments of WWII was the development of the assault rifle, a fast firing weapon which could combine the single-shot accuracy of the automatic rifle with the close-quarter volume of the sub-machine gun. The Assault rifle, such as the Sturmgewehr 44, fires with 3D6 at close range, and as a rifle, with 1D6, at effective range.

The Grenade

The grenade was a weapon reintroduced in the Great War. These may be hand or rifle-propelled, and rely on fragmentation or blast or be used to deploy smoke. In **Chain of Command** these are weapons used on a Leader's command. They are more effective in confined spaces where they

cause three hits as opposed to just two hits in the open. Grenades always ignore all cover.

The Light Mortar

Sometimes issued at Platoon level, the light mortar provided the infantry with their own close artillery support. Some armies focussed on delivery of H.E., some on the use of smoke. Light mortars of 2" or 50mm calibre fire with 2D6 whereas the 60mm mortar uses 3D6. Their range allows them to hit anywhere on the table but they rely on a line of sight from a friendly unit to the target.

2" and 50mm mortars ignore light cover, treating the target as being in the open. 60mm mortars treat light cover as though the target is in the open, and hard cover as though the target is in light cover. Neither will have any effect against a target in bunkers.

Light mortar *Teams* function as normal until all *Team* members are killed or Break due to Shock.

Infantry Anti-Tank Weapons

As the armoured vehicle became more prevalent, infantry were obliged to find their own response to this challenge. This ranged from heavy calibre rifles to hand-held devices and, finally, rocket or spring propelled hollow charges. These weapons are designed to take on armour, but in some situations they were used, in extremis, against infantry. Various types are represented in **Chain of Command**.



Light Machine Guns

At the heart of most rifle *Sections* was the light machine gun, a portable bipod mounted weapon which allowed a machine gun *Team* to provide covering fire for the riflemen in the Unit, allowing fire and movement at the lowest command level. The magazine-fed LMG, usually with a 30 round box, fires with 6D6 in a single Phase. A belt-fed LMG fires with 8D6 in a Phase to reflect its higher rate of fire. This firepower drops off if the crew is

reduced to just one man; 4D6 for the box-magazine and 5D6 for the belt-fed weapon.

Tripod Mounted Machine Guns

This is a catch-all phrase to cover any machine gun mounted on a tripod and fed by a belt, be they a general purpose machine gun such as the German MG34 and MG42; a more traditional MMG such as the Vickers, or a Heavy weapon such as the Browning 0.50 calibre. There were some significant differences in theoretical cyclical rates of fire between weapons, the older water-cooled weapons such as the Vickers firing more slowly, but in reality, the advantages of their cooling system meant that they could fire much longer bursts. As a result all tripod mounted machine guns fire with 10D6 in a Phase. Heavy Machine Guns reduce the target's level of cover by one level to reflect their greater hitting power.

THE ARSENAL TABLES

There are two sorts of Arsenal Tables we need to consider. In this section we have the Master Arsenal Table which covers nearly all of the infantry weapons you will need for a normal game as well as some common tank and vehicle mounted weapons.

It is worth noting that some vehicle weapons shown at the foot of the table have lower Firepower factors than the same weapon crewed by infantry. This is due to poorer visibility from inside an enclosed vehicle. Weapons on top of vehicles, such as on half-tracks, will use the same Firepower factors as infantry weapons, including machine guns which fire as if tripod mounted.

You will find this reproduced on a downloadable Quick Reference Sheet on the TooFatLardies Yahoo Group to save you flicking through the rules, although frankly this will become second nature very rapidly.

In Appendix B, *National Army Lists*, you will find included a National Arsenal Table for each of the major nations covered. This is largely taken up with support weapons and armour and includes detail of what the various nations are armed with, what their A.P. and H.E. Firepower factors are and things like armour strength, all of which are specific to that nation. Between the Master Arsenal and the National Arsenals, you will have all the information you need to play **Chain of Command**.

TABLE FOUR
THE MASTER ARSENAL TABLE

INFANTRY WEAPONS				
WEAPON	FIREPOWER	CLOSE	EFFECTIVE	NOTES
Bolt Action Rifle	1	0-18"	Over 18"	
Semi-Automatic Rifle	1			Re-roll any 1's
Automatic Rifle (BAR)	3			Re-roll any 1's
Magazine LMG	6			Lose 2 Firepower when crew reduced to 1
Belt Fed bipod LMG	8			Lose 3 Firepower when crew reduced to 1
SMG or Machine Pistol	4/2	0-6"	6-12"	Firepower is range dependent
Assault Rifle	3/1	0-18"	18-48"	Firepower is range dependent.
Tripod Mount MMG or HMG	10	0-24"	Over 24"	Lose 3 Firepower when crew reduced to 1. HMGs reduce cover by one level
Pistol	1	0-9"	-	
Sniper	1	unlimited		See sniper rules section 9.5
Grenade	2 in open, 3 enclosed	4-11"	-	Roll for hits as though target in the open
Rifle Grenade	2	-	18-60"	Roll for hits as though target in the open
Infantry Flamethrower	12	0-12"		All cover is ignored. Shock is doubled
2" or 50mm mortar	2	With LOS	No LOS	Reduce cover by one level unless target has overhead cover
60mm mortar	3	24" + with LOS	24"+ No LOS	Reduce all cover by one level
3", 80mm, 81mm mortar	4	-	Any Range	Dice for hits on all <i>Teams</i> within the barrage area. All units Pinned
VEHICLE WEAPONS				
WEAPON	FIREPOWER	CLOSE	EFFECTIVE	NOTES
Internal Vehicle MG	6	0-18"	Over 18"	
Top Mounted MMG or HMG	10	0-24"	Over 24"	Reduce cover by one level
20mm Cannon	6	0-24"	Over 24"	Reduce cover by one level
Vehicle Flamethrower	16	0-36"		All cover is ignored. Shock is doubled

9.1 HOW TO FIRE

When firing infantry weapons, first declare your target and check what range you are firing at. Next use the Arsenal Table to establish what your total Firepower is, adding up the Firepower rating for each weapon firing. The Firepower total is the number of D6 you will roll.

The range and the quality of the **target Unit** (not the firing *Unit*) will determine what you need to roll to hit on each D6. Check the Table Five below and roll your Firepower dice. This will tell us the total number of hits achieved.

TABLE FIVE

ROLL TO HIT

Range/Target	Green	Regular	Elite
Close	3-6	4-6	5-6
Effective	4-6	5-6	6

Chain of Command is not a game where we track what happens to each and every man. However, we do want to track some detail within a *Section* or *Squad* by seeing which *Teams* are affected. To do that, we divide the hits equally between any *Teams* fired at. If the target is made up of more than one *Team*, any odd hits will be allocated by the firer on targets in the open. If the targets are in cover then any odd hits will be allocated by the target player.

Roll for Effect

Now that we know the number of hits achieved we need to see what the effect is on each *Team*. This will depend on what cover the target *Unit* is in.

The targeted player roll a D6 for each hit on his *Unit* on Table Six, below:

TABLE SIX
HIT EFFECT

Cover	Miss	Shock	Kill
Open	1, 2	3, 4	5, 6
Light	1, 2, 3	4, 5	6
Hard	1, 2, 3, 4	5	6

Any figures killed are now removed from the game. Where a *Team* is crewing a specific weapon, such as a Bren gun or MG42, it is assumed that that weapon is kept in action until the last man in that *Team* is killed. At that point the weapon is considered to be out of action for the rest of the game, and may not be re-manned.

Troops behind armoured shields, such as gun shields, will count as being in one level of cover better than they are, up to hard cover. Any troops in bunkers will ignore the first kill in any *Phase*.

Example: Six Soviet riflemen are firing at a German infantry Squad which is in light cover. They get three hits. These are divided equally: one hit on the LMG Team in the German Squad, and one hit on the rifle Team and one odd hit. As they are in cover, the German player chooses to allocate this to the rifle Team, as he is keen to protect his MG42.

The German player dices for each Team on the Hit Effect table. The rifle Team roll a 3 and a 5, so that is one Shock. The LMG Team roll a 6, so that is one man dead. We do not need to check if that is the man actually firing the machine gun, the men within that Team will keep their primary weapon in action until all are killed.

IT'S A TEAM GAME

The astute gamer will have noticed that we have two tiers of unit types, *Teams* and *Sections* (or *Squads* if you prefer) and you could be wondering why we break the game down in this manner. **Chain of Command** is a skirmish game where it is important to track not just what a *Section* is doing, but also what the men within that *Section* are up to.

To keep this as simple as possible we break the *Section* down into *Teams* rather than track individual men. That makes things easy to manage, but it still allows us to see a greater level of detail. As *Sections* take hits it is important to know whether the LMG is still in action. By allocating hits on the *Teams* within that *Section*, we get to track that without dicing for each individual man.

When under fire the two *Teams* within the *Section* can, if operating together, spread any hits caused by enemy fire across the whole *Section*. However, as hits are divided between the *Teams* before the Hit Effect dice are rolled, they are not immune to an unlucky (or lucky if you are the enemy) round of fire seeing one *Team* removed from play while the other is still functioning. "The Bren's down!" is not a cry you want to hear.

Once we get to section 14, Shock, you will see that two *Teams* operating as a *Section* are able to support each other by treating their morale as a whole section rather than as individual *Teams*. So, if the BAR Team is having a bad time, the fact that the rest of the *Squad* is there in the form of the Rifle Team will mean it is far more resilient than if it were left to fend for itself.

Of course we don't want to cramp your gaming style, so if you want to create lots of one man *Teams* from your *Sections* you can, just don't expect to be able to control them very effectively!

9.1.1 HITS ON LEADERS & FORWARD OBSERVERS

Leaders and Forward Observers may be targeted if they are more than 4" from any friendly troops. They are treated as a normal infantry target but only a kill result will affect them; Shock is ignored.

If a *Leader* or Forward Observer is within 4" of a *Section* or *Team* which loses men killed, the player must roll a D6 to see if they have been hit. A roll equal to or less than the number of men killed in that round of firing will mean that the *Leader* or Observer has been hit rather than one of the men.

In either of the above situations a *Leader* who has been hit must roll a D6 to see how badly he has been affected. On a roll of 1 he has been killed outright and is removed from the game. On a roll of 2 or 3 he has been wounded and cannot be activated for the remainder of the current *Turn*. On a 4 to 6 he has been lightly wounded and from now on the number of Command Initiatives he gets when activated is reduced by one for the remainder of the game. If he is wounded enough times for his Command Initiative to be reduced to zero he has been killed.

A Forward Observer who has been hit will roll 1D6. On a roll of 1 to 3 he has been killed. On a roll of 4 to 6 he is wounded and may continue to do his job, but may not move for the rest of the game

Example: A German LMG Team fires against a Section of British Paras moving down a street in Oosterbeek, rolling 8D6 for the MG42. They get five hits, causing two hits on the Bren Team and two hits on the Rifle Team in the British Section. As the British are in the open the Germans put the odd hit onto the Bren Team, as they are keen to reduce the British firepower.

The British player rolls 3 and 5 for the Rifle Team which is one point of Shock and one man dead. He then rolls 3, 4 and 6 for the Bren Team, which is two points of shock and one man dead. As both Teams are within 4" of their NCO, they must test to see if he has been hit. He rolls a D6. On a 1 or 2 he will be hit. He rolls a 2, so only one of the dead men is removed (the player chooses to remove the man from the Rifle Team) and the player rolls a further D6 to see what happens to the NCO. He rolls a 3, so the NCO has been hit and cannot be activated until the end of the Turn.

9.1.2 FIRING AT TROOPS IN DIFFERENT COVER

Troops from the same *Team* which are in more than one cover type will roll for all of their hits as normal with the firing player applying the dice results against the troops in the more open terrain first. If these are all killed then any further hits will be applied to the troops in better cover.

Where troops from more than one *Team* are targeted the hits will be divided equally and each *Team* will roll for the effect of the hits based on their cover type.



9.1.3 FIRING ON OVERWATCH

Troops placed on *Overwatch* by a *Leader* (See Section 4.5.4, *Unit Actions*) may react to any enemy who move into the area they are covering, firing at full effect at any time in their opponent's *Phase*. They may react to an enemy firing but not moving, or deploying from a *Jump-Off Point* within the area they are covering by firing at full effect as soon as their opponent has conducted his fire.

9.1.4 FIRING AT SOFT-SKIN VEHICLES

Soft-skin vehicles are unarmoured vehicles such as jeeps or trucks. Infantry *Teams* may fire against the crews and passengers in soft-skin vehicles. They roll as normal for the effect of fire, treating any target as in light cover.

If two 6's are rolled when firing, roll a D6 on the Soft-skins and Jeeps table in the Anti-Vehicle fire section, using the "net zero hits" part of the table.

If three 6's are rolled, roll a D6 on the Soft-skins and Jeeps table in the Anti-Vehicle fire section, using the "one net hits" part of the table. (See Table Fourteen, *Soft-skins*)



British infantry put another French farmer out of business

If four or more 6's are rolled, roll a D6 on the Soft-skins and Jeeps table in the Anti-Vehicle fire section, using the "two net hits" part of the table.

9.1.5 RIFLE GRENADES

Rifle grenades may only be fired when an individual man is commanded by a *Leader* using a Command Initiative (see Section 4.5.3, *Commands Which are Not Activations*).

Rifle grenades roll to hit and for effect in the same way as all infantry fire, but reduce cover by one level when calculating the effect of any hits.

9.2 HAND GRENADES

Grenades may only be thrown when an individual man is commanded by a *Leader* using a Command Initiative (see Section 4.5.3, *Commands Which are Not Activations*). A man or *Leader* throwing a grenade is always considered to be moving at normal speed if fired on.

Grenades may only be used against targets at least 4" away from the thrower when in the open. Grenades may be used against enemy troops in heavy cover or better at closer ranges so long as the heavy cover, such as a wall, is between the target and the men throwing the grenade.

To throw a grenade into an enemy position in the open or behind light cover each thrower will roll 2D6. The grenade hits the target if the total rolled is greater than the range in inches.

When attempting to throw a grenade through a door or large ground floor window sized aperture to which there is a good line of sight, subtract 2 from the total rolled.

For a smaller aperture or more difficult target, such as an upper storey window, open topped vehicle or over a high obstacle, subtract 4 from the total rolled.

For a very small aperture, such as an open tank turret or firing slit on a bunker, subtract 6 from the total rolled.

Grenades which miss their target are assumed to have fallen harmlessly away from any troops. However, if double 1 is rolled when throwing a grenade, then the thrower has fumbled and dropped the grenade at his feet. Roll for the effect of the grenade on the throwing *Unit*.

For an upwards throw, such as a man on ground level throwing into an upstairs window then any miss will see the grenade fall back to earth. If the thrower is within 6" of the target then roll for the effect of the grenade on the throwing *Unit*.

9.2.1 GRENADE EFFECT

If the grenade hits its target it will cause two hits if the target is in the open or in light cover. Roll for the effect of any hits as normal on the hit effect table.

If a grenade hits a target in a confined space, such as in a building or bunker, it causes three hits. Roll for the effect on the hit table, counting the target as being in the open.

Grenades only affect armoured vehicles if they get inside the vehicle. If they do so, roll 3D6. Each 4, 5 or 6 counts as one net hit on the vehicle damage table. Roll as normal in the relevant table in Section 12, *Fire Against Vehicles*).

Example: Corporal "Knocker" Dawes sees a German open-topped armoured car advancing towards his position. As the vehicle moves past, he uses two Command Initiatives to have two men throw two Mills Bomb grenades.

The armoured car is 5" away. If the target were in the open Corporal Dawes would only need to roll more on 2D6 than the range in inches, 6 or more being successful. However, this is rather more difficult with a -4 applied to the roll; Dawes needs to roll 10 or more.

The player rolls 2D6 for the first grenade. A total of 8 is a miss. He rolls again and rolls a 6 and a 5, 11, it's a hit!

As the grenade has gone into a confined space that is three hits. The German player rolls 3D6 for effect, rolling 2, 5 and 6 which is two hits. Rolling again using Table Twelve, damage against Tanks and Armoured Cars, we discover that the gunner has been killed and his position is out of action .

9.2.2 SMOKE GRENADES

Smoke grenades or smoke pots may only be thrown when an individual man is commanded by a *Leader* (using a Command Initiative) or by a specialist tank-killer *Team*. The player may choose to roll 1D6 or 2D6 for the distance the grenade is thrown. Place a 3" round ball of smoke at that point. All smoke is removed from play at the end of a *Turn*.

9.2.3 GRENADE SUPPLIES

Grenades are plentiful but not limitless. A *Unit* which throws grenades in two consecutive active *Phases* will be out of grenades for the rest of the game.



9.3 INFANTRY ANTI-TANK WEAPONS

Infantry anti-tank weapons fall into two categories: specific *Teams* which are dedicated tank-killing *Teams*, such as the PIAT, anti-tank rifle or Panzerschreck *Teams*; or the *Section* weapons, such as the Panzerfaust or compound charge which may be used by a normal infantry *Section* or *Team*.

9.3.1 ANTI-TANK WEAPONS TEAM

A dedicated weapon *Team* may move or fire in the same way as any other *Team*. It may be activated on a roll of 1 on the *Command Dice* or by a *Leader* using one Command Initiative. To fire at any target other than a vehicle the *Team* must be specifically instructed to do so by a *Senior Leader* using one Command Initiative.

Infantry anti-tank weapons are heavy and cumbersome and the amount of ammunition available is limited. All infantry anti-tank weapons other than rifles have an initial supply of three rounds. However, once these are used the *Team* may attempt to resupply from any friendly *Jump-Off Point*, rolling a D6 when they reach it. On a roll of 1 or 2, no fresh supplies are available. On a roll of 3 to 6, a further three rounds are available. Anti-tank rifles have no ammunition restriction.

Dedicated anti-tank weapons *Teams* function as normal until all Team members are killed or Break due to Shock.

9.3.2 SECTION ANTI-TANK WEAPONS

Section anti-tank weapons must be allocated to the rifle *Team* within a *Section* or *Squad*. You don't need to track which individual soldier has it, it is enough to know that it is with them and they may use it when required. These are usually

disposable weapons which once used cannot be used again.

Other than when used against vehicles, *Section* anti-tank weapons may only be used when an individual man is commanded by a *Leader* using a Command Initiative (see Section 4.5.3, *Commands Which are Not Activations*). For a non-vehicle target this must be a *Senior Leader*.

When firing against infantry targets, these weapons roll their H.E. dice and double any hits achieved against targets in hard cover, due to the shrapnel effect of exploding masonry.

For use against vehicles see Section 12.3, *Infantry Anti-Tank Weapons*.

9.3.3 MGs AGAINST ARMOURED VEHICLES

Small arms fire against armoured vehicles is generally entirely ineffective. However, in some situations infantry may attempt to drive off enemy armour by using their light or medium machine guns against vision ports and similar. This will only ever be effective when the weapon is firing at close range and is not *Pinned* or *Broken*.

The machine gun *Team* must be activated and spend a whole *Phase* attempting this. The target vehicle will roll its armour dice as normal (see Section 11, *Fire Against Vehicles*). If the vehicle achieves no saves, he will roll a D6 on the table in the Anti-Vehicle Fire section showing the effect of equal hits against saves on the vehicle damage table appropriate for its type.

9.3.4 TANK HUNTERS

In addition to ranged anti-tank weapons, such as those covered above, some nations had *Teams* of men tasked with hunting down tanks using hand-held charges or mines. These operate as separate *Teams*, activating on a *Command Dice* roll of 1, often with the ability to use smoke pots or grenades in order to blind the target or supporting troops, and automatic weapons to drive off infantry support.

Such a *Team* may attack any vehicle which it comes into contact with, placing the charge in position and then using the anti-vehicle rules (see Section 12, *Fire Against Vehicles*). Members of this *Team* may use whatever weapons they are individually equipped with. The man placing the charge may move up to 2D6 inches and make his attack. He may then move a further 1D6 away

from the vehicle. When making the attack he counts as moving normally and may never adopt a *Tactical* stance.

To resolve the attack consult the table below.

TABLE SEVEN HAND-HELD ANTI-TANK WEAPONS	
GERMANY	
Weapon	Result
Petrol Bomb	A.P. strike of 3 doubling any Shock inflicted
Grenade and Petrol can	A.P. strike of 6 doubling any Shock inflicted
Compound Charge	A.P. strike of 5
Teller mine or 3kg Charge	Roll D6. 1-2, No effect, 3-5, vehicle immobilised and 2 Shock. 6, vehicle immobilised, crew bail out.
Multiple 3kg Cluster or Satchel Charge	A.P. strike of 6
BRITAIN & THE US	
No.74 Sticky Bomb	A.P. strike of 2. Roll a D6. On a 1 the user is killed.
No.75 Hawkins Grenade	Roll D6. 1-2, No effect, 3-5, immobilised and 2 Shock. 6, immobilised, crew bail out.
Hawkins Daisy Chain	Roll a D6. 1-3, vehicle immobilised, 1 Shock. 4-5, immobilised, 2 Shock. 6, immobilised, crew bail out
No.83 Gammon Bomb	A.P. Strike of 4 against closed vehicles. A.P. strike of 8 against open topped or backed vehicles.
SOVIET UNION	
Petrol Bomb	A.P. strike of 3 doubling any Shock inflicted
Satchel Charge	A.P. strike of 6
Soviet AT grenade	A.P. strike of 6

No roll “to hit” is required with hand placed anti-tank devices. How well they have been applied will be determined by their effect. Roll for the armour strike against the enemy vehicle’s armour value, be that front, side or rear armour depending where the charge is placed, using the anti-tank fire mechanism in Section 12, *Fire Against Vehicles*.

9.4 LIGHT MORTARS

Mortars with a 60mm calibre or less are considered light mortars and may be deployed on the table. They have a minimum range of between 12" and 24", depending on the model, and may hit anywhere on the table beyond that distance.

Light mortars do not require a line of sight to see a target in order to fire at it, but any target they choose must be in line of sight of a friendly *Unit*.

A light mortar with a direct line of sight to the target treats it as a close range target. Where no direct line of sight exists, the target is treated as being at effective range.

Some light mortars with longer ranges may be fired from off-table, in which case they always treat the target as effective range.

A light mortar rolling two 1's in any Phase when firing will be out of ammunition for the rest of the game.

Light mortars firing against open topped or soft-skin vehicles will be treated as a single hand grenade. However, they may only engage a target which is in direct line of sight, rolling 2D6 and hitting on a result of 12. If a hit is achieved roll 3D6. Each 4, 5 or 6 counts as one net hit on the vehicle damage table. Roll as normal on the relevant table in Section 12, *Fire Against Vehicles*).

9.4.1 LIGHT MORTARS DEPLOYING SMOKE

Some light mortars were supplied with smoke rounds. Mortars with no smoke cannot deploy smoke. See Appendix B, *National Army Lists*.

When firing a light mortar to deploy smoke, the firer selects an aiming point and rolls a D6.

A 3" round ball of smoke is placed on the table on the point of impact. No *Units* may fire through smoke. All smoke is removed from play at the end of a *Turn*.



9.5 SNIPERS

In *Chain of Command* snipers are represented as a single base with one or two figures on it. The number of figures is not important for game purposes as they are treated as a single *Team*, activating on a *Command Dice* roll of 1. Snipers may not be activated by any *Leaders*.

Snipers may deploy anywhere within 12" of a friendly *Jump-Off Point*. They do not move in the same manner as other troops, but may only change their position when the player uses one *Chain of Command Dice*, at which point they may relocate up to 18" from their current position which is also at least 12" from any enemy *Unit*.

Snipers may fire one shot when activated. They may target any *Unit* on the table which is in direct line of sight, rolling a D6 and hitting on a roll of 3 or more.

The target then rolls to hit as though in the open, ignoring any cover they are in. Any *Shock* inflicted is doubled. If a kill is achieved then any *Leader* with the target *Unit* rolls to see if he has been hit with a -1 on the dice, thereby increasing his chances of being hit.

When fired on by a sniper a *Unit* may only respond if they are on *Overwatch* and covering the area where the sniper is located. They will also need to test to see if they can identify the sniper's firing position.

On the first time the sniper fires at a *Unit* covering the area he is firing from, the *Team* or *Teams* on *Overwatch* roll a D6. On a 6 they spot

TABLE EIGHT

MORTAR SMOKE DEPLOYMENT

ROLL	EFFECT
1	Round lands 6" to the right of the target
2	Round lands 6" to the left of the target
3	Round hits target if there is line of sight, otherwise lands 6" beyond the target
4	Round hits target if there is line of sight, otherwise lands 6" short of the target
5 - 6	Round hits target

the sniper; on any other result they fail to identify his position.

The next time the sniper fires at them they will roll a D6, adding +1 to their dice roll, with an additional +1 being added each time the sniper fires. Only when they spot the sniper will they be able to fire at his position.

Once a sniper is spotted, he may be fired at as normal by the *Unit* which has identified his position, as long as he remains in that position. Any single kill will remove the sniper *Team* from the table. Any *Shock* is ignored.

If the enemy make base to base contact with the Sniper *Team*, the position is considered overrun and the sniper *Team* will be removed from the game. These are not killed but simply dispersed and driven off. As a result, no test of *Force Morale* will be required in this situation.

9.6 FLAMETHROWERS

Infantry flame-throwers are represented as three-man *Teams*. These man-pack weapons were effective but carried very limited supplies of flammable liquid. To represent this, any infantry flame throwers will be limited to just three *Phases* of fire.

Flamethrowers have a maximum range of between 9" and 12" as indicated by the National Arsenal Tables. Flamethrowers ignore all cover and any *Shock* inflicted is doubled.

Flamethrowers firing on wooden buildings will set

the building on fire if they roll two or more 6's on their firing dice. A building on fire must be evacuated immediately. The player whose men are in the building must immediately place them by any door of his choice.

A flamethrower hit on a soft-skin will automatically destroy the vehicle. The effect of hits on any passengers will be calculated without any allowance for cover. For Flamethrowers used against vehicles see Section 12.5.

9.7 FIRE AGAINST CREWED WEAPONS

Infantry fire against crewed weapons will only affect the crew. It will not damage the weapon.

Some weapons, such as anti-tank guns, are provided with a shield to protect the crews. This will add one level of cover to any cover which the crew is in. So, an anti tank crew in light cover will be treated as being in hard cover due to their gun shield.

9.8 BACK-BLAST WEAPONS

Bazookas, Panzerschrecks and recoilless rifles produce a significant back-blast which means they may not fire from enclosed spaces such as buildings. The exception here would be a very large building with open internal areas, such as a church or factory.

The PIAT, with no back-blast, and the Panzerfaust, with a limited back-blast, may fire from any building.



A German machine gun Team sets up ready to fire.

10. SUPPORT WEAPONS FIRE

“...all around I saw evidence of the awful rain of explosives that had churned the twigs and earth to grey dust, I realised how very fortunate we had been in the Platoon to be clear of the bushes and in the open. Though we had all the while been fully visible to the enemy up the hill and, to judge by the mass of craters, had received close on three times the bombs and shells and machine gun fire, I think we had been able to survive largely because there had been no overhead branches to trigger down a hail of steel.”

With the Jocks, Peter White

Support Weapons are those weapons which provide additional firepower to stiffen up an infantry force. They fire in precisely the same manner as infantry *Units*. However, some specific rules are required. Let us look at the support weapons of the WWII battlefield.

SUPPORT WEAPONS

The infantry platoon of the Second World War could find itself operating with any number of support weapons. Most of these will be found in the National Arsenal Tables with all of the factors needed for the game.

Support Weapon Teams

Support Weapon Teams are usually highly trained men who have an intimate knowledge of the weapon they are crewing. *Support Weapon Teams* will continue to function until every *Team* member has been killed or they *Break* due to *Shock*. However, weapons such as anti-tank guns and infantry guns need at least a two man crew to function effectively. Once these are reduced to one man, they will not be able to move or rotate, although they may continue to target any enemy within their arc of fire.

Support Weapon Teams cannot be reinforced by men from other *Units*. Likewise, men from *Support Weapon Teams* cannot be transferred to other *Units*, even if their weapon has been destroyed.

Infantry Guns

Generally with a five-man crew, these will be covered in detail in the National Arsenal Tables. These are designed to provide close support against infantry targets. Increasingly they were

equipped with A.P. rounds in order to protect themselves against armour. Where these are available the gun will have both an A.P. and H.E. Firepower ratings.

Anti-Tank Guns

Generally with a five-man crew, these will be covered in detail in the National Arsenal Tables. Anti-Tank guns are designed to deal with armoured targets but increasingly they were equipped with H.E. rounds in order to protect themselves against infantry. Where these are available the gun will have both an A.P. and H.E. Firepower ratings.

Medium Mortar Batteries

Medium mortars cover those with calibres around 3", 8cm, 81mm and 82mm. They are normally part of a battalion's assets and are the form of fire support that infantry would be most familiar with.

Their plunging fire allows them to ignore one level of cover and their pinning effect can be used to break up an enemy attack, on or off-table.

Medium mortars will not normally be deployed on-table, as their minimum range is far too long for even the largest table. In **Chain of Command** they are represented by a Forward Observation Team which is treated as a single *Team* regardless of the number of figures on the base. Firing against a Forward Observer is covered in Section 9.1.1, *Hits on Leaders & Forward Observers*.

Now, let us see how *Support Weapons* operate.

10.1 INFANTRY GUNS

Infantry Guns are weapons specifically designed to provide close support for infantry *Units*, such as the 7.5cm le.IG18, the 15cm s.IG.33 and the Soviet 76mm полковая пушка обр. 1927.

Infantry guns are activated as a *Team* on a *Command Dice* roll of 1, or may be activated by their own attached *Junior Leader*, if present, or by any *Senior Leader*.

These weapons have a minimum range of 9" unless firing at a high target such as a building or a vehicle, which may be engaged at closer ranges.

Support Weapons fire a single round in each *Phase* they are activated. To fire roll the number of H.E. dice shown in the National Arsenal Table for the model of gun firing. All firing is considered close range due to the small area represented by the table. Each D6 rolled hits on 4, 5 or 6. Any hits are then rolled for on Table Six, *Hit Effect*, with cover reduced by one level.

10.2 ANTI-TANK GUNS

Anti-Tank Gun firing is covered in more detail in the Anti-Vehicle fire section. Whilst not designed to fire in an anti-infantry role, some of these weapons were equipped with a High Explosive round which allowed them to take on infantry targets.

Anti-Tank guns are activated as a *Team* on a roll of 1; may be activated by their own attached *Junior Leader*, if present, or by a *Senior Leader*.

In an anti-infantry role they operate in the same way as an infantry gun, firing a single round in each *Phase* they are activated and rolling the number of H.E. Firepower dice shown in the National Arsenal Table for the model of gun firing. Each D6 rolled hits on 4, 5 or 6. Any hits are then rolled for on Table Six, *Hit Effect*, with cover reduced by one level.

10.3 OFF-TABLE MORTARS

A mortar battery and its Forward Observation Team are activated as one single *Team* on a *Command Dice* roll of 1. If a *Senior Leader* is with, or within Command range of, the Forward Observation Team he can activate them for one Command Initiative.

10.3.1 CALLING FOR THE BARRAGE

Once activated, the Forward Observation Team will direct the battery's fire. This happens as follows:

STEP 1

The battery is contacted and a request made for fire support.

STEP 2

On the second mortar battery activation, the player should place an aiming point marker on the table within line of sight of the Forward Observation Team. At this point, the player must decide whether to call for an immediate barrage on that point or whether to ask for a ranging shot in order to ensure accuracy.

Using the aiming point, roll 2D6 to see where the ranging shot or the barrage lands.

TABLE NINE

OFF-TABLE MORTAR DEVIATION

ROLL	EFFECT
2	Deviate 6D6 inches
3	Deviate 5D6 inches
4	Deviate 4D6 inches
5	Deviate 3D6 inches
6	Deviate 2D6 inches
7	Deviate 1D6 inches
8+	On target

If a ranging shot is on-target and hits an enemy unit, roll for two hits on Table Six, *Hit Effect*, reducing any cover the target is in by one level.

If a barrage is on-target, the resulting fire will cover an 18" square area of the table with the aiming point at its centre.

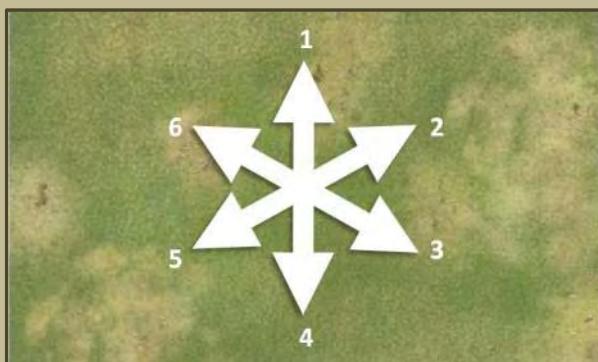
The player then rolls the number of dice shown in the National Arsenal Table for the weapon firing for every *Team* within the barrage area to see if they have been hit.

Roll for each *Team* (not *Section* or *Squad*), treating them as an Effective Range target and reducing cover by one level for any hits when rolling on Table 5, *Hit Effect*. Any troops in woodland or orchards will be treated as a Close Range target due to the increased effect if

shrapnel in woods. Any troops in the barrage area are *Pinned* until the barrage ends.

To represent the barrage, place smoke on the table liberally covering the target area. This will now break line of sight into and out of that area until the barrage ends.

If a ranging shot or barrage deviates from the target, roll a further D6 to see in which direction the fire falls, using the diagram below. Assume that the fire is coming from the centre of the firer's table edge.



Now roll the number of D6 indicated for the distance of deviation. Check for any hits as above if any unit, friend or enemy, is hit.



STEP 3

Step 3: On the third and subsequent time the battery is activated, if the battery is already firing, the barrage will continue with the option of the player shifting the aiming point, the centre of the barrage, 6" in any direction.

If the battery has only fired a ranging shot thus far, the player may now call for a full barrage using the ranging shot as the aiming point with the effect described in Step 2.

If the ranging shot was off-target the third activation can be used to call for another ranging shot, rolling to hit with a +1 on the dice total. Add a further +1 each subsequent time this is necessary until the player calls for the barrage.

Example: A German forward observer is activated and calls for fire support from a battery of four 8cm mortars. As this is the first time he has called for fire from them it will automatically be available.

On the next activation the player indicates a section of hedgerow where a US squad is located. He must now decide whether he wants the battery to start firing a barrage immediately or if he would just like a ranging shot to be fired.

As no friendly troops are close to the target, he risks calling for an immediate barrage. Rolling 2D6 he gets a 5 and a 1. This results in a 2D6 deviation from the desired aiming point. He rolls 2 on a D6 to find that the fire lands off to the right and rolls a further 2D6 to tell him that it is 7" away. This point becomes the centre of his 18" barrage so the US squad is just within that area, as is a machine gun Team in a nearby farmhouse.

The player checks the Master Arsenal Table to discover that an 8cm mortar has four Firepower points. He now rolls 4D6 for both of the Teams in the US Squad and the MG Team. As all medium mortar fire is treated as effective range he needs 5 or 6 to hit. Any hits on the US Squad will be treated as being in the open, those against the MG Team in the farmhouse as being in light cover.

10.3.2 ENDING THE BARRAGE

The barrage will continue to fire each time the battery is activated. The player can only end the barrage when the battery is activated. It will then continue to fire for that Phase and then cease. Any smoke or explosions will be removed at the end of the following Phase.

All fire missions by batteries will cease when the Turn ends, unless a Chain of Command Dice is played to keep it firing.

10.3.3 BATTERY AVAILABILITY

A mortar battery attached to a force will automatically be available the first time it is requested in any game and for the duration of that barrage. After that there is a chance that it has been diverted to another mission. When requesting a second or subsequent barrage, roll a D6 to see if this is available.

On a roll of 1, it is not available and the battery will not be available for the rest of the game. On a roll of 2, it is not available for the rest of this *Turn*, but a request may be made in subsequent *Turns*. On a roll of 3 or 4, it is not currently available but a request may be made in subsequent *Phases*. On a roll of 5 or 6, the mortars are available to provide support immediately.

10.3.4 OFF-TABLE MORTARS DEPLOYING SMOKE

Off-table mortars may deploy smoke using exactly the same mechanisms as firing a barrage. However, smoke will be deployed covering an 18" square area. All smoke is removed from play at the end of the *Turn*.

10.3.5 H.E. AGAINST CREWED WEAPONS

When firing H.E. from direct fire weapons or mortars against crewed weapons, such as infantry guns, tripod mounted machine guns or anti-tank guns, any hits will be on the crew. However, if three or more 6's are rolled when rolling to hit, the weapon will also be damaged and out of action for the remainder of the game.

10.3.6 H.E. AGAINST BUILDINGS

H.E. fire from direct fire weapons or mortars will reduce any cover the target is in by one level. However, it will also potentially damage the structure.

A building will become unstable if any gun firing H.E. rolls three 6's in a single *Phase* when rolling to hit the building or a *Unit* in it. Troops in an unstable building must evacuate the building before the end of the *Turn*. If they fail to do so before the *Turn* ends, they will roll 1D6 for each man inside the structure, losing one man to falling rubble for every 6 rolled. Any survivors will then be placed immediately outside any door of the building of their opponent's choosing.

If four or more 6's are rolled when rolling to hit the target, the structure will begin to collapse. Troops in a collapsing building will roll 1D6 for each man inside the structure, losing one man to falling rubble for every 5 or 6 rolled. Any survivors will then be placed immediately outside any door of the building of their opponent's choosing.

10.3.7 VEHICLES IN A BARRAGE

Vehicles caught in the barrage area of any medium mortar barrage may take some damage. Roll 1D6 for each vehicle and consult the following tables, adding +2 to the roll if the shells hitting are 4.2" or 120mm in calibre. Add +1 if an open topped vehicle.

TABLE TEN	
VEHICLES IN A BARRAGE	
SOFT-SKIN VEHICLES	
D6	Effect
1-3	No effect
4	1D6 hits on passengers
5	Destroyed. 1D6 hits on passengers
6+	Destroyed. One hit on each passenger
ARMOURED CARRIERS	
D6	Effect
1-2	No effect
3-5	Commander's Command Initiative reduced by one in the next <i>Phase</i>
6	Destroyed. Passengers disembark
7+	Destroyed. One hit on each passenger
TANKS AND ARMOURED CARS	
D6	Effect
1-3	No effect
4-5	Commander's Command Initiative reduced by one in the next <i>Phase</i>
6	Take one hit on the vehicle damage table and one point of <i>Shock</i>
7+	Take two hits on the vehicle damage table and two points of <i>Shock</i>

HEAVY METAL

Chain of Command intentionally does not cover artillery any larger than infantry support guns. Field Guns deployed on the table may be used as objectives, such as the battery in *Band of Brothers*, but their minimum range was such that they could never fire at a target on table.

11. VEHICLES

"Suddenly a man jumped into my trench, virtually on top of me. He looked pretty distressed. I said 'It's alright mate, we've got Shermans coming up.' He said, 'I'm the bloody driver of one of them. It's burning over there.'

Private Jimmy French, 9 Para. Quoted by Barber, *The Day the Devils Dropped in*

The Second World War was not the first war in which motorised vehicles played a part, but it was certainly the coming of age of the tank and of armoured vehicles generally.

11.1 VEHICLE TYPES

There are many different types of vehicles on the battlefields of the Second World War: soft-skin, armoured, wheeled, tracked or partially tracked. In *Chain of Command*, all of them are rated as either Transport Vehicles or Fighting Vehicles.

11.1.1 TRANSPORT VEHICLES

Transport Vehicles are wheeled vehicles used solely as transport. In other words, they have no armour and are not fitted with a weapon other than a possible anti-aircraft MG as convoy protection. These will include cars, lorries and trucks.

In almost all situations, transport vehicles will be left off-table. However, in a scenario featuring an ambush on a convoy they may be present on the table.



Transport vehicles are activated when their passengers are activated. So a car with a single weapon *Team* and a *Junior Leader* could be activated on a *Command Dice* roll of 1 or 3. A 15cwt lorry with a rifle *Section* and a *Corporal* could be activated on a *Command Dice* roll of 2 or 3.

A *Senior Leader* may activate a number of transport vehicles for one Command Initiative each as long as they are within his Command Range.

11.1.2 FIGHTING VEHICLES

Fighting vehicles range from reconnaissance motorcycles through armoured and unarmoured vehicles with mounted weapons and include troop carriers, self-propelled guns and tanks. Fighting vehicles may be wheeled, tracked or combine both as a half-track. Fighting vehicles may or may not mount a weapon.

Small Fighting Vehicles

These have a single or no weapon mounted, such as motorcycles or Jeeps, and may activate individually on a 1 as a weapon *Team* or on a 3 if ridden or driven by a *Junior Leader*. Where several small vehicles are operating together, such as a motorcycle *Squad*, they may activate together on a roll of 2 or their *Junior Leader*'s 3, rolling for any movement as a *Section* rather than as individual vehicles.

Tanks and Armoured Cars

These larger vehicles, such as an armoured car, self-propelled gun or tank, normally have more than one weapon or crew position. These are usually commanded by a *Junior Leader* and activate on a roll of 3 on the *Command Dice*.



Where three or more vehicles of the same type are present, one may be designated as *Troop Leader*, commanded by a *Senior Leader*. This *Leader* will activate on a roll of 4 on the *Command Dice* and will be able to use a radio net to command the other vehicles in the Troop or Platoon. See Section 11.4, *Command by Radio*.

11.2 ACTIVATING VEHICLES

When activating a vehicle, the commander will use his Command Initiatives to activate specific crew members in any order he wishes. The key crew members we consider in **Chain of Command** are typically as follows:

The Gunner: The gunner controls the vehicle's main gun and any co-axial machine gun. He may fire one weapon once in any *Phase* in which he is activated.

The Hull Machine Gunner: The hull machine gunner controls the hull machine gun where present. He may fire once in each *Phase* in which he is activated.

The Driver: The driver is responsible for the controls which move the vehicle. He may move the vehicle in each *Phase* that he is activated.

To move, the commander must activate the driver. To fire, he must activate the crew member controlling the weapon he wishes to fire. Where both fire and movement occurs, it may be in any order. What the vehicle does will be governed by the following limitations:

- Move slowly with 1D6 and fire any activated weapons at full effect
- Move fast with 2D6 but do not fire the main gun. Any MGs activated may fire with half dice

- Move flat-out with 3D6 but no firing is possible. Vehicles which were driven flat-out may not be used to interrupt in the next *Phase* using a *Chain of Command Dice*
- Fire at full effect and remain stationary

Example: A Junior Leader commanding a Panther is activated. He has two Command Initiatives, and wishes to use them to move his tank whilst firing at an enemy unit across the field. He uses one command initiative to activate his driver to move fast, advancing with 2D6, and his second command initiative to activate his hull machine gunner to fire. As the tank moved fast, the machine gun fires with half the normal number of dice.

Had he remained stationary, he could have fired the hull machine gun and one other weapon with his two initiatives. As it is, his hull machine gunner fires with half of the dice he would use were he stationary.

11.2.1 ARMOURED PERSONNEL CARRIERS

These are armoured vehicles designed for carrying infantry, such as the German Schützenpanzerwagen or Allied M3 or M5 halftrack. When occupied by a *Section* of infantry, they will be activated by the *Junior Leader* commanding that *Unit* on a roll of 3 on the *Command Dice*. Using his two Command Initiatives the *Junior Leader* may activate the following crewed positions:

The Principal Machine Gunner: This is likely to be the forward firing machine gun mounted on the carrier and be crewed by men with weapons from the infantry *Section* being carried.

The Secondary Machine Gunner: Often personnel carriers would have a second machine gun position pointing to the rear or sides. Again this would be manned by men and weapons from the infantry *Section* or *Squad*.

The Driver: The driver is responsible for the controls which move the vehicle. He may move the vehicle in each *Phase* that he is activated.

The Passengers: These are the infantrymen carried. When activated by a *Leader*, they may

disembark from the carrier. At this point, the player must choose which men are disembarking and which, if any, are remaining on board. A driver or machine gun crew left behind will be treated as a un-commanded vehicle from that point on, until rejoined by their *Junior Leader*.

11.3 UN-COMMANDED VEHICLES

Where no *Leader* is present, for example when the *Leader* commanding a tank has been killed or the passengers in an armoured Personnel Carrier have disembarked, the vehicle will operate on a *Command Dice* roll of 1. However, only one crew position may activate in a single *Phase*. So it can drive or fire, but not both.

11.4 COMMAND BY RADIO

Only *Leaders* in vehicles may issue commands by radio. A *Senior Leader* using a radio may, for one command initiative, activate another vehicle under his command which has otherwise not been activated in this *Phase*, regardless of the distance between them. Once activated, only one crew position may activate in that *Phase*, so it can drive or fire, but not both. A *Senior Leader* may not rally *Shock* from any *Unit* by radio, nor may he place them on *Overwatch* or get them to put down *Covering Fire*.

11.5 How Do I DEPLOY VEHICLES ONTO THE TABLE?

Vehicles which have yet to be placed on the table are considered to be at a point slightly back from the action where they have been assembled by their *Senior Leader* prior to being committed to battle.

Vehicles may deploy onto the table when activated by a Command Roll. On a *Command Dice* roll of 3, a vehicle commanded by a *Junior Leader* may arrive; on a roll of 4 a vehicle commanded by a *Senior Leader* may arrive; on a roll of 1 a *Leaderless Vehicle* may arrive.

The entry point for any vehicle will be on a friendly table edge, as opposed to the *Jump-Off Points*. Where a single road is present, this will be the entry point; where multiple roads are present, the player may choose which one he will use as his entry point. Only one vehicle may arrive at a table entry point in a single *Phase*.

Vehicles crewed by Green crews must deploy within 4" of the entry point; Regular crews within 6" and Elite crews within 9".

These entry points are not *Jump-Off Points*. They may not be captured in the way that *Jump-Off Points* can be. Enemy forces on or in the area of the entry Point does not affect *Force Morale*.

Tracked vehicles and half-tracks entering the table may fire immediately but may not move in the current *Phase*. Fully-wheeled vehicles entering the table may move immediately and fire as normal.

11.6 VEHICLE MOVEMENT

Vehicles move like infantry, using dice to determine how far they actually travel. Each vehicle has a Speed Rating which is outlined in the National Arsenal Table. See Appendix B.

How fast and far a vehicle moves will be affected by the ground it moves over.

Road: This includes any solid surface with no real impediment to movement. As well as dressed road surfaces it may include compacted earth and flat grassland. Here movement is conducted as normal. Slow vehicles move as infantry, with the total rolled on the dice indicating the distance moved in inches. Average vehicles move with an additional 1" of movement for each D6 used to move, Fast vehicles add 2" per D6. Wheeled vehicles double the total rolled for movement on *Roads*.

Broken Ground: Ground where there is a slight impediment to movement such as woodland, ploughed fields, fords or steep hills. Here Slow and Wheeled vehicles move as infantry, with the total rolled on the dice indicating the distance moved in inches. Average vehicles move with an additional 1" of movement for each D6 used to move, Fast vehicles add 2" per D6.

Heavy Going: This would be heavy undergrowth, rocky hillsides, crossing hedges, rubble or marsh. Fully tracked vehicles may move here with the total rolled on the dice indicating the distance moved in inches, whatever the speed rating of the vehicles, and with a chance of becoming immobilised due to damage to the running gear. Wheeled and partially tracked vehicles may not move in *Heavy Going*.

Really Heavy Terrain is impassable to all vehicles.

11.6.1 MOVEMENT RESTRICTIONS

Vehicles do not take *Shock* when driving flat-out with 3D6 inches. However they are effectively blind when moving at that speed and cannot see or react to any enemy troops.

Any vehicle turning a corner of 90 degrees or greater may move at Slow or Fast speed but may not drive flat-out.

Vehicles reversing may move at a maximum of fast speed with 2D6 with no pips being added for average, fast or wheeled vehicles.

A fully-tracked vehicle rotating on its tracks may rotate up to 45 degrees on the spot and count as moving slowly. Rotating between 45° and 90° counts as moving fast, whilst rotating up to 180° is moving flat out.

Tracked vehicles crossing minor obstacles such as low walls, privet hedges and fences do so without any movement penalty. Wheeled vehicles may not cross walls or hedges, but may drive through fences without any penalty. Vehicles moving through gates suffer no movement penalty.

Fully-tracked vehicles crossing solid obstacles such as stone walls over waist height or steep banks must do so at fast speed but will discard the lower dice rolled. If they roll a double they will become temporarily immobilised. On subsequent activations of the driver, they will roll a D6, freeing themselves on a roll of 5 or 6 and moving that far in inches. However, a roll of 1 will mean that they are permanently immobilised for the rest of the game.

Vehicles moving in soft ground may move at any speed they wish; however, if they roll any double on their movement dice they will be bogged down. They may attempt to free themselves at the end of the current *Turn*, rolling 1D6. On a 1 to 3 they are permanently bogged in and will abandon the vehicle. On a 4 to 6 they have worked themselves free and may immediately move that far in inches. They may continue as normal from this point onwards.

11.6.2 DISEMBARKING FROM VEHICLES

Vehicles disembarking troops may only move with a maximum of 1D6 in that *Phase*. Vehicles embarking troops may not move at all in that *Phase*.

Disembarking troops move as normal if the vehicle is stationary, but may not move “at the double.” Troops disembarking from a vehicle which has moved in this *Phase* will move a maximum of 1D6, and will count as moving normally.

11.6.3 VEHICLES MOVING INTO BUILDINGS

Fully tracked armoured vehicles may drive into a building. If the building is brick or stone, they roll 2D6 and move the distance shown by the higher dice. Any double will see the building collapse on them and trap the tank and the crew. They may not be activated for the remainder of the *Turn*.

At the end of the *Turn*, roll a D6 to see if they have managed to free the vehicle from the rubble. On a 4, 5 or 6 they have succeeded and may activate as normal in the next *Turn*. On a roll of 1, 2 or 3 they remain trapped, testing again at the end of each subsequent *Turn*, until they break free.

11.7 VISIBILITY FROM A VEHICLE

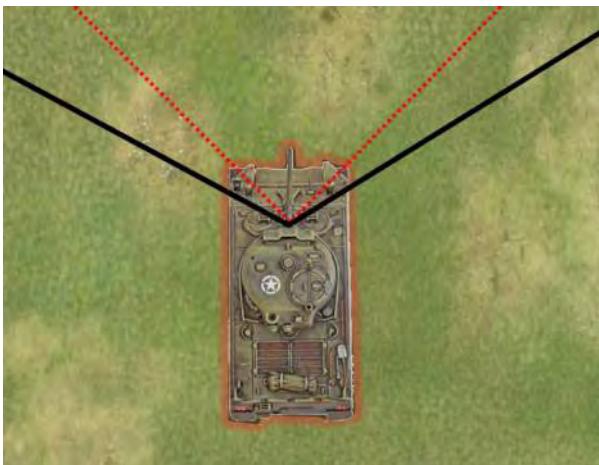
Most tanks will count as having their hull weapons on the same ground level as infantry and the turret weapons on a higher level. Low profile vehicles, such as StuG or Hetzers count as being at ground level.

Vehicles will only fire when specific weapon positions in the vehicle are activated by the commander using his command initiatives. Vehicle weapon positions may be placed on *Overwatch*; however, if the vehicle moves, all *Overwatch* markers are immediately removed.

11.8 VEHICLE FIRING

Vehicles may fire any of their activated weapons once in a single *Phase* at any enemy in their firing arc. Vehicles with rotating turrets normally have a 120° forward arc into which they may fire. This allows for some turret rotation and a single aimed shot. This arc is measured from the front of the turret as shown on the illustration overleaf.

When the tank fires at a target within its firing arc, rotate the turret to point at the target. In the next *Phase*, the firing arc is calculated from the new position of the turret.



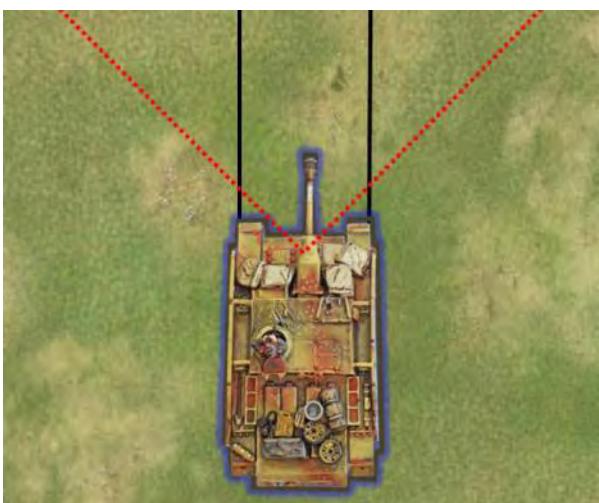
If you wish to fire on a target outside your arc of fire, the turret needs to be rotated further. This requires the gunner to be activated and takes a complete *Phase*. The next time the gunner is activated, he can fire unless the target has moved out of the arc of fire again. Remember, a quicker option may be to get the driver to turn the whole tank!

Tanks with slow turrets are restricted to a 90° forward arc of fire and rotate at up to 90° in a single *Phase*, whereas tanks with fast turrets have a 180° arc of fire and may rotate 180° in a *Phase*.

A tank's hull machine guns have a more restricted arc of fire, being restricted to the 90° arc measured from the front of the vehicle.

Self propelled guns, such as StuG or Marders, have significantly narrower arcs of fire due to lack of a turret.

They may fire only within a corridor straight ahead from the vehicle, as shown by the black lines below.



Any hull mounted or co-axial MG may fire into the 90° arc as shown by the dotted red line.

In order for a self propelled gun to target an enemy outside these arcs of fire, an order will need to be issued to the driver, using one of the *Leader's* command initiatives. He may rotate up to 45° and count as moving slowly. Rotating up to 90° counts as moving fast whereas rotating between 90° and 180° counts as moving flat-out.

Where more than one weapon is in a single position, such as the main gun and co-axial machine gun, only one may be fired in any single *Phase*.

11.8.1 VEHICLE FIRE AGAINST INFANTRY

Vehicles are equipped with a range of weapons which may be used against infantry targets. We categorise these as: machine guns, heavy machine guns, auto-cannon and, finally, main guns.

Vehicle machine guns fire as infantry weapons, using the number of Firepower dice shown on the National Arsenal Tables in Appendix B, and with damage calculated as normal infantry fire. Heavy machine guns and auto-cannon fire in the same way but reduce all cover by one level.

Main guns are the tank guns firing a range of shell types. One round is fired in each *Phase* the gunner is activated. When firing at infantry, they will fire H.E. rounds; when firing at armour they will fire A.P. rounds. This selection occurs automatically as the crew are presumed to be using the correct round for the job in hand.

Roll the number of H.E. dice shown in the National Arsenal Table for the model of gun firing. All firing is considered close range due to the small area represented by the table. Each D6 rolled will hit on 4, 5 or 6. Calculate the effect of any hits as for infantry fire but reduce any cover by one level.

11.8.2 VEHICLES DEPLOYING SMOKE

Vehicles that have smoke projectors may make smoke once during the game, deploying a 6" by 3" area of smoke, 6" directly in front of the vehicle for the use of one of the *Leader's* Command Initiatives. This, like all artificial smoke (not smoke from burning buildings) is removed from play at the end of the *Turn*.

12. FIRE AGAINST VEHICLES

"Our armour was accused of being "Tiger shy" and I didn't wonder. The devastation caused by a single hit by an 88mm armour-piercing shell had to be seen to be believed".

18 Platoon, Sidney Jary

Firing against armoured vehicles is normally undertaken by weapons with the capability to penetrate armour such as tank guns, anti-tank guns and dedicated infantry anti-tank weapons. Some heavy machine guns have the capability to penetrate armour, as shown in the National Arsenal Tables in Appendix B.

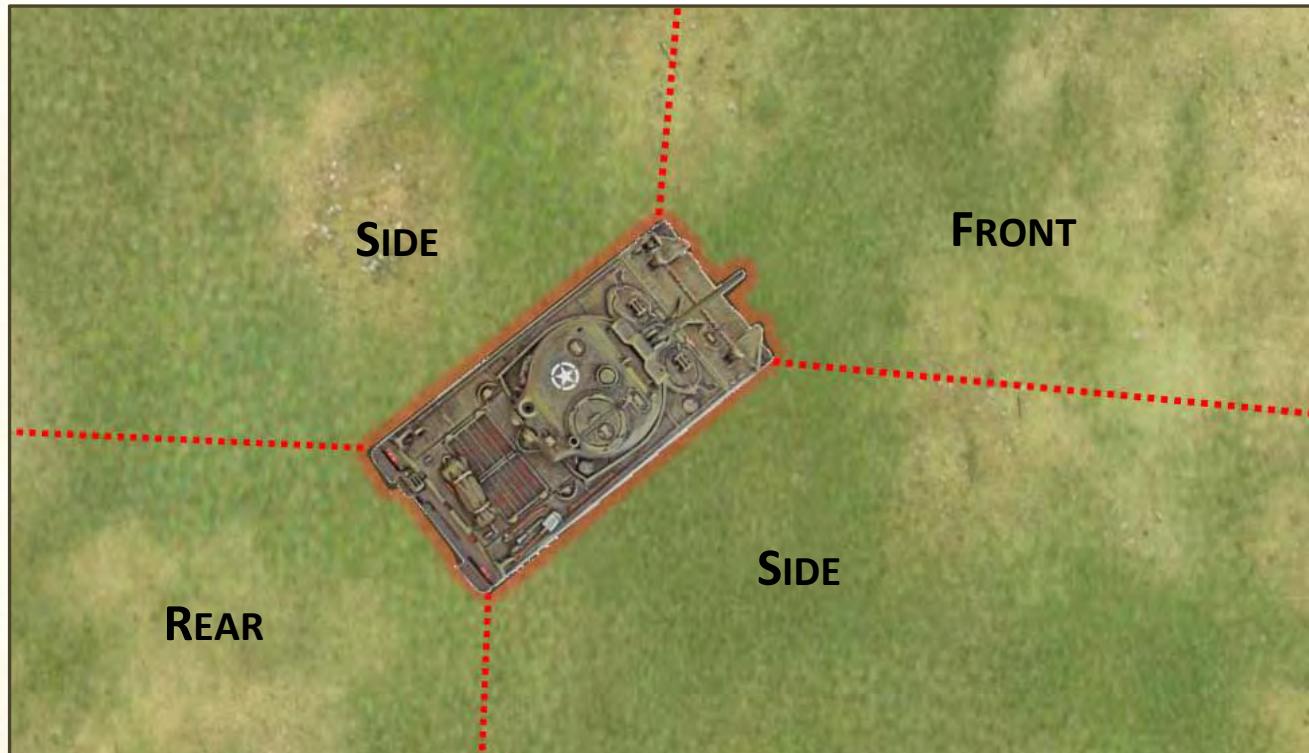
The crew of armoured vehicles, or men in armoured carriers, may not be targeted by infantry *Units* other than Snipers who may attempt to shoot visible crewmen manning any weapon mounted on top of the vehicle, such as the gunner on an M3 half-track or an SdKfz 251. If these weapon crewmen are killed they may be replaced by a man from the same *Unit*, taking two *Phases* of activation to do so.

Before we fire at a vehicle, we must first check that the target is visible and in the firer's arc of fire. See Section 8, *Target Acquisition*.

Tank guns firing armour piercing ammunition have no range bands, as the whole table is well within their close range and the penetrating effect of their shells does not vary with range. Vehicles or guns firing A.P. fire one round in any single *Phase* when activated.

Infantry Anti-Tank weapons are more limited in their ranges. The National Arsenal Tables in Appendix B will give details for each weapon type.

The image below, shows which face the vehicle is being hit on: front, side or rear.



12.1 FIRING PROCEDURE

The player firing selects any vehicle that is in line of sight of the weapon firing and uses the following procedure

STEP ONE

The player rolls to see if he hits the target. Roll 2D6 and adjust as follows:

SUBTRACT

- 1 if TARGET moved flat out in the last or current Phase
- 1 if the FIRER moved in this Phase
- 1 per point of Shock on the FIRER
- 1 if FIRER's gun sight is damaged
- 1 if TARGET is low profile
- 1 if TARGET is small
- 1 for each range band after the closest for infantry anti-tank weapons
- 1 for a replacement Gunner manning weapon

ADD

- +1 for a shot controlled by the vehicle or anti-tank gun commander using two command initiatives to activate the gunner
- +1 if the TARGET is stationary and the FIRER has already hit it

If the firer rolls an unmodified double 6 to hit the target, he has hit a weak spot in the target's armour. He adds an additional three D6 to his Strike factor roll.



STEP TWO

The player checks Table Eleven, below, to see if he has been successful. The number shown is the minimum score he needs to roll to hit the target.

**TABLE ELEVEN
TO HIT A VEHICLE**

Target	Roll Required
In the open	5
View obscured (Some cover)	7
View badly obscured (Hull Down)	9

STEP THREE

If the firer hits the target he will need to compare the A.P. Strike factor of the gun firing with the Armour factor of the target vehicle as shown in the National Arsenal Table.

The firer rolls 1D6 for each A.P. Strike factor counting each 5 or 6 as hits if firing onto a vehicle's frontal armour, 4, 5 or 6 if firing onto side armour, or each 3, 4, 5 or 6 if firing onto rear or top armour.

The target vehicle rolls 1D6 for each Armour factor, counting each 5 or 6 rolled as a save.

Compare the number of hits achieved by the firer with the number of saves rolled by the defender. If the number of saves exceeds the number of hits then the shot has had no effect, glancing harmlessly off the armour. If the numbers are equal, or the hits exceed the saves, then consult the tables below for the relevant vehicle type.

TABLE TWELVE	
TANKS, ARMOURED CARS, SP GUNS	
EQUAL HITS AND SAVES	
1 2	No effect
3 4	Halt and engage firer in next <i>Phase</i>
5 6	1 <i>Shock</i> . Reverse 1D6 immediately. Any infantry in the way are moved by the controlling player to avoid being run down
ONE NET HIT	
1	1 <i>Shock</i> . Driver panics and may not be activated in the next <i>Phase</i>
2	1 <i>Shock</i> . Gunner panics and may not be activated in the next <i>Phase</i>
3	1 <i>Shock</i> . Commander panics. The vehicle may not be activated in the next <i>Phase</i>
4	1 <i>Shock</i> . Engine damage. All future movement will be Fast or Flat Out but removing the lowest dice rolled each time
5	1 <i>Shock</i> . Gun sights damaged. -1 to hit target
6	2 <i>Shock</i>
TWO NET HITS	
1	2 <i>Shock</i> . Driver killed. It takes two activations in subsequent <i>Phases</i> to allow another crew member to take over
2	2 <i>Shock</i> . Gunner killed. It takes two activations in subsequent <i>Phases</i> to allow another crew member to take over
3	2 <i>Shock</i> . Commander wounded. Reduce Command level by 1
4	2 <i>Shock</i> . Immobilised for rest of game
5	2 <i>Shock</i> . Hull MG out of action for game
6	Main Gun out of action for rest of game
THREE NET HITS	
1-4	Knocked Out
5-6	Explodes. 1D6 hits on any infantry within 4"

TABLE THIRTEEN	
HALFTRACKS & CARRIERS	
EQUAL HITS AND SAVES	
1 2	No effect
3 4	Reverse 1D6 immediately. Any infantry in the way are moved by the controlling player to avoid being run down
5	Must immediately drive flat-out towards cover
6	1 <i>Shock</i> . Any passengers must deploy now
ONE NET HITS	
1	1 <i>Shock</i> . Driver panics and may not be activated in the next <i>Phase</i>
2	1 <i>Shock</i> . Gunner panics and may not be activated in the next <i>Phase</i>
3	1 <i>Shock</i> . Commander panics and may not be activated in the next <i>Phase</i>
4	1 <i>Shock</i> . Engine damage. All future movement will be Fast or Flat Out but removing the lowest dice rolled each time
5	1 <i>Shock</i> . Forward weapon destroyed
6	2 <i>Shock</i> . Reverse 2D6 immediately
TWO NET HITS	
1	2 <i>Shock</i> . Driver killed. 2 <i>Phases</i> of activation to change
2	2 <i>Shock</i> . 1D6 hits on the weapon crew and passengers
3	2 <i>Shock</i> . Commander wounded. Reduce Command level by 1. 1D6 hits on passengers
4	2 <i>Shock</i> . Immobilised for game. Passengers disembark immediately in base to base contact with the vehicle
5	2 <i>Shock</i> . 2D6 hits on passengers
6	3 <i>Shock</i> . Reverse 2D6 immediately. 1D6 hits on passengers
THREE NET HITS	
1-4	Knocked Out, 1D6 hits on passengers as if a target in the open
5-6	Explodes, crew dead. 1D6 hits on any infantry within 4". 2D6 hits on any passengers

All results are cumulative. If, for example, a tank has its gun sights damaged in one *Turn* it may have them further damaged in a subsequent *Turn* with both -1 penalties combining to a -2 to hit.

Example: A 6 pounder anti-tank gun fires at a Panzer IV. The target is behind a hedge, so benefits from the view being obscured so the firer needs a 7 to hit.

The British player rolls 2D6 to hit, resulting in a total of 9 which is more than good enough: he has hit the Panzer.

The British player now rolls 1D6 for each weapon A.P. Firepower factor; that's 7 dice for a 6 pounder. He rolls 2, 3, 3, 4, 5, 6 and 6. As he is firing at the frontal armour he achieves three hits with the 5 and two 6's.

The German player now rolls six dice for his Armour factor. He rolls 1, 2, 2, 4, 6 and 6, with each 5 or 6 being saves, so that is two saves. The 6 pounder has a net one hit.

The British player then rolls to see what effect the hit has. He rolls a 3, so the round may not have penetrated the armour but it has certainly panicked the German tank commander. The Panzer IV will not be able to activate in the next Phase. The German tank also takes one point of Shock.

In the next Phase, the German player cannot activate the Panzer IV so it does nothing. The next Phase is a British one, so the 6 pounder fires again. This time he is firing against a static target which he has already hit. This means he needs 6 or more to hit. He rolls a 6 and a 2, so again he hits it easily.

The British player now rolls his 7D6 for his A.P. Firepower factor needing 5's and 6's to hit. He rolls 2, 3, 4, 5, 5, 5 and 6 which is four hits.

The German player rolls 1, 2, 2, 3, 4 and 5 so that is just one save. The Panzer IV is knocked out. A further D6 roll of 5 means it explodes. If any infantry are within 4", they will take 1D6 hits as a result.

12.2 FIRE AGAINST SOFT-SKINS

Firing against soft-skins is undertaken in precisely the same fashion as fire against armoured targets. However, the H.E. dice are rolled as opposed to the A.P. dice and soft-skins have no saving roll. Use the table below to calculate any damage caused.

TABLE FOURTEEN SOFT-SKINS	
ZERO HITS AND SAVES	
1 2	No effect
3 4	Reverse 2D6 immediately. Any infantry in the way are moved by the controlling player to avoid being run down
5	Driver panics. Must immediately drive forward at flat-out speed
6	Any passengers must deploy now
ONE NET HITS	
1 2	No effect
3 4	Reverse 2D6 immediately. Any infantry in the way are moved by the controlling player to avoid being run down
5	Driver panics. Must immediately drive forward at flat-out speed
6	Any passengers must deploy now
TWO NET HITS	
1-4	Destroyed. 1D6 hits on any passengers as if in open
5-6	Explodes, crew dead. 1D6 hits on any infantry within 4". 2D6 hits on any passengers

12.3 INFANTRY ANTI-TANK WEAPONS

Infantry portable AT weapons *Teams*, such as anti-tank rifles, PIATs and Bazookas normally operate as independent *Teams*, as outlined in Section 9.3, *Infantry Anti-Tank Weapons*. They operate in the same manner as any troops of their troop type. They may fire one round in any *Phase* of play

When firing against a vehicle the infantry *Section* or AT *Team* will name their target and check that it is in range. If it is they then roll 2D6 to hit in the same way as any anti-tank weapon if they are in close range, which is first range band shown on the National Arsenal Table for that weapon. However, they subtract -1 from the dice rolled for

each subsequent range band as shown on the on the table.

If they hit, the A.P. dice are rolled against the armour value of the target in exactly the same manner for other anti-tank weapons, with damage being calculated accordingly.

Example: A Panzerschreck Team is firing at a Churchill tank in Northern Holland. The range is 22" which falls in the second range band shown in the National Arsenal Table in Appendix B. This means the player rolls to hit as with any other anti-tank weapon firing A.P. but subtracts -1 from his dice roll total.

The different infantry anti-tank weapons have varying range bands. To keep it simple we have shaded these for each weapon. The further away the darker it becomes.

12.4 SCHURZEN

Armoured vehicles with Schurzen and spaced armour will roll one additional armour dice when

hit on their side armour.

12.5 FLAMETHROWERS AGAINST VEHICLES.

Flamethrowers, whether infantry Teams or vehicle mounted models, will fire at any target as though it is infantry. With soft-skin or armoured vehicles the weapon Firepower dice will be the same as if the weapon was firing against an infantry target, with all cover ignored.

A flamethrower hit on a soft-skin will automatically destroy the vehicle. The effect of hits on any passengers will be calculated without any allowance for cover, with all Shock doubled, as per Section 9.6.

Against armoured transport vehicles all cover is ignored and any hits are on the passengers with all Shock doubled.

Against tanks, self-propelled guns, armoured cars and transport vehicles with no passengers, all "Kills" on Table Six, the Hit Effect Table are ignored but all Shock is doubled. Flamethrowers cannot penetrate a tank's armour, but they can do sufficient damage to rout the crew.



Next stop Paris!

13. CLOSE COMBAT

"The Germans shouted or yelled as if they were drunk or drugged and the North Novas pitched into them with bomb and butt and bayonet in one of the wildest melees ever staged".

Regimental History, North Nova Scotia Highlanders

Close Combat represents the desperate and violent conclusion to an action, where one side or the other must give ground. *Close Combat* happens when one infantry force moves to within 4" of an enemy which it can see and to which it has a clear path. Troops cannot close assault enemy troops where there is no route to contact, such as troops on a higher level in a building or on the other side of a solid building wall.

13.1 WHO FIGHTS?

When two enemy *Sections*, *Squads* or *Teams* come within 4" of each other, all of the figures in both units are moved to within 4" to take part in the fight. In the example below, all of the British troops will be moved to within 4", and will fight in the *Close Combat* as they are operating as a section with both *Teams* within 4" of each other.



When one side is sending multiple *Teams* or *Sections* into a *Close Combat* in the same *Phase*, they may choose whether these are sent in to fight simultaneously or one at a time.

13.1.1 RESOLVING CLOSE COMBAT

Each side will roll 1D6 for each man, not including Leaders, in the *Close Combat*. Adjust the number of dice rolled according to the list below, in the order listed, rounding down for odd numbers:

TABLE FIFTEEN
CLOSE COMBAT
Add 1D6 for the Command Initiative level of every one of your <i>Leaders</i> present
Add 2D6 for each troop quality level higher than the enemy
Add 1D6 for each D6 of movement the enemy moved to get into contact (in the first round only)
Subtract 1D6 for each two points of <i>Shock</i> on your men in the fight
Aggressive Troops add 1D6 for every three men
Add 2D6 for each SMG or Assault Rifle
Add 4D6 for each LMG or 6D6 for each MMG or HMG any defender has if the attacker is in their arc of fire (first round only)
If you are defending light cover add 1D6 for each three D6 you already have (first round only)
If you are defending heavy cover add 1D6 for each two D6 you already have (first round only)
If you have been hit in the rear now remove half of your dice (first round only)
For Pinned units remove half the dice you have so far

Total up the number of dice to be rolled by each side. If one side has four or more times as many dice as their opponent, then the side with fewer dice *Routs* immediately. They will fall back 3D6 inches with their backs to the enemy and take eight points of *Shock*.

If neither side *Routs*, both players roll their total number of dice. Each 5 or 6 kills one enemy with each 6 also inflicting one point of *Shock*. If multiple *Teams* are involved, casualties are spread equally between them with the opponent deciding which *Team* is allocated any odd hits. Only one odd hit can be apportioned to any single *Team*.

13.1.2 RESULTS OF CLOSE COMBAT

Now compare the number of killed on both sides and refer to the list below:

Draw: Fight again immediately unless one side *Breaks* due to *Shock*. This occurs for a maximum of three rounds, after which both sides retire 3" to take a breather.

DEFEATED BY 1

Thrown back 6" facing the enemy. Aggressive troops, or stubborn troops in defence, ignore a defeat by 1 and fight again immediately.

DEFEATED BY 2

Thrown back 9" facing the enemy. Add one point of *Shock* on each *Team*.

DEFEATED BY 3

Run away 12" facing away from the enemy. Add two points of *Shock* on each *Team*.

DEFEATED BY 4+

Break and flee 18" in disorder. Double the total number of points of *Shock* on each *Team*. If no escape is possible, the survivors will surrender. The winner allocates guards at a 1 to 5 ratio.

The winner may choose to advance to occupy the ground previously held by their defeated opponent or to hold their own position.

Example: A US Staff Sergeant is activated. Within his command range he has two Squads of infantry. The Germans are in a position defending a hedgerow just 8" from one Squad and 12" from the other Squad.

With his two Command Initiatives the Staff Sergeant considers charging with both Squads at the same time in order to overwhelm the German defenders. However, he doesn't feel he can count on getting both Squads to move far enough to be within 4". In the end, he fires with the Squad further away achieving four points of Shock.

Now he charges in with the other Squad which has ten men. The German defenders have just six men, one of whom has an MG42. The US player only needs to move his men 4" in order to get the nearest figure within 4" of the Germans. He rolls 2D6 and charges home.

The German player has six men and one Junior Leader. He gets one D6 for each man, so that's six dice. He gets a further 2D6 for the Junior Leader and another 2D6 for the US squad moving using that many dice. That's ten D6 so far. However, they have four points of Shock so reduce their combat dice by two, down to eight dice.

Now the Germans add 4D6 for their MG42 and 2D6 for the Junior Leader's SMG. Fourteen D6 so far. Finally, as they are defending light cover, they add one D6 for every three so far. That's another four as we always round down. So, eighteen D6 in total.

The US player has nine men plus a Junior Leader and the Senior Leader Staff Sergeant. They roll nine D6 for the men, then add two for the Junior Leader, three for the Senior Leader and two for the Staff Sergeant's SMG. A total of sixteen. It will be a close run thing!

13.1.3 LEADERS IN CLOSE COMBAT

Potential *Leader* casualties are dealt with in the same manner as hits on *Leaders* in the Firing section (see Section 9.1.1, Hits on Leader). Check for hits on *Leaders* at the end of each round and apply any results to the next round of combat if a second or subsequent round is fought..

13.1.4 BUILDINGS AND CLOSE COMBAT

Troops wishing to attack troops on anything other than the ground floor of a building must do so from an adjacent floor.

When resolving *Close Combat*, troops attacked from outside a building count as defending heavy cover. When being attacked by an enemy from another floor, they count as defending light cover. Troops in a building count as being in the open when attacked by an enemy from the same floor of a building.

Troops in *Bunkers* can only be assaulted via an unbarred door. They count as being in hard cover and attacked from the front, even if the entrance is at the rear of the bunker.

13.2 TANK OVER-RUNS

Vehicles may not fight in *Close Combat*, but tracked vehicles may attempt to over-run infantry positions. To do this they must move into contact with the enemy *Unit* and calculate the effect as below:

13.2.1 TANKS AGAINST INFANTRY

Each *Team* or crewed *Support Weapon* contacted by tanks will roll a D6, needing to roll above the amount of *Shock* that each *Team* currently has. If they succeed they evade the tank and may move 2D6 in any direction.

If the *Team* fails to roll over their current *Shock* rating, 1D6 men will be crushed by the tank with the rest being moved 4" away from the tank. Any crewed weapons will be destroyed.

13.2.2 TANKS AGAINST ENTRENCHED TROOPS

Infantry and weapons *Teams* that are driven over by tracked vehicles will suffer no casualties, unless the vehicle attempts to crush the position. If they are attacked by enemy infantry initiating *Close Combat* in the same *Phase*, they gain no benefit from cover, being treated as though they are in the open.

To crush an entrenchment, tracked vehicles must spend a whole *Phase* of activation stationary,

rolling a D6 to see if it is been successful. On a roll of 1 to 3, the position and the troops are crushed; on a 4 to 6 they are only *Pinned*. In hard or frozen ground add +1 to the dice roll. In soft ground subtract 1. On a net result of zero the tank will crush the infantry but will be bogged in.

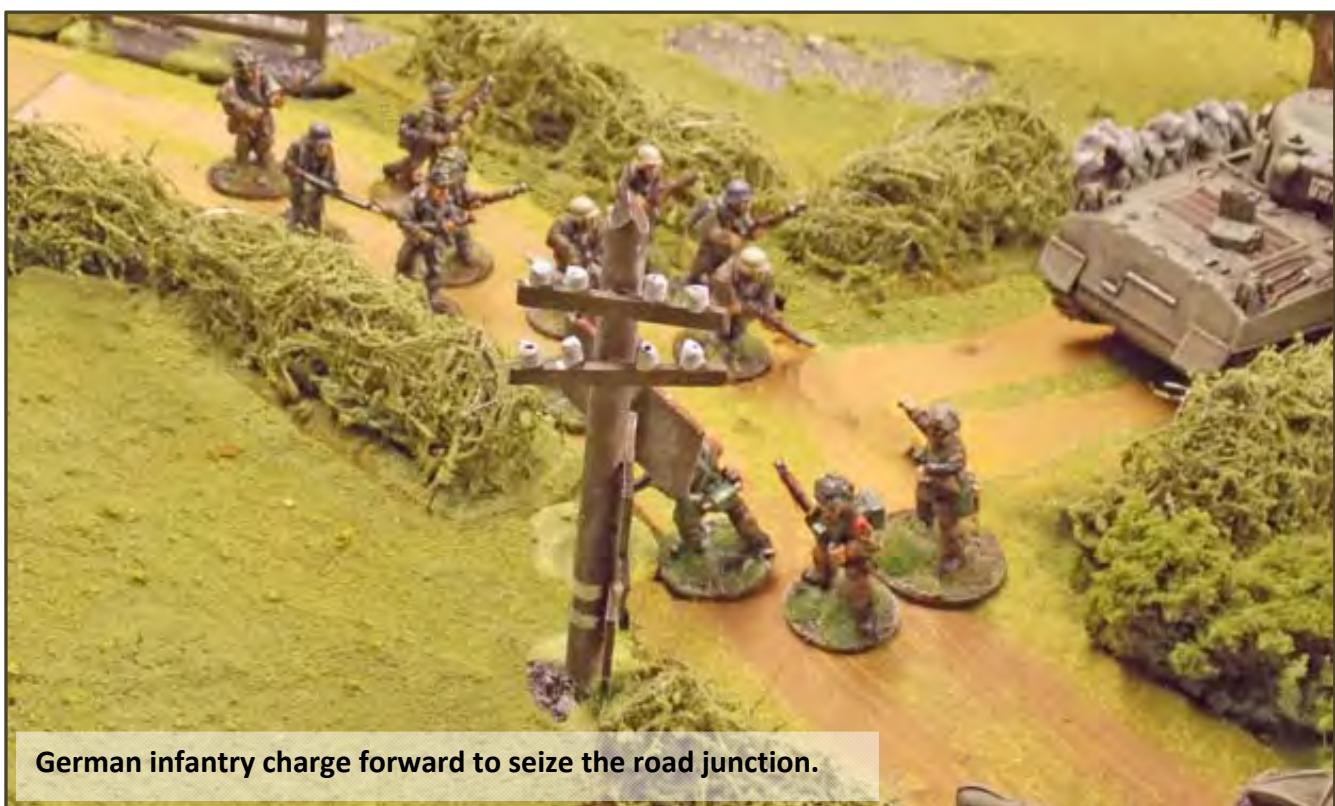
13.3 RAMMING TANKS

Ramming an opponent's tank is a last-resort option, but not an unknown one.

Two vehicles come into physical contact, both vehicles roll 1D6 for each point of Armour strength. Compare the number of 5's and 6's rolled. If the numbers are equal then both tanks have bounced off and both take one point of *Shock* and may not do anything on their next *Phase* while the crew recovers.

If one vehicle has rolled more, but not double, 5's or 6's than his opponent, both vehicles are damaged and considered out of action for the rest of the game and abandoned by their crews.

If one vehicle has rolled twice as many 5's and 6's as his opponent, the enemy vehicle is out of action for the rest of the game. The winning vehicle takes two net hits on the relevant Table for its type in Section 12, *Fire Against Vehicles*.



14. SHOCK

"One's natural instinct when shooting starts is to lie in a ditch and stay there until it is all over; and it is only through discipline and training that one can make oneself get out and go forward."

Brigadier Sir John Smyth V.C.

The battlefield is a dangerous and stressful place, and the rigours of action can sometimes prove too much for even the toughest troops. We use the system of *Shock* to represent a combination of *Unit* morale, order and general outlook of the troops.

Shock is inflicted by enemy fire or by rapid and disordering movement. The number of points of *Shock* which a *Unit* has should be indicated by the use of small unobtrusive markers such as micro-dice. It is important to note levels of *Shock* as *Units* are affected by it in several ways.

14.1 APPLICATION OF SHOCK

Shock is applied to *Teams* rather than *Sections*; however, if the two *Teams* which comprise a *Section* or *Squad* are within 4" of each other they may support each other by spreading the morale effect across the whole *Section* rather than the individual *Team*.

Example: A British rifle *Section* is made up of a Bren *Team* of three men and a rifle *Team* of six men with a Corporal commanding them. The Bren *Team* has four points of *Shock* on it, the rifle *Team* one point of *Shock*. If the two *Teams* were more than 4" apart the Bren *Team* would be Pinned due to excess *Shock*, however in this case they are still within 4" so the Rifle *Team* is supporting them and the total *Shock* of five points is counted against the ten men of the whole *Section*. Hence both *Teams* continue to function as normal, albeit losing two firing dice from the Bren *Team* for the four points of *Shock*.

14.2 LEADERS & SHOCK

The results of *Shock* apply equally to the men in the *Team* and any *Leaders* with them. However, if a *Leader* is with a *Team* which breaks he may detach himself from that *Team* on subsequent activations. If he is still with the *Broken Team* when the *Turn* ends, he will be removed from the table with them.

A *Leader* who has been wounded and is out of action during the current *Turn* does not count as a man when calculating the effect of *Shock*.

14.3 SHOCK & MOVEMENT

Any *Team* moving subtracts its current level of *Shock* from the total number of pips rolled for movement. A *Section* with two *Teams*, one with four points of *Shock* the other two points, that rolls a total of 12 for movement will only actually move 8" in open terrain if the player wishes to keep both *Teams* together. He could, of course, move the *Team* with the lesser amount of *Shock* further, 10"; but he may risk breaking up the *Section* if he does so. In terrain that slows movement the reduction for *Shock* will be in addition to normal movement penalties.

14.4 SHOCK & FIRING

When firing, a *Unit* reduces the number of dice it rolls by one for each two points of *Shock*. For example, a rifle *Team* of five men with four or five points of *Shock* will roll just 3D6 rather than the 5D6, one per man, they would normally roll.

A *Unit* dicing to hit a target, such as an infantry anti-tank *Team* or a vehicle firing at another vehicle, subtracts one from the dice roll to hit for each point of *Shock*.

A *Unit* with only some of its men firing will still count the full effect of *Shock* against that part of the *Unit* which is firing.

14.5 PINNED UNITS

Sections or *Teams* will become *Pinned* when their *Shock* level exceeds the number of men and *Leaders* remaining in the *Unit*. If a *Unit* was fired at while moving, and was *Pinned* as a result, then they will halt at the point where they took fire. A *Pinned Unit* should be identified with a suitable marker to indicate its state.

While *Pinned*, a *Unit* may not move, and any firing it does is undertaken with a 50% reduction in firing dice, after the effect of any *Shock* is taken into account.

A *Pinned Unit* increases its level of cover by one, as most of its men are seeking cover.

A *Pinned Unit* may not use any of its *Section* anti-tank weapons, rifle grenades or hand grenades. A *Pinned* specialist anti-tank *Team* or support *Team*, such as an anti-tank gun firing A.P., may still fire, but with a -2 on its "to hit" roll.

Example: Just outside Dunkirk a British *Section* is pinned down in a roadside ditch under German fire. They attempt to return fire. They have a Bren and five riflemen firing which would normally generate 11 D6. However they have seven Points of *Shock* and are *Pinned*. The *Shock* reduces the 11D6 to 8D6 and the *Pinned* halves that to give them just 4D6.

14.6 BROKEN UNITS

A *Team* or *Section* with double the amount of *Shock* as men and attached *Leaders* will *Break* immediately and fall back 6" plus a further 2D6 inches directly away from the enemy *Unit* which caused them to break. If a *Broken Unit* is unable to retire - for example they are surrounded - they will surrender.

A *Section*, *Squad* or *Team* that is interpenetrated by a *Breaking* friendly *Unit* retreating due to excess *Shock*, will itself suffer the number of excess *Shock* points that the *Broken Unit* has

Broken Units may not be activated to move or fire. A *Broken Unit* should be identified with two *Pinned* markers to indicate its state.

Broken troops may be rallied and rejoin the battle if their *Shock* level is reduced sufficiently. However, all un-rallied *Broken Units* and any attached *Leaders* will *Rout* from the table at the end of a *Turn*, being removed from play.

14.7 RALLYING SHOCK

The effects of *Shock* are not permanent. A *Unit* may have its *Shock* reduced when a *Leader* uses his Command Initiative to rally the *Unit*. See Section 4.5.3, *Commands Which are not Activations*.

14.8 SHOCK ON ARMOURED VEHICLES

Shock affects vehicles in a similar way to that in which it affects infantry, reducing movement and the ability to fire effectively. *Shock* on vehicles reduces movement at the rate of one inch for each point of *Shock*. A vehicle firing has a -1 on the roll to hit for each point of *Shock*.

Multiple hits on vehicles, be they tanks, self-propelled guns or armoured cars, may not be sufficient to completely destroy the vehicle. However, they may be sufficient to persuade the crew or passengers that the damage is bad enough to see them withdraw from the action or bail out and abandon it altogether.

The amount of *Shock* a vehicle can amass before its morale is negatively affected is determined by its commander. A vehicle commanded by a *Junior Leader* has a basic morale level of 3. A vehicle commanded by a *Senior Leader* has a basic morale level of 4. For a Green crew reduce this by one level; for an elite crew increase it by one.

A Vehicle with *Shock* equal to its morale level may not advance any further forward than its current position.

A vehicle with *Shock* greater than its morale level will be abandoned by its crew and may not be activated for the remainder of the game.

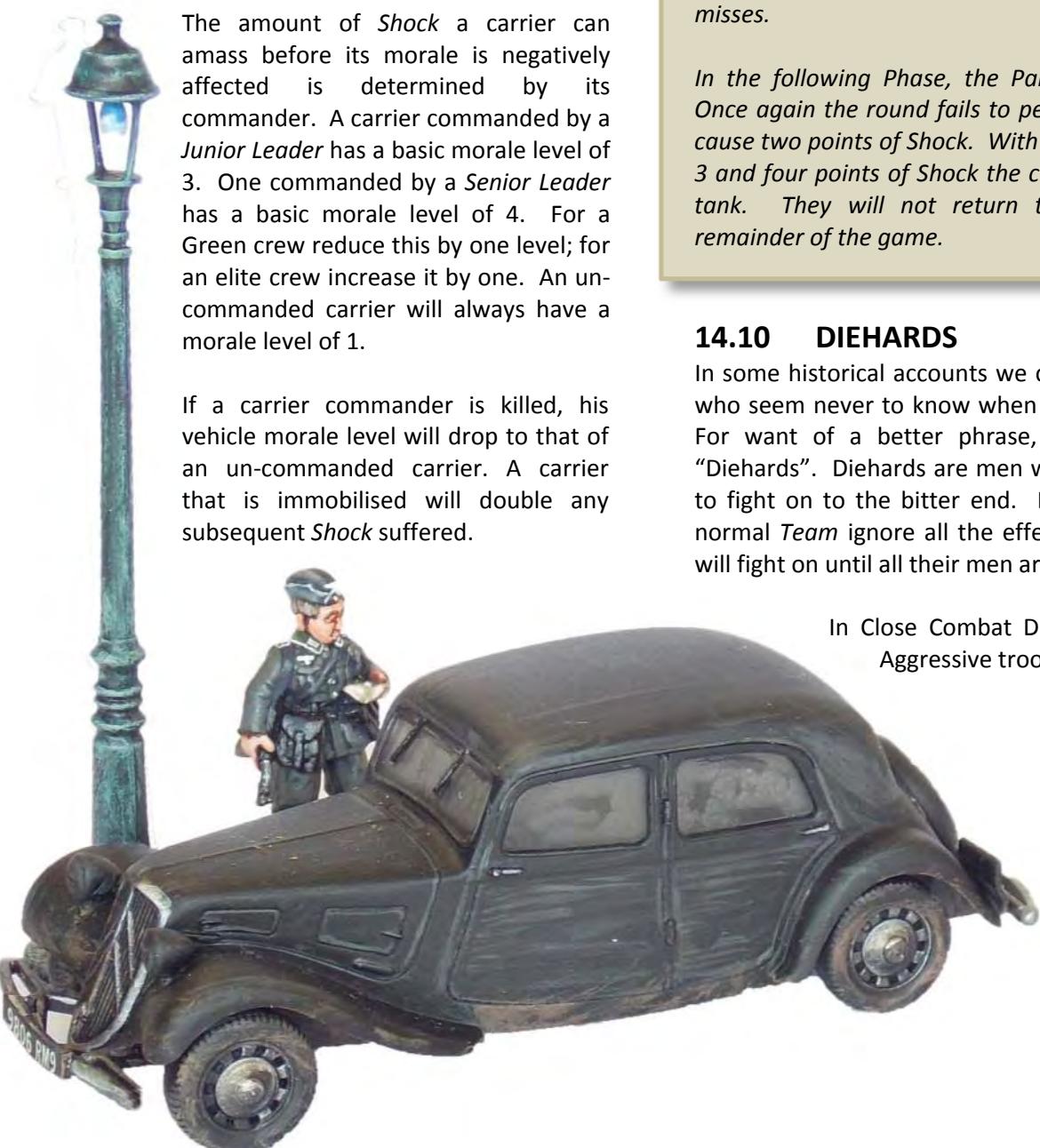
If a vehicle commander is killed his crew morale level will drop by one level.

A vehicle that is immobilised or has its main gun out of action will double any subsequent *Shock* suffered. A vehicle crew which abandons their vehicle will not return to it in the current game.

14.9 CARRIERS AND TRANSPORT VEHICLES

Shock on armoured carriers and transport vehicles reduces movement and any firing in the same way as infantry. *Shock* on vehicles reduces movement at the rate of one inch for each point of *Shock*. A carrier firing its machine guns loses 1D6 for every two points of *Shock*.

Sometimes, hits on carriers and transport vehicles will not destroy them, but may affect the morale of the men inside.



The amount of *Shock* a carrier can amass before its morale is negatively affected is determined by its commander. A carrier commanded by a *Junior Leader* has a basic morale level of 3. One commanded by a *Senior Leader* has a basic morale level of 4. For a Green crew reduce this by one level; for an elite crew increase it by one. An un-commanded carrier will always have a morale level of 1.

If a carrier commander is killed, his vehicle morale level will drop to that of an un-commanded carrier. A carrier that is immobilised will double any subsequent *Shock* suffered.

A carrier with *Shock* equal to its morale level may not advance any further forward than its current position.

A carrier with *Shock* greater than its morale level will be abandoned by its crew and may not be used again for the remainder of the game.

Example: A Sherman tank operating south of Tunis is hit by a Pak 38 anti-tank gun. The round fails to penetrate but the commander is wounded and the crew take two points of *Shock*.

The Sherman is activated in the next Phase. With just one Command Initiative the commander can only do one thing. He fires his main gun and misses.

In the following Phase, the Pak 38 fires again. Once again the round fails to penetrate but does cause two points of Shock. With a crew morale of 3 and four points of Shock the crew abandon the tank. They will not return to it during the remainder of the game.

14.10 DIEHARDS

In some historical accounts we come across men who seem never to know when they are beaten. For want of a better phrase, we term these "Diehards". Diehards are men who are prepared to fight on to the bitter end. Diehards are any normal *Team* ignore all the effects of *Shock* and will fight on until all their men are dead.

In Close Combat Diehards count as Aggressive troops.

15. FORCE MORALE

"We ran alone across a field; I had given up trying to keep under cover or running doubled over. I stumbled eastwards and fell into a ditch. My comrades were lying there waiting for me.

Kurt "Panzer" Meyer, Grenadiers.

Force Morale represents the general enthusiasm, or lack of it, that a force has for the war at this moment in time. It is not an indication of force quality and it can fluctuate from day to day for no apparent reason.

15.1 FORCE MORALE TRACKING

At the beginning of a game of **Chain of Command**, each player rolls for his *Force Morale*. He will need to track this through the game in order to see what impact the experience of battle has on his fighting abilities.

In **Chain of Command**, your ultimate objective is not to kill all of your opponent's forces, but rather reduce their fighting capability to the point where they must abandon the field, leaving you as the victor.

As the effect of casualties impacts on the will of your men to continue the fight, your *Force Morale* will potentially fall. Each time your force suffers a significant setback, such as a *Unit* being wiped out or *Breaking* under pressure, roll a D6 on Table Sixteen, *Bad Things Happen*. Apply the

result at the top of the column, ranging from "No effect" to "-3 Points", to your *Force Morale*.

When a *Section* loses a *Team*, or one *Team* breaks but the other *Team* remains in action, roll for the *Team* effect. When a *Section* is wiped out or Breaks in any one *Phase*, both *Teams* being removed or breaking concurrently, roll for the *Section* effect.

The Support *Units* mentioned on the table are any *Units* which have been added to your force for the duration of the game, selected from the Support Lists. This relates to the normal range of *Sections*, *Squads* and *Teams* along with vehicles. Inert support options, such as minefield or road blocks are ignored. Additional *Leaders* are treated as any other *Leader* and if they are wounded, killed or *Rout* they are diced for as any other *Leader* doing the same.

If a player has one or more Chain of Command Dice available, he may discard one of them to avoid rolling on the Table.

TABLE SIXTEEN – BAD THINGS HAPPEN

Setback	No Effect	-1 Point	-2 Points	-3 Points
Team wiped out	1 2	3 4 5 6		
Team Breaks	1	2 3 4 5	6	
<i>Section</i> wiped out		1 2 3	4 5 6	
<i>Section</i> Breaks		1 2	3 4 5 6	
<i>Junior Leader</i> wounded	1 2	3 4 5	6	
<i>Junior Leader</i> killed		1 2 3	4 5 6	
<i>Junior Leader</i> <i>Routs</i> from table		1 2	3 4 5 6	
<i>Senior Leader</i> wounded		1 2 3 4	5 6	
<i>Senior Leader</i> killed		1	2 3 4 5	6
<i>Senior Leader</i> <i>Routs</i> from table			1 2 3 4	5 6
Support Unit Killed		1 2 3	4 5 6	
Support Unit <i>Routs</i>		1 2 3 4	5 6	
Loss of Jump Off Point		1 2 3	4 5 6	

The following Table indicates what impact a falling morale level will have on your force. As the *Force Morale* Level drops dangerously low, a force will begin to lose *Command Dice*, *Jump-Off Points* and, ultimately, will break, *Routing* or surrendering.

**TABLE SEVENTEEN
FORCE MORALE EFFECT**

MORALE LEVEL	EFFECT
5+	Act as desired
4	<i>Command Dice</i> reduced by one from the starting total
3	<i>Command Dice</i> reduced by two from the starting total
2	<i>Command Dice</i> reduced by two from the starting total. Remove one <i>Jump-Off Point</i> of your opponent's choosing (don't roll for the loss of this <i>Jump-Off Point</i>)
1	<i>Command Dice</i> reduced by three from the starting total
0	<i>Rout</i> or Surrender

15.2 VEHICLES & CREWS

Transport vehicles may be retired off the table with no effect on *Force Morale*. They never count as *Breaking* or *Routing*.

Vehicle crews which abandon their vehicles are presumed to move away from danger. If you do like to use vehicle crew figures then casualties on them do not count towards the *Force Morale*.

TRACKING YOUR MORALE

Below is a *Force Morale* tracking board for **Chain of Command** which allows you print it out (we recommend laminating it as well) and have to hand during your game. It also has a handy space for your *Chain of Command Dice* too.

Permission is granted to copy the *Force Morale* Tracker from here for personal usage. Alternatively you can download it for free from our web site or the TooFatLardies Yahoo Group Files section?



16. THE SPECIALISTS

"Land mines were discovered on the road and in the verges at the roadside. Engineers were called forward to deal with this blockage while infantry tried to probe on either side.

The Battle for Tilly, Ken Tout

As well as the infantryman and his supports, the battlefield of the Second World War saw specialist troops and equipment take to the field as never before. From basic engineering work to the most sophisticated "Funnies", we can represent them all in **Chain of Command**.

16.1 ENGINEERING WORKS

Engineer or Pioneer *Teams* are specialist troops who are deployed to do specific tasks. Whilst undertaking those tasks the *Team* will function as normal until all the *Team* members have been killed. There is no reduction in effectiveness for weakened *Teams*.

Minefields

Individual minefields in **Chain of Command** are 6" square. They are always designated as a mix of anti-vehicle and anti-personnel devices. No *Units* may attempt to cross an un-cleared minefield.

Clearing Minefields

Minefields may be cleared by suitably equipped Engineer *Teams*. These will roll 1D6 in each *Phase* that they are stationary and activated to clear a path through a minefield. On a roll of 6 they can declare the minefield passable.

Barbed Wire

Barbed wire is a linear obstacle 6" by 2" in size. It may not be crossed by infantry, but may be cleared by an Engineer or Pioneer *Team*, or driven over by tracked vehicles to clear a permanent path.

Clearing Barbed Wire

Barbed wire may be cleared by an Engineer wire clearing *Team*. These will roll a D6 in each *Phase* that they are stationary and activated to clear the wire. On a roll of 5 or 6 they may remove the wire section.

Engineer demolition *Teams* may clear a section of barbed wire by using Bangalore torpedo charges. Roll a D6 in each *Phase* that they are stationary and activated to clear the wire. On a roll 2 to 6 in a D6 they succeed, removing the wire. On a roll of 1 the charge detonator is faulty. The *Team* may have one more attempt on subsequent activations. If the detonator fails on the subsequent attempt the *Team* is unable to clear a path.

Tanks and other fully tracked vehicles also clear a permanent path by driving over the wire, although they leave it as an obstacle that deducts one dice from any subsequent infantry movement across that ground.

Roadblocks

Roadblocks may be constructed in a variety of ways - Czech hedgehogs, concrete blocks and so on - but what remains constant is that they completely block the road at a certain point. No vehicles may pass an intact roadblock.

Clearing Roadblocks

A Roadblock may be cleared by an Engineer or Pioneer demolition *Team*. They are equipped with sufficient charges to destroy a single roadblock in a game. To do this they must spend two Phases in which they are activated adjacent to the roadblock during which time they must not lose any members killed or have any Shock inflicted. They must retire at least 9" in order to detonate the charge safely, which requires one further Phase activated. On a roll of 4 to 6 on a D6 they can declare the roadblock destroyed, after which vehicles may pass without hindrance. On a roll of 2 or 3 the road block is partially destroyed and vehicles may pass it but at slow speed only.

ENTRENCHMENTS

No troops may dig-in during a game, the time available is too short and the enemy too close. However, prepared entrenchments allow for troops to be dug into positions when they deploy onto the table. Whilst this may at first seem to be an abstraction, it is worth remembering that their deployment options are limited to relatively small areas around the *Jump-Off Points*, where the enemy Patrols have identified positions.

Troops in Entrenchments will count as being in hard cover. Entrenchments may not be placed in buildings or in marshy ground. In rocky ground entrenchments may well be represented as sangars or built up rocky positions providing good cover.

Entrenchments are large enough to hold one *Team*, be that an infantry or support weapon *Team*. For a whole Section or *Squad* two entrenchments will be needed.

16.1.2 WHAT ELSE CAN ENGINEER TEAMS DO?

Once Engineers have completed their tasks: cutting wire, clearing minefields or obstacles or using their tank of fuel for their flamethrower, they will not assume the role of infantrymen. This is not the job they have been trained to do. There is no means of resupply for Engineer *Teams* during the course of a game, so a Flamethrower which has used its tank of fuel cannot replenish his fuel supplies.

Engineer *Teams* who have no further Engineering tasks to fulfil on the tabletop will not move any closer to the enemy. They do not have rifles and are not cannot fire other weapons or join other *Teams*. If an enemy contacts them in *Close Combat* they will surrender immediately.

16.2 “FUNNIES”

Several nations employed more unusual vehicles to overcome specific problems on the battlefield. These are covered as follows.

The Flail Tank: These came in several variants however the principle remains the same. A flail tank can clear a path through a 6" by 6" minefield in one *Phase* whilst also marking the path with chalk from the attached bins. Once the area is cleared other tanks may move through this cleared area but may only move slowly, with 1D6, as their crew are keeping an eye out for stray mines not detonated by the flail. They may not

fire any weapons while crossing a cleared minefield.

The Bobbin Tank: A Bobbin tank deploys reinforced matting to turn soft ground into hard ground. When deploying its matting the Bobbin will move 2D6 inches, covering any ground moved across with a 4" wide carpet. It may cover a maximum distance of 12" before the carpet runs out.

AVRE Fascine & SBG Tanks: Fascines and Small Box Girder ramps may be dropped to fill small craters and ditches or small streams up to 4" wide. To deploy a fascine or SBG the tank must begin its *Phase* directly adjacent to the crater or ditch. It spends a whole *Phase* deploying its load.

Duplex Drive Tanks: These amphibious tanks move 2D6 inches in the water but may not use any other Actions for other purposes. When they reach the beach roll 1D6 on the following Table:

D6	RESULT
1	Move 4D6 inches to the right
2	Move 2D6 inches to the right
3,4	Move straight ahead
5	Move 2D6 inches to the left
6	Move 4D6 inches to the left

Once on the beach, the tank remains stationary for the next *Phase*. This represents it wallowing through the shallows and dropping its floatation screen. On its next activation, it may then move and operate as normal.

Enemy weapons firing at semi-submerged Duplex Drive tanks may only do so when it hits the beach. The Duplex Drive tank sits low in the water and the chances are that the defenders will not have encountered these previously and will not recognise what they are.

Armoured Bulldozers: These use brute strength and a dozer blade to clear obstacles. They are neither sophisticated nor fast. They may clear a 1D6 inch path through minor obstacles such as banks, sand dunes or minefields in any *Phase*.

The Culin Hedgerow Cutter: Manufactured from German beach defences welded to the hull of a Sherman tank, these devices were successful in clearing gaps in bocage banks, allowing the tank to advance across the remaining lesser obstacle.

A tank equipped with a Culin device may clear a path its own width through a section of bocage advancing 1D6 inches in that Phase. Any tanks following through that gap will treat it as a low obstacle, rolling 2D6 and discarding the higher roll.

Tank Turret Emplacements: From the Atlantic Wall to Berlin in 1945 the Germans used tank turrets to construct emplacements. These positions fire as the normal tank and usual the armour factor for a tank of that model but are harder to hit, being treated as a hull down target. When applying any damage effect only use the results which could affect the turret, ignoring others, but retaining all points of Shock wherever the hit is located.

Remote Control Tanks: The Germans developed two remote control tanks, the Goliath and the Borgward BIV.

Goliaths have an Armour factor of 1 however as they are so small they count as a hull-down target if fired on with A.P. weapons. They activate on a *Command Dice* roll of 1 as a *Team* and move at a rate of 2D6 inches per *Phase*, deducting -1 from each dice. If a double 1 is rolled the vehicle is broken down and immobilised for the duration of the game.

The player rolls a D6 when he wishes to detonate the Goliath. A roll of 2 to 6 will do this

successfully. A minefields 6" square or section of wire 6" long will be destroyed by this. If used against troops it will explode with a Firepower rating of 3D6 and treat the target as being at close range.

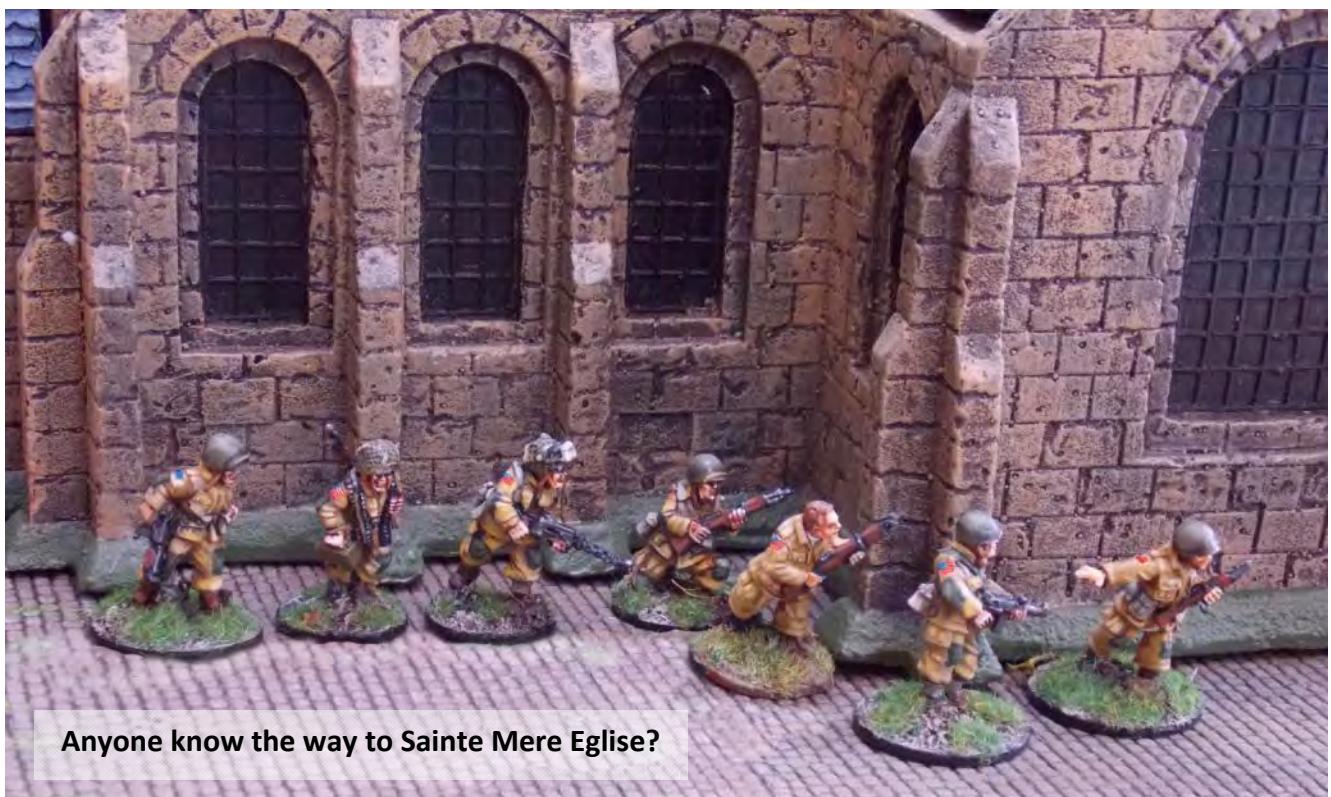
The Borgward BIV has an Armour Class of 2. It activates on a *Command Dice* roll of 1 as a *Team* and moves at 2D6 per *Phase*. If a double 1 is rolled the vehicle has broken down and is immobilised for the duration of the game.

The player rolls a D6 when he wishes to detonate the BIV. A roll of 2 to 6 will do this successfully. Two sections of mines 6" square or 12" of wire will be destroyed by this. If used against troops it will explode with a Firepower rating of 6D6 and treat the target as being at close range.

16.3 Raiders

Some elite forces such as the LRDG or SAS used unarmoured vehicles in order to conduct fast moving raids. These will be able to move one speed faster and still operate their weapons. So, a raiding jeep moving fast can fire any heavy weapons such as mounted cannon, and moving flat out may still fire any MGs with half the normal dice.

These forces will be covered in more detail in future handbooks.



17. ADVANCED RULES

"We contend that for a nation to try to tax itself into prosperity is like a man standing in a bucket and trying to lift himself up by the handle."

Winston Churchill

As with all of our wargame rules we have attempted to provide a plausible approximation of combat in the Second World War. A balance must be drawn between simulation of reality and playability and enjoyment. That is not to say that these are mutually exclusive.

It may be that some gamers wish to enhance their game further by adding the following advanced rules.

UNIT ACTIVATION – SECTION 4.5.2

In the main rules a *Leader* must be either with a *Unit* or within his command range in order to activate or influence it. To add more emphasis on a *Leader's* location we may add that *Leaders* must be in sight of a *Unit*, as well as in their command range, in order to command it.

TARGETING AND BUILDINGS – SECTION 8.2.3

Often in a wargame, we will find a situation where the gamer knows troops are in a certain position but, in reality, his troops would not. This is especially true with troops in buildings.

Troops moving into a building, will be seen by any enemy troops who have a clear line of sight to the point of entry. Also, any enemy infantry who come within 18" of the building will be aware that the building is occupied and may therefore be targeted.

If the enemy are further away than 18" and did not see the troops moving into the building they may not target the *Unit* until that *Unit* shows themselves by opening fire.

Vehicles will not see infantry in a building at any range unless they were in line of sight when the troops entered the building. Vehicles may only target infantry in a building when the infantry reveal themselves by opening fire, or when they

are informed of the enemy's presence in the building by an infantry Leader.

An infantry *Leader* making physical contact with the vehicle will make the vehicle aware of the enemy's presence. If that vehicle has a radio net as part of a Platoon it will immediately pass on that information to all the vehicles in the Platoon.

FIRING PROCEDURE – SECTION 12.1

Chain of Command is a game and, as such, it is designed to be fun. With fire for Armour Penetrating rounds we have been slightly generous to the defending vehicle in the main rules. It is more likely that your vehicles will be damaged rather than knocked out and this is largely due to game balance.

Should you wish for a more gritty and realistic outcome, the firer should secure hits on frontal armour on a roll of 4, 5 or 6. On the side armour with rolls of 3 to 6 and 2 to 6 on the rear armour.

Be warned, however, that losing your only vehicle the first time it is shot at may be a little too realistic for some gamers!

ENTRENCHMENTS – APPENDIX TWO

Entrenchments are covered as potential supports which may be selected from the national Support Lists. Their location is determined by where the troops occupying them are deployed onto the table.

To add an additional tier of realism, the players could mark the position of any entrenchments onto a sketch map of the table before the game begins which would restrict their deployment to that point. The same could be done for non-man-portable *Support Weapons* as well.

APPENDIX A PLAYING CHAIN OF COMMAND

Chain of Command is a great system for refighting the historical encounters one reads about in first-hand accounts of war. Indeed, we recommend any gamer looking for a scenario to head for their local library or book shop and pick up any one of the accounts written by the men who were there. A minimal investment in time and effort will provide any number of historical scenarios and you'll have a great read as well.

That said, we do recognise that it can be helpful to have a number of scenarios which can be used "off the peg" when preparation time is in short supply. In this section we present six such scenarios which can provide some very different and challenging games and which, with a change in terrain, stand up to much repetition. These scenarios represent the types of small scale actions common in every theatre of the war, from the deserts of North Africa, to the jungles of Burma, and everywhere in between

ASSEMBLING YOUR FORCES

Both players will have an infantry Platoon as their basic force. You will find the details of these options in Appendix B, *National Army Lists*. This includes a Platoon Strength Rating, which takes into account how strong each Platoon is. We have included this in order to allow some balance of play within your games, if that is what you are looking for.

In addition to the basic force listings, there are national support lists which give a wide ranging choice of historical force options to deploy alongside your platoon. These range from a simple satchel charge or a single man at one end of the spectrum to the heaviest tanks of the war at the other. How these work will be discussed in the game set-up notes.

PLAYING YOUR GAME

If you are playing an historical scenario the terrain to be used and the balance of forces may well be determined for you by what actually happened in the real action. There are times

when the historical data is incomplete and in those instances you can combine the Army Lists in Appendix B with what information you do have in order to provide game balance.

For games using the scenario generator in this section, it is a good idea to set up your table before you determine which scenario you will be playing.



SETTING UP YOUR TABLE

Wargaming tables come in all shapes and sizes, from the kitchen table covered in a green cloth to beautifully modelled terrain of epic proportions. To get the most from **Chain of Command** you will need a 6' by 4' table. Bigger is fine, smaller can work but the *Patrol Phase* of the game will be over more quickly and will be less involved.

There are no demands for particular amounts of terrain with **Chain of Command**. If you are in the North African desert or the Russian steppes, you will probably have a more open table than you would in the bocage of Normandy. Just remember that no piece of ground is as flat as a billiard table, and allow for some variety, whatever theatre of the war you are gaming in.

In the same way that a nice paint job brings a wargame figure to life, a well populated table will add greatly to your enjoyment. Think about the battlefield you wish to represent. In a skirmish

level game such as **Chain of Command**, the Devil is in the detail. Houses do not stand in the middle of bare countryside but have gardens, outhouses, sheds, fences or fruit trees. Roads are flanked with sign posts, small culverts, drainage ditches and the like.

Deserts are not flat; they have undulations, sand dunes, rocky outcrops, desert scrub and the occasional watering hole which, in such arid conditions, is a natural objective for any forces.

A small investment in time modelling things such as fences, gates, telegraph poles and the likes will be repaid in spades when you get your figures on terrain which is a good representation of reality. That rusting tractor in the Norman farm could well be hiding a sniper among the straw and clucking hens.

Once you have set up your table, it is time to find out which scenario you will be playing.

CHOOSING YOUR SCENARIO

All of the scenarios in these rules have been designed to fit with the most general terrain, so they apply equally to Rangoon, Rostov or Rouen. Clearly, it makes sense to set up your terrain so that it favours neither side.

Now select a scenario, either by agreement with your opponent or rolling a D6 on the Scenario Generation Table below. There are six scenarios presented here: "The Patrol", "The Probe", "Attack and Defend", "A Delaying Action", "The Flank Attack" and "Attack on an Objective".

When you have decided on the scenario you want to play, decide which player will take which role, red or blue, in our scenario illustration, and then look at the breakdown of forces available for each side and the game objectives. Within that, you will see how to determine what level of support is available for both sides, normally based on a dice roll. This will be used in conjunction with both players' Platoon Strength Rating to determine what forces each player may field.

If both sides are fielding forces with the same Platoon Strength Rating, then take the support levels indicated by the dice roll in the scenario notes. If, however, there is an imbalance between the forces, then we need to take that into account.

Compare the two Platoon Force Ratings to find out the difference between the inherent strength of the basic forces being used. If one force has a plus rating, such as +2, whilst their opponent's force is rated +1 then there is a net strength difference of +1. In that situation the player with the weaker force may increase the Level of support available to his platoon by +1 Level. For example, where the scenario indicates Level Four support this will be increased to Level Five.

If one force was rated +2, and the other was rated -2 then the difference would be +4, allowing the force with the lower rating to add four Levels of additional support.



How the players select their support, and what is available for each force, is covered in Appendix B, *National Army Lists* and will also be found in future national and theatre specific handbooks.

MAKING PLANS

If you are planning your game in advance, it is a good idea to advise both players what this will be, so that they may choose from the relevant support lists for their force in advance. Knowing you'd like a particular bit of kit to support your force in the forthcoming game is a great motivator to get painting!

You should choose what you want to support your force, but not tell your opponent. Let them enjoy the surprise on the night!

THE SCENARIOS

As mentioned, there are six generic scenarios provided. If you want to randomly determine which scenario you will be playing, roll a D6 on the following Table.

SCENARIO GENERATION TABLE	
ROLL	SCENARIO
1	The Patrol
2	The Probe
3	Attack and Defend
4	A Delaying Action
5	The Flank Attack
6	Attack on an Objective

Once you have determined which scenario you will be playing you may need to make some changes to your terrain in order to provide certain objectives in the correct parts of the table, but try do this with as few changes as possible. Indeed this could well determine which way across the table the game is played.

Whilst the maps will show one side or the other entering on the long or short table edge, this is purely for illustrative purposes. Where one side is defending, that player will select which is his friendly table edge, be that a long or short edge.

In Scenario One, *The Patrol*, where both sides are advancing, just toss a coin before the game begins and allow the winner to choose who will start in control of which table edge: the “friendly” table edge as we term it. His opponent will begin the game on the opposite edge.

PLAYING THE PATROL PHASE

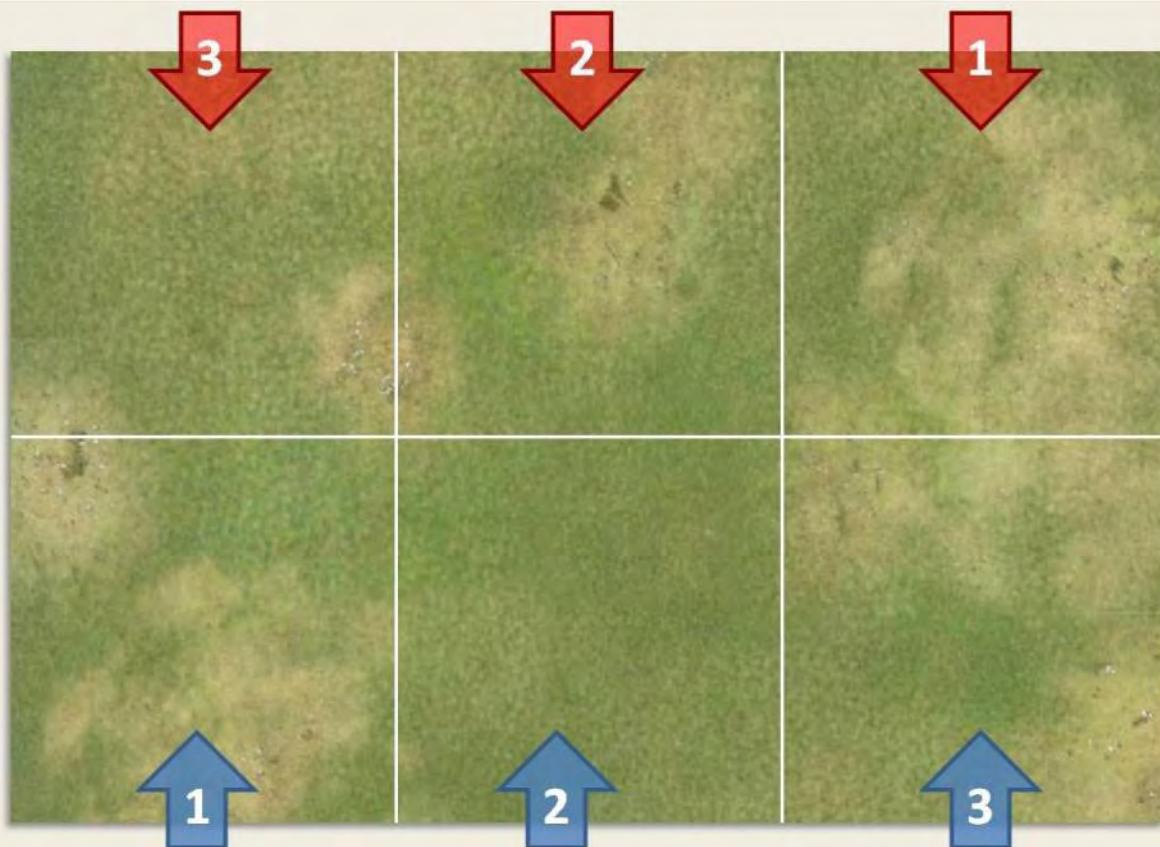
Unless otherwise stated, the side with the higher *Force Morale* will make the first move in the *Patrol Phase*. If the scenario specifies a number of *Patrol Marker* moves being made before the *Patrol Phase* begins, these are done, and then the *Force Morale* levels are compared to see who has the next move. In the event of both *Force Morale* levels being the same, roll a D6 to see who goes first.

DEPLOYING JUMP-OFF MARKERS

As stated in the main rules (see Section 3.2) the player who moved his *Patrol Marker* first now places the first *Jump-Off Point* on the table. The players then take it in turns to place individual *Jump-Off Points* on the table until both have placed all of their *Jump-Off Points*, as indicated by the specific scenarios. The *Patrol Markers* are then removed and the game itself can begin.



SCENARIO ONE: THE PATROL



INTRODUCTION

This game is the classic encounter in No-Man's-Land: your mission is to deny your opponent this critical ground between the main lines of defence.

THE PATROL PHASE

Both sides enter the table at one single point, dicing to see which of their three entry points they use. On a 1 or 2, their *Patrol Markers* may be deployed on the table edge at Point 1. On a 3 or 4, this will be at Point 2 whereas a 5 or 6 will indicate Point 3. Each player chooses whether to start the game with three or four *Patrol Markers*. At the end of the *Patrol Phase* both players will place three *Jump-Off Points* on the table.

FORCE SUPPORT

For support roll 1D6. On a roll of 1 or 2, both sides may select support from List 1 (amended depending on relative Platoon Strength Ratings). On a roll of 3 or 4, they may select support from List 2. On a roll of 5 or 6, List 3 is used. Neither

side may select entrenchments, static defences or a preliminary barrage as their choices.

OBJECTIVE

To win a victory, one side must force his opponent to withdraw from the table, either voluntarily or due to a reduction in his *Force Morale*, whilst keeping his own *Force Morale* at 3 or greater. If neither side achieves this, both will withdraw, neither gaining control of No-Man's-Land and the result being a dishonourable draw.

The side with the higher *Force Morale* will be the active player in the first Phase of the game.



SCENARIO TWO: THE PROBE



INTRODUCTION

This game represents the cut and thrust of close combat in No-Man's-Land - one side advancing in an attempt to identify and find a route through the enemy's outposts and push on towards their main line of resistance. Maybe on the slopes of Monte Cassino or approaching the Deputy Commissioner's Bungalow at Kohima.

THE PATROL PHASE

The defender deploys four *Patrol Markers* within 12" of his own table edge and within 12" of at least one other friendly *Patrol Marker*. The attacker enters at a single entry point of his choosing on his own table edge, as indicated by the red arrow on the map, stacking all three or four *Patrol Markers*, whichever he prefers, at that one point.

The attacker rolls 1D6 before the *Patrol Phase* begins. On a roll of 1 or 2, the attacker immediately takes two moves with his *Patrol Markers*. On a roll of 3 or 4, three moves are taken and on a 5 or 6, four moves taken. At the

end of the *Patrol Phase* both players will place three *Jump-Off Points* on the table.

FORCE SUPPORT

The attacker rolls a D6, the roll indicating what level of support he can select. The defender takes support from the List with half of that value, rounding down any odd number.

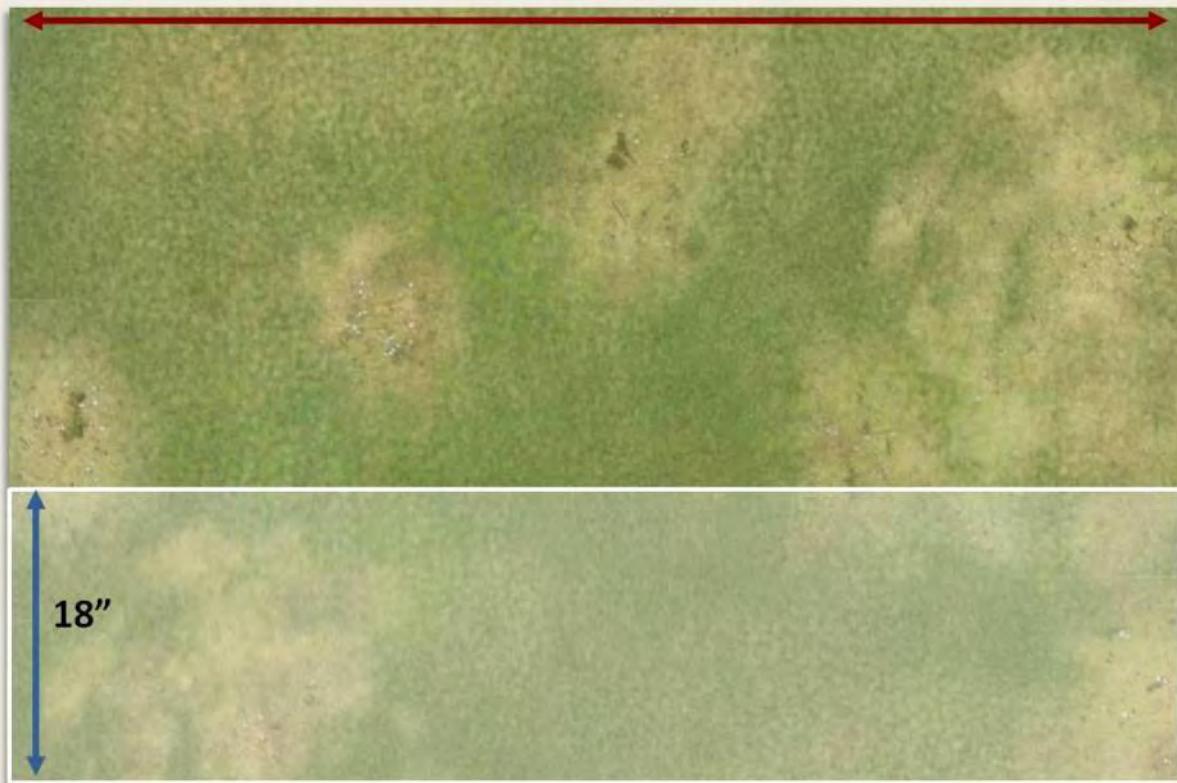
The attacker may not select entrenchments, static defences or a preliminary barrage as his choices. The defender may not select a preliminary barrage among his choices.

OBJECTIVE

The attacker's objective is to move one *Team* to the enemy base line. If this is achieved then the game ends as a victory for the attacker. Any other result is a victory for the defender.

The side with the higher *Force Morale* will be the active player in the first Phase of the game.

SCENARIO THREE: ATTACK & DEFEND



INTRODUCTION

This is a major advance against a known enemy position in their main line of defence, with a view to driving off the enemy. This could be the final assault on Hill 112 or an attack on the Mareth Line in Tunisia or the drive into Bastogne.

THE PATROL PHASE

The defender deploys four *Patrol Markers* within 18" of his own table edge and within 12" of at least one other friendly *Patrol Marker*. The attacker enters on a broad front anywhere on their table edge, as indicated by the red arrow on the map, with four *Patrol Markers*.

The attacker rolls 1D6 before the *Patrol Phase* begins. The number rolled is the number of moves which the attacker immediately takes with his *Patrol Markers*.

At the end of the *Patrol Phase* both players will place three *Jump-Off Points* on the table.

FORCE SUPPORT

The attacker now rolls 2D6, the total indicating the Level of support he can take, with results of 11 or 12 counting as 10. The defender takes support from the List with half of that value, rounding down any odd number.

The attacker has no restrictions on his support choices. The defender may not select a preliminary barrage among his choices.

OBJECTIVE

To win a victory, one side must force his opponent to withdraw from the table, either voluntarily or due to a reduction in his *Force Morale*, whilst keeping his own *Force Morale* at 3 or greater. If neither side achieves this, both will withdraw, neither gaining control of No-man's-land, the result being a dishonourable draw.

The side with the higher *Force Morale* will be the active player in the first Phase of the game.

SCENARIO FOUR: A DELAYING ACTION



INTRODUCTION

In this scenario, a somewhat disordered defender is attempting to blunt the advance of a stronger attacker. Barbarossa 1941 and a desperate Soviet force holding off the German invader, or a US force holding a vital road in the Ardennes.

This scenario **must** be played across the table lengthways, as shown.

THE PATROL PHASE

The defender starts with three *Patrol Markers* placed within the shaded area which is 6" by 36" in dimensions and located 6" from his friendly table edge. These *Patrol Markers* must be a minimum of 6" apart, but may be placed by the defender as he wishes before the *Patrol Phase* begins. The attacker enters the table with four *Patrol Markers* at any single point the player wishes on his table edge, as indicated by the red arrow. The *Patrol Phase* begins then.

Once the *Patrol Phase* ends with one side locked down, the *Jump-Off Points* are deployed; the defender player placing two, the attacker three.

The defender will then place a third *Jump-Off Point* anywhere in the shaded area.

FORCE SUPPORT

The attacker now rolls 2D6, the total indicating the Level of support he can take, with results of 11 or 12 counting as 10. The defender takes support from the List with half of that value, rounding down any odd number.

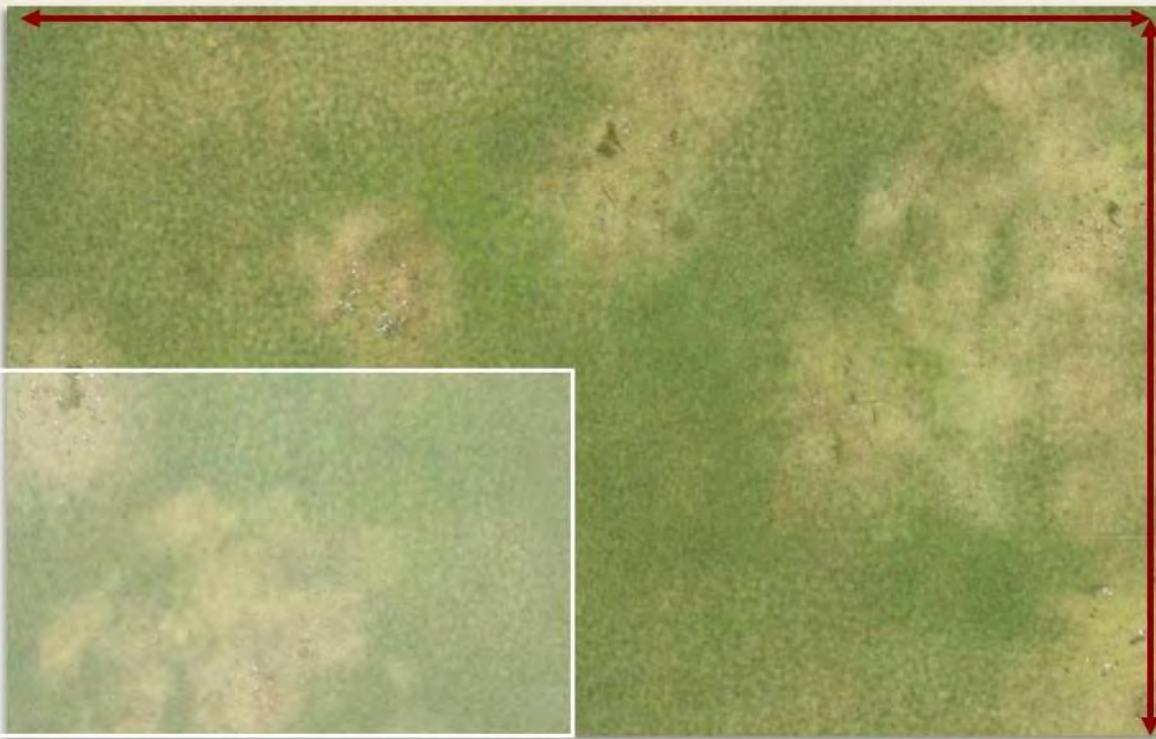
The attacker has no restrictions on his support choices. The defender may not select entrenchments, static defences or a preliminary barrage among his choices

OBJECTIVE

To win a victory the attacker must capture one *Jump-Off Point* in the grey area and hold it until the end of the Turn. Any other result is a victory for the defender.

The attacker will be the active player in the first Phase of the game.

SCENARIO FIVE: THE FLANK ATTACK



INTRODUCTION

This is where one side, having out-manoeuvred his enemy, is making a flank attack against an important enemy position.

THE PATROL PHASE

The defender's deployment is limited to one quarter of the table, a 36" by 24" area shown by the shaded area above. The defender places three *Patrol Markers* within that area, all within 12" of at least one other friendly *Patrol Marker*.

The attacker places two separate groups of three *Patrol Markers* along the two edges indicated by the red arrows, all within 12" of at least one other friendly *Patrol Marker* in their group. These groups move separately of each other, and do not need to be within 12" of any Markers in the other group.

The attacker rolls 1D6 before the *Patrol Phase* begins. On a roll of 1 or 2, the attacker immediately takes two moves with his *Patrol Markers*. On a roll of 3 or 4, three moves are taken and on a 5 or 6, four moves are taken. These may be from either group as the player wishes, but not both groups each time.

Once the *Patrol Phase* of the game ends, the attacker may place four *Jump-Off Points* on the table, selecting any *Patrol Markers* of the six present to place these as normal.

The defender places his three *Jump-Off Points* on the table and may then add a further fourth *Jump-Off Point* anywhere within his original quarter of the table.

FORCE SUPPORT

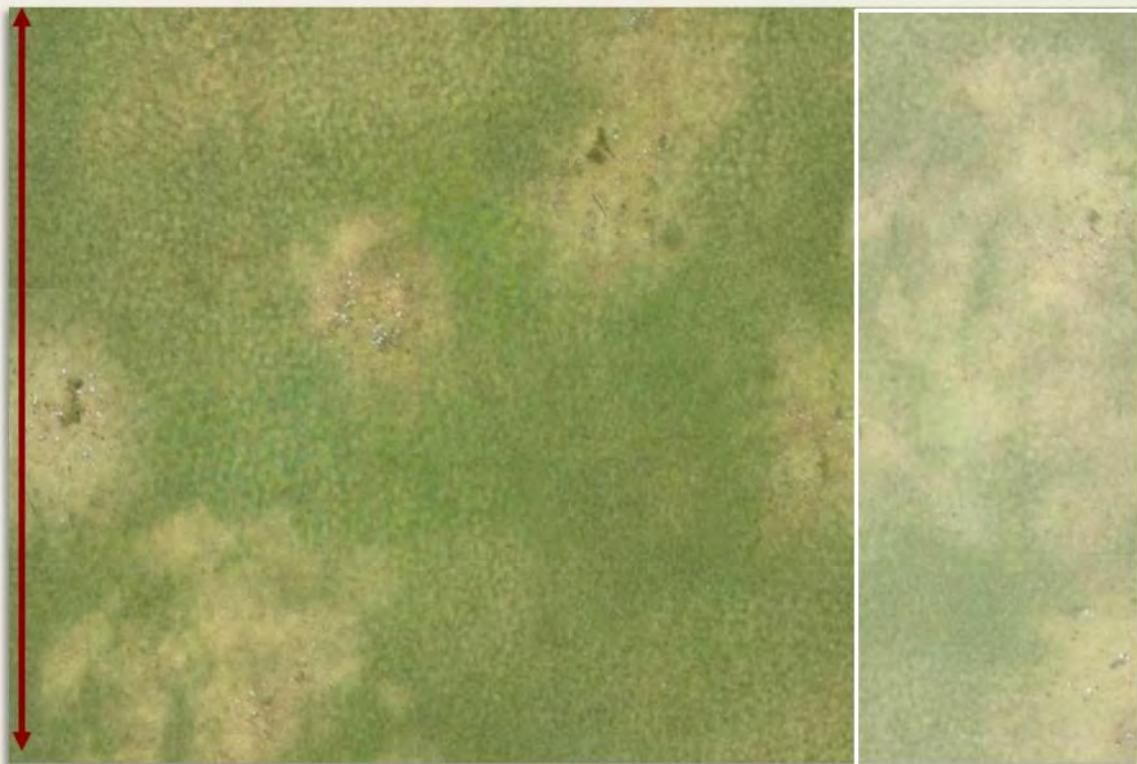
The attacker now rolls 2D6, the total indicating the Level of support he can take, with results of 11 or 12 counting as 10. The defender takes support from the List with half of that value, rounding down any odd number. There are no restrictions on support choices for either side.

OBJECTIVE

To win a victory, the attacker must force the defender to withdraw from the table, either voluntarily or due to a reduction in his *Force Morale*, but keeping his own *Force Morale* at 3 or more. If he fails, the defender will win.

The attacker will be the active player in the first Phase of the game.

SCENARIO SIX: ATTACK ON AN OBJECTIVE



INTRODUCTION

This scenario is ideal for recreating a classic assault on a defended objective, such as Pegasus Bridge, Pavlov's House in Stalingrad or a Command Raid on a cliff-top radio station. Anywhere that one player is attacking a major objective held by his opponent.

THE PATROL PHASE

The table should have a clear objective in the final quarter furthest from the attacker, somewhere in the shaded area. This should be something of significance, such as a village, a crossroads or similar.

The attacker deploys either three or four of his *Patrol Markers* on his friendly edge, all within 12" of at least one other friendly *Patrol Marker*. The defender deploys four *Patrol Markers* on the game objective.

The attacker now rolls 1D6 before the *Patrol Phase* begins. On a roll of 1 or 2, the attacker immediately takes two moves with his *Patrol Markers*. On a roll of 3 or 4, three moves are taken and on a 5 or 6, four moves are taken.

At the end of the *Patrol Phase* the attacker will place three *Jump-Off Points*. The defender places

three *Jump-Off Points* on the table and may then add a further fourth *Jump-Off Point* on the objective itself.

FORCE SUPPORT

The attacker now rolls 2D6, the total indicating the Level of support he can take, with results of 11 or 12 counting as 10. The defender takes support from the List with half of that value, rounding down any odd number. There are no restrictions on support choices for either side.

OBJECTIVE

To win a victory, the attacker must capture the game objective and hold it until his opponent is obliged to withdraw from the table, either voluntarily or due to *Force Morale*. Any other result is a victory for the defender.

The attacker will be the active player in the first Phase of the game.

APPENDIX B

NATIONAL ARMY LISTS

SELECTING YOUR SUPPORT

Selecting your support options is probably best done once you have determined which scenario you will be playing and have seen the table you will be fighting over. As we have already seen, the level of support available to a force is based on any difference between its Platoon Strength Rating and its opponent's rating and the dice rolled for support according to the scenario notes.

What results is a numerical value which determines which List or Lists the players may select their support from. The players are not restricted to one choice from a single List, but may select a number of supports so long as the total value of the Lists does not exceed the allowed total.

So, a player who is allowed to select support from List Four could select four supports from List One, or one support from List Three and one from List One, and so on.

For example: A British infantry platoon is to fight against a German Panzergrenadier platoon. The British platoon is a Force Strength Rating of Zero, whilst the Panzergrenadier are rated +5 as they are a regular quality Unit.

The British are attacking in Scenario Three, Attack and Defend, so they roll 2D6. They roll a total of 5. This, combined with the +5 they get for the difference in Platoon Strength Rating allows them to select support from List 10.

The British Player selects a Churchill tank from List 8 and a Mine Clearing Team from List One and a Medical Orderly, also from List One. The Eight and the two Ones making the total List value he could select from.

The German player, as the defender, may select half of the support value which the British player rolled. The roll of 5 is halved to two. He selects two minefields as he hopes to limit the British lines of approach. He will be disappointed to see that the British player, well used to his opponent's ways, has second guessed him and will be bringing a mine clearing Team with him.

SUPPORT OPTIONS

The support options available for each force may be generic, in that everybody (or at least nearly everybody) has access to them, or they may be specific to that particular nation. A good example of the former would be landmines or barbed wire, whilst an example of the latter would be a Churchill tank or a Tiger tank as these are peculiar to the Allies or Axis powers.

We will cover the nation specific support options in the National Force Lists and their National Arsenal Tables. Rather than repeat ourselves four times, the generic support options and their effects are covered here.

MEDICAL ORDERLY

A Medical orderly attached to a force may attend to wounded *Leaders*. Where a Leader has been wounded and is unable to be activated for the remainder of the *Turn*, a Medic may negate that effect. Where a *Leader* has suffered an injury which has reduced his Command Initiative by one level, the medic can restore that *Leader* to full effectiveness. This may only happen once for any single Leader during a game.

To do the above, the Medic must move into contact with the injured Leader and spend one activated *Phase* assisting him, during which the Leader is not activated. After this the Leader may activate a normal.

A Medic may be shot by any enemy *Unit*, any kill resulting in his removal from the game. A Medic ignores any Shock result. A force which shoots an

enemy medic must take a *Force Morale* Test as though they themselves have lost a Junior Leader, to represent their potential disgust at such an action by their own side.

Medics activate on any *Command Dice* roll of 1 to 4 and move as normal infantry. Medics may never operate weapons and in *Close Combat* they add no dice to either side.

THE ADJUTANT

A force accompanied by their battalion Adjutant will not see him deploy into action on the table. However, he may remain off-table and act as a *Senior Leader* in assisting the deployment of men onto the table. This allows you to deploy all of your own *Senior Leaders* into the battle, yet avoid any potential delays in subsequently deploying men onto the table, as outlined in Section 4.3, *Deploying onto the Table*.

MINEFIELDS

Minefields in **Chain of Command** are always 6" square and deployed with suitable markers to clearly show their boundaries. Minefields are presumed to be a mixture of anti-personnel and anti-tank mines, and may not be crossed during a game unless they have been cleared by an Engineer or Pioneer Mine Clearing Team. Mines are covered fully in Section 16.1, *Engineering Works*.

Minefields are only deployed onto the table after the *Jump-Off Points* have been deployed and the game is about to begin. Only two such minefields may be selected by one side in any game.

BARBED WIRE

In **Chain of Command** barbed wire is always deployed in sections 6" long by 2" deep. This may be configured in any way that the owning player wishes, for example it can turn a corner or form a semi-circle, but it must be deployed in a single 6" long section.

Barbed wire may not be crossed by infantry, wheeled or half-tracked vehicles during a game. Fully tracked AFVs may cross barbed wire, thereby rendering it passable to infantry. Engineer or Pioneer wire clearing Teams may remove the obstacle during play. Barbed Wire is covered fully in Section 16.1, *Engineering Works*.

Barbed wire is only deployed onto the table after the *Jump-Off Points* have been deployed and the game is about to begin. Up to four such wire sections may be selected by one side in any game.

ROADBLOCKS

These may be constructed in a variety of ways, Czech hedgehogs, concrete blocks and so on, but what remains constant is that they block the road at a certain point. No vehicles may pass them and they cannot be removed during the course of a game.

Road Blocks are only deployed onto the table after the *Jump-Off Points* have been deployed and the game is about to begin. Only one such roadblock may be selected by one side in any game.

Roadblocks may only be cleared by an Engineer or Pioneer demolition Team as covered fully in Section 16.1, *Engineering Works*.

SNIPER TEAMS

These are covered in full in Section 9.5 of the rules, *Snipers*. They need no further introduction other than to say that they are available universally to all nations.

FLAMETHROWER TEAMS

These are covered in full in Section 9.6 of the rules, *Flamethrowers*. They are available to all nations, although the capabilities of the specific weapon types are covered in the National Arsenal Tables. Each Team has enough fuel for three attacks after which they have no weapons and must retire from the action. They will not man other weapons or join other Teams.

ENGINEER TEAMS

There are four types of Engineer Teams which the players may select as supports: Mine clearing Teams, Wire clearing Teams, Demolition Teams or Flamethrower Teams. These are all three men strong and are not accompanied by a *Junior Leader*.

They activate on a *Command Dice* roll of 1 but may also be activated by any *Senior Leader* on the table.

ENGINEER OR PIONEER SECTION

This option allows the player to hedge his bets and select two Engineer *Teams* immediately before the game begins. He may choose a Mine clearing *Team*, a Wire clearing *Team*, a Demolition *Team* or a Flamethrower *Team*. A Junior *Leader* will accompany the Engineer or Pioneer *Section*.

They activate on a *Command Dice* roll of 1 if operating without a *Leader*, or on rolls of 1 or 3 is accompanied by their *Junior Leader*.

ENTRENCHMENTS

Entrenchments are covered in Section 16.1, *Engineering Works*. A maximum of four entrenchments may be selected by one side in any game.

PRE-GAME BARRAGE

A pre-game barrage is designed to disrupt the enemy immediately before an attack commences, or to break up an enemy attack in its assembly area.

The pre-game barrage will not kill any of your enemy, but it can reflect the disorder it causes in his ranks by disrupting his ability to deploy onto the table.

During the first *Turn* of the game, Units and Leaders which have been bombarded must roll to deploy onto the table as though no Senior Leader is present with their force. Section 4.3, *Deploying onto the Table*. This lasts only for the first *Turn* of the game, after that it has no continuing effect.

THE NATIONAL ARMY LISTS

The National Army Lists which follow are designed to provide a fun and enjoyable way to select your force for the mission ahead that is also plausible and believable from an historical perspective. It ensures that the unit at the centre of any force is the infantry platoon, which is organised along historical lines, in precisely the same ways in which real soldiers fought.

Over and above that, the Support Lists allow you to select the type of support weapons which were available to Platoon size forces. This is likely to be a range of options from the Company or Battalion which the Platoon is a part of, with maybe the odd tank or armoured vehicle which

has been detailed to support your platoon in the action ahead.

What the List system is designed to do is to provide a guideline for building our forces so that any game we play is enjoyable and not a walk-over for one side or the other. If your opponent picks an Elite force you will likely get more support weapons to bolster up your regulars.

In addition the Army Lists provide rules for specific weapons; the National Arsenal Table for each nation gives details of weapons and vehicles which your forces may deploy. The national characteristic rules are based on the way the men of each nation were trained to operate on the battlefield and serve to add further colour to your games.

Transport vehicles are listed with no weapons. If you want to mount a 0.50 HMG on your M3, then you will need to select them separately. Such weapons may be dismounted and used separately during a game, for example if the vehicle is damaged but the weapon is not.

So, what follows will, we hope, allow you to have some fun games which are based in history, with the type of forces that the soldiers of the Second World War would have recognised.



GERMANY

By the second half of the war, Germany had proved her competence on the battlefield, and the ability to design superb weapons and vehicles. However, the numerical manpower advantage held by the Allied powers, especially in the East, and the industrial might of the West meant that German forces were largely on the back foot.

That said, at a tactical level the Germans retained the ability to launch breath-taking counter attacks to secure limited objectives, and here the professionalism of her forces was clear for all to see.

In **Chain of Command** the late war German forces are well trained and well equipped, but by now the best of their leaders are in cold graves on the Russian steppe. The challenge now is to use their firepower to dominate the battlefield and spread what command resources there are thinly enough to go round.

The following Platoons are available: German Infantry, Panzergrenadiers and Fallschirmjäger. Other platoon details will be available as we produce more Handbooks in the future.

INFANTRY PLATOON

This could be any branch of the Heer or Waffen SS or, if the Green Troops option is taken, the organisation could be used for Osttruppen.

PLATOON FORCE RATING:

Regular: 0

Green: -5

Command Dice: 5

PLATOON HEADQUARTERS

Unterfeldwebel, Senior Leader armed with a machine-pistol

Panzerschreck Team, 2 man crew

SQUADS ONE TO THREE

Obergefreiter, Junior Leader armed with a machine pistol, one Panzerfaust

LMG TEAM

MG34 or MG 42

Two crew

One rifleman

RIFLE TEAM

Six riflemen



PANZERGRENADIER PLATOON

These good quality troops could be either Heer or Waffen SS from truck or half-track mounted units.

PLATOON FORCE RATING:

Regular: +1

Elite: +7

Command Dice: 5

PLATOON HEADQUARTERS
Leutnant, Senior Leader, with machine pistol
Panzerschreck Team, 2 man crew

SQUADS ONE TO THREE	
LMG TEAM	LMG TEAM
MG 42	MG 42
Two crew	Two crew
Three rifleman	Two rifleman

Elite Panzergrenadiers are Aggressive troops.

If your Panzergrenadiers select half-track support they will use the third rifleman from the first LMG Team as a driver.

FALLSCHIRMJÄGER PLATOON

The parachute forces are among the best troops the Germans can field, proving tough opposition in France and Italy. These forces are rated as Elite. The Regular option covers the less well trained drafts in the later war, such as those encountered in Holland.

PLATOON FORCE RATING:

Elite: +10

Regular: +4

Command Dice: 5 for Regulars, 6 for Elite

PLATOON HEADQUARTERS
Leutnant, Senior Leader, with machine pistol
Unteroffizier, Senior Leader, with machine pistol
Panzerschreck Team, 2 man crew

SQUADS ONE TO THREE	
LMG TEAM	LMG TEAM
MG 42	MG 42
Two crew	Two crew
Two rifleman	Two rifleman
	One man with machine pistol

GERMAN NATIONAL CHARACTERISTICS

MASCHINENGEWEHR

The Germans placed much emphasis on the *Squad* machine gun as the weapon of firepower, with the squad leader instructed that in any fight his place was with the LMG directing its fire.

When a Leader is attached to a machine gun team and uses two or more Command Initiatives to direct their fire, he may add that many D6 to the *Team's* Firepower dice.

HANDGRANATEN!

The German soldier is intensely aware of the stormtrooper tactics of his father's war. The signal to attack with a volley of grenades and then get stuck in with the rifle butt, entrenching tool or bayonet was the cry "*Handgranaten!*" from the squad leader.

To reflect this, when a *Leader* attached to a *Team* or *Squad* uses two Command Initiatives, he may lead a charge against any enemy within 12" preceded by a hail of grenades. Roll 1D6, subtracting 1 if the enemy is in light cover, 2 if in hard cover. On a roll of 1 or 2, one hand grenade has hit the target unit; on 3 or 4, two grenades hit; on 5 or 6, three grenades hit the target. Roll for the effect of these and the *Team* or *Squad* may then move with up to 3D6 to try to initiate *Close Combat*.

GERMAN SUPPORT LIST	
LIST ONE	
Single Compound Charge or similar	
Medical Orderly	
Pioneer Mine Clearance Team, 3 men	
Pioneer Wire Cutting Team, 3 men	
Pioneer Demolition Team, 3 men	
Adjutant	
Minefield	
Barbed Wire	
Schwimmwagen or Kubelwagen, no crew	
Entrenchments for one Team	
LIST Two	
Roadblock	
Panzerschreck Team, 2 men	
5cm mortar Team, 2 men	
Panzerknacker Team, 4 men	
Senior Leader	
Pre-Game Barrage	
LIST THREE	
Pioneer Flamethrower Team, 3 men	
Sniper Team	
SdKfz 251, no weapons	
Green Infantry Squad with Junior Leader	
SdKfz 250 with four man Reconnaissance Team	
LIST FOUR	
Pioneer Squad with Junior Leader	
Regular Infantry Squad with Junior Leader	
Forward Observer and 8cm mortar battery	
37mm AA Gun, 5 crew with Junior Leader	
Regular MG 42 on tripod mount, 5 crew	
Pak 35 anti-tank gun with Stielgrenate. 5 crew and a Junior Leader	
Ie IG.18 with 5 crew and Junior Leader	
LIST FIVE	
Regular Panzergrenadier Squad with Junior Leader	
Regular Fallschirmjäger Squad with Junior Leader	
Pak 38 anti-tank gun, 5 crew and Junior Leader	
Panzer II Luchs with Junior Leader	
Panzer III J/L/M/N with Junior Leader	
SdKfz 251/10 command halftrack, no crew	
LIST SIX	
Marder II or III with Junior Leader	
StuG III F with Junior Leader	
Flakpanzer 38(t) with Junior Leader	
Flakpanzer IV with Junior Leader	
SdKfz 222 with Junior Leader	
SdKfz 250/9 with Junior Leader	

LIST SEVEN	
Pak 40 with 5 crew and a Junior Leader	
Jagdpanzer IV L43 with Junior Leader	
Panzer IV G/H with Junior Leader	
Panzer III Flammpanzer with Junior Leader	
StuG III F8 with Junior Leader	
StuG III G with Junior Leader	
SIG 33 Infantry Gun, 5 crew with Junior Leader	
SdKfz 234/1 with Junior Leader	
SdKfz 234/2 Puma with Junior Leader	
SdKfz 234/4 with Junior Leader	
Hetzer with Junior Leader	
LIST EIGHT	
StuH 42 with Junior Leader	
Jagdpanzer IV L70A with Junior Leader	
Pak 43 anti-tank gun, 5 crew and Junior Leader	
LIST NINE	
Jagdpanzer IV L70V with Junior Leader	
LIST TEN	
Panther with Junior Leader	
Tiger I with Junior Leader	
LIST ELEVEN	
Tiger II with Junior Leader	
JagdPanther with Junior Leader	
SturmTiger with Junior Leader	
JagdTiger with Junior Leader	

Most of the support options on the list will be self-explanatory and their qualities covered by the National Arsenal Table. All tanks, self-propelled guns and assault guns come with a *Junior Leader*. Vehicle mounted reconnaissance units come with a small infantry *Team* and a *Junior Leader*. Transport only vehicles, such as the SdKfz 251 and the Kubelwagen are simply vehicles which come with no crew. Remember, you will need to allocate men to drive these and to crew any weapons you festoon them with.

Where Infantry *Teams* or *Squads* are available they will always come with a *Junior Leader*. Note that no Elite *Squads* are available. Even if your basic force is Elite these are men attached to your force from another Platoon and they are not used to operating with your force, so are treated as Regular.

Infantry *Teams* rarely come with a *Leader*, whereas heavier support weapons do. You will see it listed where they are present. The following support options need some notes.

SENIOR LEADER

The *Senior Leader* option may only be selected when your basic force has only one *Senior Leader* listed. Only one of these may ever be selected.

COMPOUND CHARGE

The compound charge is shown on Table Seven, *Hand-Held Anti-Tank Weapons*, along with several other German hand-held weapons which may be used instead if preferred. The charge may be used once by any *Squad* on the table when commanded by the *Senior Leader* commanding the platoon who is, we assume, carrying it with him up to that point.

How the charge works is detailed in Section 9.3.4, *Tank Hunters*. A maximum of two compound charges may be selected by a German force.

5CM MORTAR TEAM

The 5cm mortar has no smoke ammunition, only firing H.E. rounds. It has a minimum range of 12", but closer than that the crew may use their rifles.

PANZERKNACKER TEAM

These are covered in full in Section 9.3.4. This *Team* is made up of four men equipped with three charges, three smoke grenades and one LMG with two crew. The idea was that the LMG cleared any enemy from the tank deck, the smoke grenade blinded the tank and the charge could then be attached. Good luck!

SdKfz 250 WITH RECONNAISSANCE TEAM

The Germans took an aggressive approach to reconnaissance. This four man *Team* has a Junior Leader and is equipped with one MG42 with a crew of two and two riflemen who carry ammunition when dismounted.

THE GERMAN ARSENAL TABLE

The Arsenal Table below covers a wide range of German support options. For German infantry weapons see Table Four, *The Master Arsenal Table*.

GERMAN NATIONAL ARSENAL TABLE					
TANKS					
VEHICLE	ARMOUR	A.P.	H.E.	SPEED	NOTES
Panzer II Luchs	3	4	6	Fast	Turret MG only
Panzer III J	4	7	3	Average	
Panzer III L/M	5	7	3	Average	
Panzer III N	5	6	5	Average	
Panzer III Flammen	6	Flame		Average	
Panzer IV G	6	8	5	Average	
Panzer IV H/J (late G)	6	9	5	Average	
Panzer V Panther D/A/G	11	12	5	Fast	
Panzer VI Tiger I	11	12	7	Slow	Slow Turret, Heavy Armour
Panzer VI Tiger II	14	16	7	Slow	Slow Turret, Heavy Armour
PANZERJÄGER					
VEHICLE	ARMOUR	A.P.	H.E.	SPEED	NOTES
Marder II	3	9	5	Average	Open body, Hull MG only
Marder III H/M	4	9	5	Average	Open body, Hull MG only
Panzerjäger 38t 'Hetzer'	7	9	5	Average	Low Profile, Turret MG only
Jagdpanzer IV L43/L48	7	9	5	Average	Low Profile , Hull MG only
Jagdpanzer IV L70A	8	12	5	Average	Low Profile, Hull MG only
Jagdpanzer IV L70V	9	12	5	Average	Low Profile, Hull MG only
Jagdpanther	11	16	7	Fast	Hull MG only
Jagdtiger	16	20	11	Slow	Heavy Gun, Heavy Armour, Hull MG only

All of the vehicles shown on the Table above have a main gun capable of firing H.E. and A.T. rounds as well as a hull and turret machine gun position unless otherwise stated,

GERMAN ARSENAL TABLE						
SELF PROPELLED GUNS & FLAK TANKS						
VEHICLE	ARMOUR	A.P.	H.E.	SPEED	NOTES	
StuG III F	5	8	5	Average	Low profile	
StuG III F8	6	9	5	Average	Low profile	
StuG III G	7	9	5	Average	Low profile	
StuH 42	7	8	9	Average	Low profile	
StuG IV	7	9	5	Average	Low profile	
Flakpanzer 38t	2	4	6	Average	Open body, no turret MG	
Flakpanzer 38t	4	5	5	Average	Open body	
ARMOURED CARS & HALFTRACKS						
VEHICLE	ARMOUR	A.P.	H.E.	SPEED	NOTES	
SdKfz 222	2	4	6	Wheeled	Open turret, turret MG only, small	
SdKfz 234/2 Puma	4	7	3	Wheeled	Turret MG only	
SdKfz 250	2	MG		Fast	Open body	
SdKfz 251	2	MG		Fast	Open body	
SdKfz 251/10	2	5	3	Fast	Open Body	
ANTI TANK GUNS & INFANTRY GUNS						
ANTI TANK GUNS	A.P.			H.E.		
3.7cm Pak 36	5 (7 with stielgrenate)			3		
5cm Pak 38	7			3		
7.5cm Pak 40	9			5		
8.8cm Pak 43	16			7		
leIG.18	4			6		
sIG.33	8			13		
INFANTRY ANTI TANK WEAPONS						
WEAPON	0-6"	6-9"	9-18"	18-24"	24-48"	H.E.
Panzerfaust 30/patrone	11	11	-	-	-	2
Panzerfaust 60	11		11	-	-	2
Panzerfaust 100	11		11	-	-	2
Panzerschreck	13		13	13	13	2



GREAT BRITAIN

Having spent the early part of the war proving the old adage that her natural habitat was the last ditch, Britain had emerged, with much credit to her Empire, as a powerful force ready to take the fight to Germany wherever a challenge could be mounted.

In **Chain of Command** the late war British forces are well equipped and well led. Their emphasis on fire and movement and a good grasp of combined arms tactics serves them well against an enemy now over-reliant on static defences.

The following Platoons are available: Regular Infantry, Motor Infantry and Airborne infantry. Other platoon details will be available as we produce more Handbooks in the future.

INFANTRY PLATOON

The backbone of the British Army, this formation could equally be Canadian troops serving in Europe. Their standard of training and Regimental traditions means that all British troops are treated as Regulars.

PLATOON FORCE RATING:

Regular: 0

Command Dice: 5

PLATOON HEADQUARTERS

Lieutenant, <i>Senior Leader</i> armed with Sten, pistol or rifle
Platoon Sergeant, <i>Senior Leader</i> , armed with Sten
PIAT Team, 2 men
2" mortar Team, 2 men

SECTIONS ONE TO THREE

Corporal, Junior Leader armed with Sten	
LMG TEAM	RIFLE TEAM
Bren Gun Three crew	Four riflemen

MOTOR PLATOON

The Motor Infantry are the men who support the Armoured Divisions in the British Army. Their formations are lean and well-motivated, and equipped with transport which means they are at the forefront of any advance.

Like the rest of the infantry, their standard of training and Regimental traditions means that they are treated as Regulars

PLATOON FORCE RATING:

Regular: -2

Command Dice: 5

PLATOON HEADQUARTERS

Lieutenant, <i>Senior Leader</i> armed with Sten
Platoon Sergeant, <i>Senior Leader</i> , armed with Sten
PIAT Team, 2 men
2" mortar Team, 2 men

SECTIONS ONE TO THREE

Corporal, Junior Leader armed with Sten

LMG TEAM

Bren Gun
Three crew

RIFLE TEAM

Four riflemen



AIRBORNE PLATOON

Britain's Airborne forces were newly raised in the Second World War, but were quick to establish a reputation for being tough fighters, ably led and with an independent spirit which encouraged initiative.

PLATOON FORCE RATING:

Elite: +8

Command Dice: 6

PLATOON HEADQUARTERS	
Lieutenant, <i>Senior Leader</i> armed with Sten	
Platoon Sergeant, <i>Senior Leader</i> , armed with Sten	
PIAT Team, 2 men	
2" mortar Team, 2 men	
Sniper Team	

SECTIONS ONE TO TWO	
Sergeant, Junior Leader armed with Sten	
LMG TEAM	RIFLE TEAM
Bren Gun	Five riflemen
Three crew	One Sten

SECTION THREE	
Sergeant, Junior Leader armed with Sten	
LMG TEAM	RIFLE TEAM
Bren Gun	Bren Gun
Three crew	Three Crew
One Sten	One Sten
Sniper Team	

Special Rule: Airborne Section Leaders may activate on a Command Dice roll of 3, with two command initiatives, or on a roll of 4, with three Command Initiatives. Airborne troops are Aggressive.

BRITISH NATIONAL CHARACTERISTICS

FIVE ROUNDS RAPID!

The British soldier is taught to love his rifle and the mantra that delivery of fast, accurate fire is the key to success.

When a Leader is attached to a rifle *Team* and uses two or more *Command Initiatives* to activate that *Team*, he may add that many D6 to the *Team's* firing dice to reflect his controlling their rapid fire.

CONCENTRATED FIRE

The Bren gun was a reliable and popular weapon, but in truth it was too accurate to be an ideal light support weapon. As a result the British used its accuracy to good effect by concentrating their fire on a specific target and, effectively, sniping with the light machine gun.

When a Leader is attached to a Bren *Team* and uses two *Command Initiatives*, the *Team* may focus their fire against one enemy *Team*, even when other *Teams* are present within 4" of the target.



BRITISH & COMMONWEALTH SUPPORT LIST
LIST ONE
Sticky Bomb or similar
Medical Orderly
Engineer Mine Clearance Team, 3 men
Engineer Wire Cutting Team, 3 men
Engineer Demolition Team, 3 men
Adjutant
Minefield
Barbed Wire
Jeep or Car, no crew
Entrenchments for one Team
LIST Two
Roadblock
PIAT Team, 2 men
2" mortar Team, 2 men
Pre-Game Barrage
LIST THREE
Engineer Flamethrower Team, 3 men
Sniper Team
M5 half-track, no weapons
Scout Car with Junior Leader
Universal Carrier with Team and Junior Leader
LIST FOUR
Engineer Section with Junior Leader
Regular Infantry Section with Junior Leader
Forward Observer and 3" mortar battery
40mm Bofors Gun, 5 crew with Junior Leader
Regular Vickers MMG on tripod mount, 5 crew
Reconnaissance Car with Junior Leader
LIST FIVE
Wasp Flamethrower Carrier with Junior Leader
Engineer Section in M5 with Junior Leader
Recce Section of two Universal Carriers, 4 crew each. One Junior Leader
6 pounder anti-tank gun with 5 crew and Junior Leader
M5 Stuart Light Tank with Junior Leader
Tetrach Light Tank with Junior Leader
Armoured Car with Junior Leader
Crusader AA Mk I
LIST SIX
Regular Airborne Section with Junior Leader
M4 Sherman with Junior Leader
Archer with Junior Leader
M10 Wolverine with Junior Leader
Sexton with Junior Leader
17 Pounder anti-tank gun with 5 crew and Junior Leader

LIST SEVEN
Sherman Firefly with Junior Leader
M10 Achilles with Junior Leader
Cromwell IV to VII with Junior Leader
Centaur with Junior Leader
Challenger with Junior Leader
Churchill Tank with Junior Leader
LIST EIGHT
Comet with Junior Leader
LIST NINE
Churchill AVRE with Junior Leader
Churchill Crocodile with Junior Leader

Most of the support options on the list will be self-explanatory and their qualities covered by the National Arsenal Table. All tanks and self-propelled guns come with a *Junior Leader*. Vehicle mounted reconnaissance units come with a small infantry *Team* and a *Junior Leader*. Transport only vehicles, such as the M5 half-track, Jeep or Car are the vehicle with no crew, you will need to allocate men to drive these and to crew any weapons you attach.

Where Infantry *Teams* or *Sections* are available they will always come with a *Junior Leader*. Note that no Elite *Sections* are available. Even if your basic force is Elite, these are men attached to your force from another Platoon and they are not used to operating with your force, so are treated as Regular.

Infantry *Teams* rarely come with a Leader, whereas heavier support weapons do. You will see it listed where they are present. The following support options need some notes.

STICKY BOMB

Details of the Sticky Bomb, along with several other British hand-held weapons which may be used instead if preferred, are shown on Table Seven, *Hand-Held Anti-Tank Weapons*. It may be used once by any *Section* on the table when commanded by the *Senior Leader* commanding the platoon who is, we assume, carrying it with him up to that point.

How the charge works is detailed in Section 9.3.4, *Tank Hunters*. A maximum of two compound charges may be selected by a British force.

2" MORTAR TEAM

The 2" mortar has only three rounds of High Explosive ammunition, the rest being all smoke rounds. It has no theoretical minimum range, but at under 12" the crew would normally use their rifles for reasons of their own safety. However, if using a 2" mortar to fire on a target under 12" roll a D6 for each hit achieved. On a roll of 3 to 6, the shrapnel from the round has hit the target *Unit*, the enemy will dice for the Hit Effect as normal. On a roll of 1 or 2, the shrapnel from the round has hit the mortar *Team*, they must roll for the Hit Effect on Table 6.

SINGLE UNIVERSAL CARRIER

This has a crew of three men armed with a Bren gun and a *Junior Leader*.

SCOUT CAR

This is the Dingo or Lynx commanded by a *Junior Leader* and armed with a Bren gun.

RECONNAISSANCE CAR

This is the Humber, Morris or Otter Light Reconnaissance Car commanded by a *Junior Leader* and armed with the Boys anti-tank rifle and the Bren gun.

UNIVERSAL CARRIER RECONNAISSANCE SECTION

Two Universal carriers commanded by a single *Junior Leader*. These have a three man crew in each armed with a Bren, a PIAT or a 2" mortar.

ARMOURED CAR

This covers the Daimler, Humber, AEC and Staghound Armoured Cars commanded by a *Junior Leader* and armed with a main gun and secondary machine gun.

THE BRITISH ARSENAL TABLE

The Arsenal Table below covers a wide range of British support options. For British infantry weapons see Table Four, *The Master Arsenal Table*.

BRITISH ARSENAL TABLE					
TANKS					
VEHICLE	ARMOUR	A.P.	H.E.	SPEED	NOTES
M4 Sherman (all marks and variants)	6	7	6	Average	Ronson
Sherman VC "Firefly"	6	12	5	Slow	Ronson. No H.E. until September 1944. No hull MG.
Cromwell Mk IV/V	6	7	6	Fast	
Cromwell Mk VII	7	7	6	Fast	
Centaur Mk IV	6	4	9	Fast	No hull MG
Challenger	5	12	5	Average	No H.E. until September 1944. No hull MG.
Comet	8	11	5	Fast	
M3 "Honey" Stuart	4	5	3	Fast	
M5 or M5A1 Stuart	4	5	3	Fast	
Churchill Mk III	8	7	4	Slow	Heavy Armour
Churchill Mk IV	8	7	4	Slow	Heavy Armour
Churchill Mk V CS	8	7	6	Slow	Heavy Armour
Churchill Mk VI	8	7	6	Slow	Heavy Armour
Churchill Mk VII	10	7	6	Slow	Heavy Armour
Churchill Crocodile	10	7	6/Flame	Slow	Heavy Armour
Churchill AVRE	8	10	16	Slow	Heavy Armour, No turret MG, Small
Tetrach Light Tank	2	5	MG	Fast	No H.E., Small, No hull MG
Tetrach I CS	2	3	6	Fast	Small, no hull MG
M22 Locust	2	5	3	Fast	Small, no hull MG

All of the vehicles shown on the Table above have a main gun capable of firing H.E. and A.T. rounds as well as a hull and turret machine gun position unless otherwise stated.

BRITISH ARSENAL TABLE						
SELF PROPELLED GUNS & AA TANKS						
VEHICLE	ARMOUR	A.P.	H.E.	SPEED	NOTES	
M10 Wolverine	4	10	5	Average	No hull MG	
M10 Achilles	4	12	5	Average	No H.E. until September 1944. No hull MG	
Archer SP Gun	5	12	-	Average	Rear firing. No H.E.	
Crusader AA Mk I	4	5	5	Fast	No turret MG	
Crusader AA Mk II	4	4	7	Fast	No turret MG	
M7 Priest 105mm SP	4	5	9	Average	Top mounted AA MG only	
Sexton 25pdr SP	4	8	7	Average	Top mounted AA LMG only	
CARRIERS & HALFTRACKS						
VEHICLE	ARMOUR	A.P.	H.E.	SPEED	NOTES	
Kangaroo	5	-	MG	Average	Low profile	
Universal carrier	2	As weapon		Fast	Low profile, Small	
Wasp carrier	2	Flame		Fast	Low profile, Small, No MGs	
M5 Half track	2	As weapon		Fast		
SCOUT, RECONNAISSANCE & ARMOURED CARS						
VEHICLE	ARMOUR	A.P.	H.E.	SPEED	NOTES	
Daimler Dingo Scout	2	0	MG	Wheeled	Single MG	
Lynx Scout Car	2	0	MG	Wheeled	Single MG	
Humber LRC III	2	3	MG	Wheeled	No hull MG	
Morris LRC	2	3	MG		No hull MG	
Otter LRC	2	3	MG	Wheeled	No hull MG	
Humber Mk IV	3	5	3	Wheeled	No hull MG	
Daimler Mk I	3	5	MG	Wheeled	No HE, no hull MG	
AEC Mark II	4	7	4	Wheeled	No hull MG	
AEC Mark III	4	6	6	Wheeled	No hull MG	
Staghound	3	5	3	Wheeled		
Staghound Mk II	3	3	6	Wheeled		
ANTI-TANK GUNS						
WEAPON	A.P.			H.E.		
Bofors 40mm AA gun	5			6		
L50, 6 pounder	7			4		
L58, 17 pounder	12			5		
L28.8, 25 pounder	8			7		
INFANTRY ANTI TANK WEAPONS						
WEAPON	0-6"	6-9"	9-18"	18-24"	24-36"	H.E.
PIAT	7		7		7	2



THE UNITED STATES

The United States Army has come to Europe looking to deal with Hitler and his cronies before turning their guns on the Japanese in their own back yard, the Pacific.

In **Chain of Command** the late war United States forces are numerically strong and well led. The support available to them is present in numbers which their opponents, and allies, can only imagine.

The following Platoons are available: Rifle Platoon, Armored Rifle and Parachute Infantry. Other platoon details will be available as we produce more Handbooks in the future.

RIFLE PLATOON

The United States Army has been producing standardised soldiers in the same way that Detroit has been producing standardised tanks. As a result all US Rifle forces are Regular.

PLATOON FORCE RATING:

Regular: +1

Command Dice: 5

PLATOON HEADQUARTERS

Lieutenant, <i>Senior Leader</i> armed with Carbine
Platoon Sergeant, <i>Senior Leader</i> , armed with SMG
Bazooka Team, 2 men

SQUADS ONE TO THREE

Corporal, Junior Leader armed with SMG	
BAR TEAM	RIFLE TEAM
BAR Two crew One rifleman with M1 Garand	Eight riflemen with M1 Garand

ARMORED RIFLE PLATOON

The Armored Infantry support the men of the Armored Divisions in the US Army. Like all US infantry, their training means that they are treated as Regulars.

PLATOON FORCE RATING:

Regular: +4

Command Dice: 5

PLATOON HEADQUARTERS

Lieutenant, <i>Senior Leader</i> armed with Carbine
Platoon Sergeant, <i>Senior Leader</i> , armed with Carbine

HEADQUARTERS SQUAD

Sergeant, Junior Leader armed with M1 Garand
RIFLE TEAM

Seven riflemen with M1 Garand

Option: Two men may be removed to form a Bazooka Team

SQUADS ONE AND TWO

Sergeant, Junior Leader armed with M1 Garand
RIFLE TEAM

Ten riflemen with M1 Garand

One man with SMG

Option: Two men may be removed to any Squad to form a Bazooka Team

MORTAR SQUAD

60mm mortar with 5 crew
MACHINE GUN SQUAD

Sergeant, Junior Leader armed with M1 Garand
MG TEAM

One tripod mounted MG with 5 crew	One tripod mounted MG with 5 crew
MG TEAM	MG TEAM

PARACHUTE INFANTRY PLATOON

The elite of the US forces, the Parachute Infantry are a tough, gritty force which makes up for in firepower what it lacks in numbers.

PLATOON FORCE RATING:

Elite: +1

Command Dice: 6

PLATOON HEADQUARTERS

Lieutenant, Senior Leader armed with Carbine
Platoon Sergeant, Senior Leader, armed with SMG
Bazooka Team, 2 men

SQUADS ONE AND TWO

Sergeant, Junior Leader armed with SMG	
LMG TEAM	ASSAULT TEAM
M191A4 Three crew	Eight paratroopers with M1 Garand

MORTAR SQUAD

60mm mortar with 5 crew

Special Rule: US Parachute Infantry are Aggressive troops.

This Platoon is using the two *Squad* organisation used in Sicily and on D-Day. For the later three *Squad* organisation used at Eindhoven and Nijmegen add a third platoon and rate as +8

US NATIONAL CHARACTERISTICS

MARCHING FIRE!

"Use marching fire. If no visual target, carry rifles at hip level and fire every step. Fire, fire, fire! Keep a heavy volume ahead of you and it will keep the Krauts down." So said General Patton, when describing his thoughts on marching fire. With the M1 Garand semi-automatic rifle the United States infantryman has the advantage when firing and moving.

When a *Leader* is attached to a *Team* or *Squad* and uses two or more *Command Initiatives* to activate them, they may move with 1D6 and fire at full effect or move with 2D6 and fire with half the normal dice. Don't forget, they also re-roll any 1's rolled.

SCOUT

With a history of using field-craft to aid them, the US infantry *Squad* has two men in their Rifle *Team* ready to form a Scout *Team* when the need arises. These men are trained to make the best use of terrain in order to identify enemy force.

When a US Squad Leader sends out his two man Scout Team they may move with 1D6 or 2D6 and assume a Tactical stance at the end of their movement. If they are within line of sight of their Squad Leader he can activate them for one Command Initiative without being in command range.



US SUPPORT LIST	
LIST ONE	
Medical Orderly	
Engineer Mine Clearance Team, 3 men	
Engineer Wire Cutting Team, 3 men	
Engineer Demolition Team, 3 men	
Adjutant	
Minefield	
Barbed Wire	
Jeep, no crew	
Entrenchments for one Team	
LIST TWO	
Roadblock	
Bazooka Team, 2 men	
Pre-Game Barrage	
LIST THREE	
Engineer Flamethrower Team, 3 men	
Sniper Team	
60mm mortar Team, 5 crew	
M3 half-track, no weapons	
LIST FOUR	
Engineer Squad with Junior Leader	
Regular Infantry Squad with Junior Leader	
Forward Observer and 81mm mortar battery	
40mm Bofors Gun, 5 crew with Junior Leader	
0.30 MMG on tripod mount, 5 crew	
M20 Utility Car with Junior Leader	
LIST FIVE	
M8 Armoured Car with Junior Leader	
Engineer Section in M5 with Junior Leader	
M5 Light Tank with Junior Leader	
M24 Chafee with Junior Leader	
57mm anti-tank gun with 5 crew and Junior Leader	
0.50 HMG on tripod mount, 5 crew	
LIST SIX	
Regular Parachute Squad with Junior Leader	
M4 Sherman with Junior Leader	
76mm anti-tank gun with 5 crew and Junior Leader	
M10 GMC with Junior Leader	
M3 Grant with Junior Leader	
LIST SEVEN	
M18 GMC with Junior Leader	
M4 Sherman 76mm with Junior Leader	

LIST EIGHT	
M36 GMC with Junior Leader	
M4 Sherman 105 with Junior Leader	
M4A3E2 Jumbo with Junior Leader	
M4A3E8 Sherman with Junior Leader	
M4A3E2 Jumbo 76 with Junior Leader	
M36B1 GMC with Junior Leader	
LIST TEN	
M26 Pershing with Junior Leader	

Most of the support options on the list will be self-explanatory and their qualities covered by the National Arsenal Table. All tanks and self-propelled guns come with a *Junior Leader*. Vehicle mounted reconnaissance units come with a small infantry *Team* and a *Junior Leader*. Transport only vehicles, such as the M5 half-track, Jeep or Car are the vehicle with no crew, you will need to allocate men to drive these and to crew any weapons you attach.

Where Infantry *Teams* or *Sections* are available they will always come with a *Junior Leader*. Note that no Elite *Sections* are available. Even if your basic force is Elite these are men attached to your force from another Platoon and they are not used to operating with your force, so are treated as Regular.

Infantry *Teams* rarely come with a Leader, whereas heavier support weapons do. You will see it listed where they are present. The following support options need some notes.

60MM MORTAR TEAM

The 60mm mortar has no smoke rounds and only fires High Explosive ammunition. It has a minimum range of 18".

THE US ARSENAL TABLE

The Table below covers a wide range of US support options. For US infantry weapons see Table Four, *The Master Arsenal Table*.

UNITED STATES ARSENAL TABLE						
TANKS						
VEHICLE	ARMOUR	A.P.	H.E.	SPEED	NOTES	
Sherman, M4, M4A1, M4A2, M4A3	6	7	6	Average	Ronson if dry, fast turret	
M4 Sherman 76	6	10	5	Average	Ronson if dry, fast turret	
M4 Sherman 105	6	8	9	Average	Slow Turret	
M4A3E2 Jumbo	11	7	6	Average	Heavy Armour	
M4A3E2 Jumbo 76	11	10	5	Average	Heavy Armour	
M4A3E8 Sherman	7	10	5	Average		
M3 Stuart	4	5	3	Fast		
M5 Stuart	4	5	3	Fast		
M3 Grant	5	5 - 7	3 - 6	Average	Ratings for Turret and Hull	
M24 Chafee	4	6	6	Fast		
M26 Pershing	11	13	7	Average		
TANK DESTROYERS						
VEHICLE	ARMOUR	A.P.	H.E.	SPEED	NOTES	
M10 GMC	4	10	5	Average	No hull MG	
M18 GMC	3	10	5	Fast	No hull MG	
M36 GMC	4	13	7	Average	No hull MG	
M36B1 GMC	5	13	7	Average		
SELF PROPELLED GUNS						
VEHICLE	ARMOUR	A.P.	H.E.	SPEED	NOTES	
M7 HMC	4	5	9	Average	Top mounted AA MG only	
M8 HMC	4	4	6	Fast	No hull MG	
M12 GMC	4	7	13	Average	No hull MG	
TRANSPORT, SCOUT & ARMOURED CARS						
VEHICLE	ARMOUR	A.P.	H.E.	SPEED	NOTES	
M3 halftrack	3	0	MGs	Fast		
M20 Scout Car	3	0	HMG	Wheeled		
M8 Armored Car	3	5	3	Wheeled		
M3 halftrack	3	0	MGs	Fast		
ANTI-TANK GUNS						
WEAPON	A.P.			H.E.		
0.50 HMG	2			0		
Bofors 40mm AA gun	5			6		
37mm M3	5			3		
57mm M1	7			4		
76mm M5	10			5		
INFANTRY ANTI TANK WEAPONS						
WEAPON	0-6"	6-9"	9-18"	18-24"	24-48"	H.E.
Bazooka	7		7		7	2

THE SOVIET UNION

In *Chain of Command* the late war Soviet forces are not as sophisticated as their opponents, nor indeed their allies, but there is a simplicity about them which encourages a direct approach. The support available to them is present in greater numbers than before and the quality is good, if rudimentary in its manufacture.

Infantry and Tank Rider Platoons are available. Other platoon details will be available as we produce more Handbooks in the future.

RIFLE PLATOON

The forces of Soviet Union vary incredibly in their quality, with newly liberated men joining the ranks daily and with little or no training. The forces of Russia are untroubled by refined tactics.

PLATOON FORCE RATING:

Green: -7

Regular: -3

Command Dice: 5

PLATOON HEADQUARTERS

Leytenant, Senior Leader armed with pistol

SQUADS ONE TO THREE

Serzhant, Junior Leader armed with SMG

RIFLE SQUAD

One Degtyaryov LMG

2 crew

Seven riflemen

TANK RIDER PLATOON

The famed Soviet *tankodesantniki* who keep up with the advance by riding on the back of their tanks. The elite option will cover forces in a Guards Tank formation.

PLATOON FORCE RATING:

Regular: -3

Elite: +1

Command Dice: 5

PLATOON HEADQUARTERS

Leytenant, Senior Leader armed with pistol

SQUADS ONE TO THREE

Serzhant, Junior Leader armed with SMG

RIFLE SQUAD

One Degtyaryov LMG

2 crew

Four men armed with SMGs



SOVIET NATIONAL CHARACTERISTICS

WRATH OF THE GODS: The Soviet Army is unable to provide close artillery support for her forces during battle, but can prepare the way with a initial barrage of notable severity.

This works as a normal pre-game barrage, but the enemy *Units* attempting to deploy onto the table in the first *Turn* roll with a -1 on their dice.

RAZVEDCHIKI

The Soviets placed much emphasis on the use of Scouts, be they men deployed from a rifle *Squad* or dedicated Scout *Units*. Soviet Scout *Teams* can move with 1D6 or 2D6 and assume a *Tactical* stance at the end of their movement.

SOVIET SUPPORT LIST
LIST ONE
Satchel Charge or similar
Minefield
Barbed Wire
Jeep or amphibious Car, no crew
Entrenchments for one Team
LIST TWO
Roadblock
50mm mortar Team
Anti-Tank rifle Team, 2 men
Tank Killer Team
Engineer Flamethrower Team, 3 men
Sniper Team
Pre-Game Barrage
LIST THREE
Universal Carrier
Maxim MMG on wheeled tripod mount, 5 crew
L37 37mm anti-tank gun, 5 crew
Commissar
LIST FOUR
M2 or M5 half-track, no weapons
M3A1 Scout Car
Engineer Squad with Junior Leader
Regular Infantry Squad with Junior Leader
L46 45mm anti-tank gun
BA64 armoured car with Junior Leader
DSHK 12.7mm HMG with five crew
T70 with Junior Leader
LIST FIVE
Scout Squad with Junior Leader
Valentine III with Junior Leader
SU-76 with Junior Leader
57mm Zis 2 anti-tank gun, 5 crew
LIST SIX
Churchill Mk IV with Junior Leader
T34 M1942/43 with Junior Leader
KV1E or S with Junior Leader
M3 Grant with Junior Leader
M4 Sherman with Junior Leader
LIST SEVEN
M4A2 Sherman 76mm with Junior Leader
LIST EIGHT
T34/85 with Junior Leader
OT34/76 with Junior Leader
KV85 with Junior Leader
SU-122 with Junior Leader
SU-85 with Junior Leader

LIST NINE
SU-152 with Junior Leader
ISU-122 with Junior Leader
LIST TEN
ISU-152 with Junior Leader
SU-100 with Junior Leader
LIST ELEVEN
ISII with Junior Leader

Most of the support options on the list will be self-explanatory and their qualities covered by the National Arsenal Table. All tanks and self-propelled guns come with a *Junior Leader*; however, no Soviet vehicles will have access to radio communications. Transport only vehicles, such as the M5 half-track, Jeep or Car are the vehicle with no crew, you will need to allocate men to drive these and to crew any weapons you attach.

Where Infantry *Teams* or *Sections* are available they will always come with a *Junior Leader*. This is not the case for most support weapons. Note that no Elite *Sections* are available. Even if your basic force is Elite these are men attached to your force from another Platoon and they are not used to operating with your force, so are treated as Regular.

50MM MORTAR TEAM

The 50mm mortar has no smoke rounds and only fires High Explosive ammunition. It has a minimum range of 18".

SCOUT SQUAD

This is a unit of trained Scouts. They are armed and equipped as follows:

SQUADS ONE TO THREE	
Serzhant, Junior Leader armed with SMG	
SCOUT TEAM	SCOUT TEAM
Two men SMG armed Two riflemen	Two men SMG armed Two riflemen

These troops count as Elite. See Soviet National Characteristics.

THE SOVIET ARSENAL TABLE

The Table below covers a wide range of Soviet support options. For Soviet infantry weapons see Table Four, *The Master Arsenal Table*.

SOVIET ARSENAL TABLE					
TANKS					
VEHICLE	ARMOUR	A.P.	H.E.	SPEED	NOTES
T70	5	5	3	Average	No hull MG
T34 M1942 or M1943	6	7	5	Fast	
T34/85 M1943	7	10	7	Fast	
OT34/76	6	7	5 Flame	Fast	
KV1E	8	7	5	Slow	Heavy armour
KV1S	8	7	5	Slow	Heavy armour
KV85	8	10	7	Average	
ISII	10	13	11	Average	Heavy gun
Valentine III	5	7	3	Slow	
Churchill Mark IV	8	7	4	Slow	Heavy armour
M3 Grant	5	5/7	3/6	Average	
M4A2 Sherman	6	7	6	Average	Ronson
M4A2 76mm Sherman	6	10	5	Average	
TANK DESTROYERS					
VEHICLE	ARMOUR	A.P.	H.E.	SPEED	NOTES
SU-76	3	7	5	Average	Open top, No MGs
SU-122	5	6	11	Fast	Low profile, No MGs
SU-152	6	8	13	Average	Heavy gun, No hull MG, top mounted HMG
ISU-122	6	6	11	Fast	Low profile, No Hull MG, top mounted HMG
ISU-152	7	10	13	Average	Heavy Gun, No Hull MG, top mounted HMG
SU-57	2	7	3	Fast	Open top, No MGs
SU-85	5	10	7	Fast	Low profile, No MGs
SU-100	7	12	9	Fast	Low profile, No MGs
TRANSPORT & ARMOURED CARS					
VEHICLE	ARMOUR	A.P.	H.E.	SPEED	NOTES
BA64	2	MG	MG	Wheeled	No Hull MG, Small
Universal Carrier	2	As weapon		Fast	Low profile, Small
M3A1 Scout Car	2	As weapon		Wheeled	Low profile
M2 half-track	2	As weapon		Fast	
M5 half-track	2	As weapon		Fast	
ANTI-TANK GUNS					
WEAPON	A.P.			H.E.	
DSHK 12.7mm HMG	2			0	
37mm L37	5			3	
45mm L46	5			3	
45mm L66	6			3	
57mm ZiS 2	9			4	
INFANTRY ANTI TANK WEAPONS					
WEAPON	A.P			H.E.	
Anti-Tank Rifle	3			1	



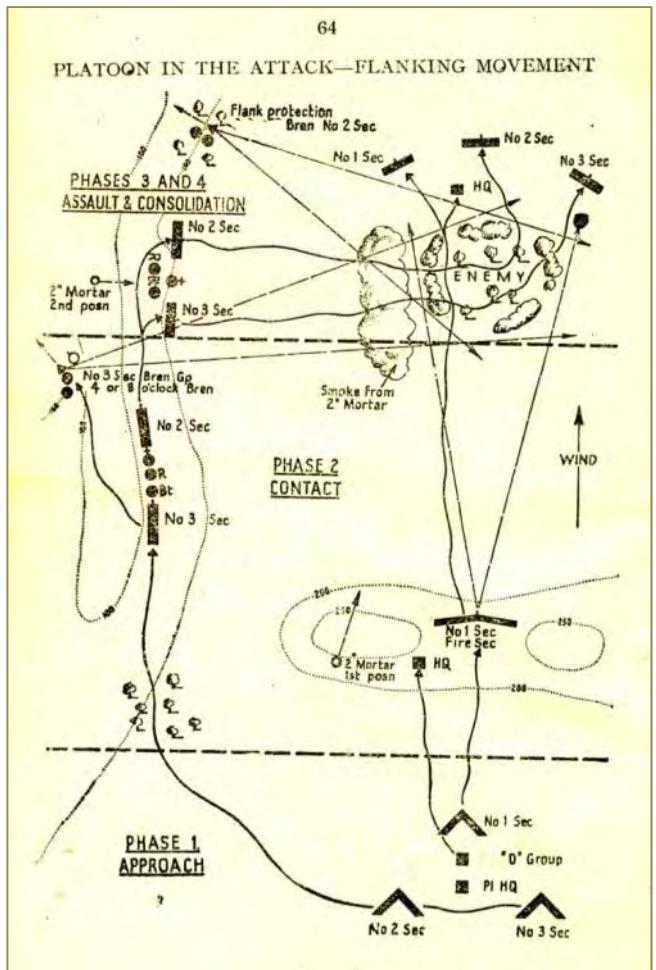
TRAIN FOR COMMAND

A Game Designer's View

The starting point for me when writing any set of rules is to look at the way the conflict I am to model was fought. In order to understand a conflict, we must be able to understand how the weapons worked, but it would be an error to focus too much on cyclical rates of fire and the likes. Far, far more important is to understand how the men who crewed those weapons were taught to use them. The theoretical range of a light machine gun can tell us little when compared with the contemporary tactical manual which informs us what range it was actually used at in practice.

For me then, illustrations such as that at right, taken from a 1944 British Army training manual are the keys which can unlock a period and make it accessible to the gamer.

By using such primary sources, combined with reading historical accounts to confirm that this really was the way in which men fought, we can build up a picture of the tactics of the period. This in turn guides us to produce rules which



allow the strengths and weaknesses of the various forces to be reflect in our games. All of this provides us with a minor tactical primer for our games.

One hears much about national characteristics in rule sets. In **Chain of Command** you will see that these are not about reproducing national stereotypes, but rather about reflecting the way in which the various armies were equipped and, as a result, fought.

The Germans were undoubtedly equipped with the best squad light machine gun in the world in the shape of the MG34, and then surpassed this with the MG42. This enviable position led them to centre their tactics around that weapon, with their squad leader's position in a fight being with that weapon, whilst the riflemen's role was about providing protection for the machine gun and manpower in the final assault.

In fact, by 1940 the Germans had theoretically abandoned the two team structure of the squad,

but in practice the emphasis on the LMG meant that the riflemen were almost supernumerary until the action got to relatively close quarters, so in reality the duality of function remained.

The German emphasis on well sited machine gun teams could lead to an overemphasis on static defences, almost a *position magnifique* approach, which was the natural successor to the Hindenburg Line mentality of the Great War. The German player should make the most of his powerful squad machine gun, but be sure not to put too much reliance on a static defence which can be overcome in detail.

The British placed a great deal of emphasis on tactics of Fire & Movement, divesting responsibility for such independence of action right down to the lowest tactical unit of command, the Section.

For them the Bren gun, with its thirty round magazines, was more functional than a belt-fed weapon. The infantry section was clearly divided



Going Commando near Dieppe

into two teams with two distinct functions. The Bren team was the fire element, whilst the Rifle team was the manoeuvre element, and as such the Corporal commanding the section would post himself with the rifle team. With the Bren keeping the enemy's head down it was the section Leader's job to out-manoeuvre his enemy.

To assist the infantry sections, each platoon had a 2" mortar team which provided fire support. Unlike most nations the British mortar team carried little in the way of H.E. rounds. Their function was to deploy smoke to blind an enemy so that the sections could move freely about the battlefield into a position which, ideally, obliged the enemy to withdraw.

The British player should never think he is going to stand toe to toe with the Germans and win a firefight. Instead, he must manoeuvre to achieve an advantage and then push home the attack.

The United States Army squad support weapon was the Browning Automatic Rifle, much more of a fully-automatic rifle than a light machine gun. However, this reflects the fact that the Company, rather than the platoon, tended to be seen as the lowest level of real authority on the battlefield. This was reflected by the provision of a Weapons platoon within each Company, which provided support as required.

A US player will find that his squad has certain advantages over other nations: the M1 Garand is a fine weapon and his ability to use it to conduct marching fire is a great boon. However, he should consider carefully calling on heavier automatic fire support from the support list when he can.

He should never forget his in-built scouting capability. The US player's ability to feel his way forward and seek out his opponent's weaknesses before he then decides where to thrust the dagger is a huge advantage and potential game winner.

The Soviet platoon was far more of a blunt implement when compared to the swirling sabre of the Germans, the deft rapier of the British and the silent stiletto of the Americans. The Soviets were not great believers in tactical finesse, as such their squads deploy as one large team.

Their strengths lie not in the platoon itself, but in its weakness. This will allow them to generally take a liberal approach to support units.

Historically, they would look to a shattering preliminary barrage to break up coordinated resistance before they launched an attack. Once underway, the attack would be supported by machine guns hauled forward on wheeled carriages, in order to keep the momentum going.

BIGGING IT UP

Chain of Command is a game designed for actions fought with forces of around a platoon per side. However, there will be some of us out there who want to use the rules to play larger games. Much larger games in some cases!

We have found that **Chain of Command** can be expanded a fair way to accommodate multi-player games by simply sharing the Command Dice rolls between two players on one side. But let's be honest, a platoon level game has only got so many troops to spread around, and this will always limit what we can do.

If you want to expand **Chain of Command** to play bigger games and accommodate more players, say for a big club game, then the best way we have found to do it is to increase the size of the forces involved so that each player gets his own platoon plus supports. Then, when side A is the active side, all of those players roll their own Command Dice and lead their own force on their section of the battlefield.

If any of Side A's player roll two 6's then that player will immediately play his Phase and then roll again to play through his additional Phase. The other players on his side do not do the same, as it is just his platoon which has spotted the opportunity and gets to have an additional Phase of play.

This sounds like this will leave a few players stood around waiting, but remember that by rolling two or more 6's the player will not have too much to do in his first Phase, so in fact almost no time is lost.

If three or more 6's are rolled, apply the results as normal, but roll a D6. Only on a 5 or 6 does the Turn end.

INDEX

Actions	17, 20	Ground Scale	6
Activating Troops	16	Hand Grenades	40
Advanced Rules	70	Hand Grenades, supplies	41
Ambush	22	Hard Cover	10
Anti-Tank Guns	45, 46, 54	Hardware	4
Anti-Tank Weapons	41, 42, 57	Heavy Going	10
Anti-Tank Teams	41	Infantry Fire	35-38
Arsenal Table	37	Infantry Guns	45, 46
Assembling Your Forces	71	Infantry Weapons	35
At the Double	27	Initiative	18
Attaching Leaders	21	Interpenetration	29
Back-Blast weapons	44	Interrupting a Phase	22
Barbed Wire	67	Jump-Off Points	8, 13
Barrages	46, 47	Jump-Off Points, moving	23
Barrage, retaining	24	Jump-Off Points, overrunning	30
Basing	4	Leaders	8
Broken Units	8, 63	Leaders, casualties	39, 60
Broken Ground	10	Leaders, initiative	18
Buildings, damage	48	Leaders, moving	27
Buildings, in Close Combat	60	Leaders, and Shock	62
Buildings, Targeting	34	Light Cover	10
Chain of Command Points	5, 8, 22	Light Mortars	43
Close Combat	8, 59	Manhandling Weapons	30
Close Combat, resolution	59-60	Markers	5
Command & Control	14	Master Arsenal Table	37
Command Dice	5, 8, 14-15	Medium Mortars	45, 46, 47
Command Initiative	18	Minefields	67
Commands (not activations)	19	Movement, buildings	29
Creating Teams	21	Movement, infantry	27
Deployment to the Table	15	Movement, in terrain	29
Dice	5	Movement, restricted	29
Dice – Rounding	7	Movement, and Shock	62
Diehards	64	Movement, vehicles	51
Disembarking troops	52	Obstacles	28
Embarking troops	52	Open Ground	10
Ending a Turn	23, 25	Overwatch	8, 39
Engineering Works	67	Patrol Markers	8
Facing	30	Patrol Phase	9, 11, 12
Fire effect	37-38	Phase	9
Firing, and Shock	62	Phase Sequence	25
Firing	35, 37	Pinned	9, 63
Flamethrowers	44, 58	Preparing for Battle	4
Force Morale	8, 11, 65	Radio commands	51
Force Organisation	6	Raiders	69
“Funnies”	68	Rallying Shock	63
		Ramming Vehicles	61

Random Events	26
Really Heavy Terrain	10
Rifle Grenades	40
Roadblocks	67
Rout	9
Schurzen	58
Section	9
Shock	9, 62
Smoke	48, 53
Smoke Grenades	41
Snipers	43
Sniper, moving	24
Sniper, against vehicle crew	54
Squad	9
Support Weapons	7, 9, 45
Support Weapons, firing	45
Table Size	4
Tactical	9
Tactical movement	27
Tank Hunters	42
Tank Over-Runs	61
Target Acquisition	31
Target Definition	33
Team	10
Terrain	10
Terrain, movement	28
Time Scale	6
Transport Vehicles	49
Turn	10
Turn End	25
Turn Sequence	14
Unit	9
Unit Activations	19
Unit Integrity	7
Vehicles	7, 49, 51
Vehicles, activating	50
Vehicles, buildings	52
Vehicles, damage	56-57
Vehicles, firing	52, 53
Vehicles, firing at	3 9, 42, 54-55
Vehicle movement	51-52
Vehicles, and Shock	63
Vehicles, uncommanded	51
Vehicles, visibility	52
Visibility	10, 31, 52
Weapon Crews	44

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