



FIGHT YOUR OWN BATTLES

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A mechanism for playing WW2 solo table-top wargames



Fight Your Own Battles - 2019 version

Welcome to the new version of Fight Your Own Battles - a mechanism allowing a solo player to enjoy a WW2 table top wargame.

This new version captures all of the features of FYOB v5 but focusses on just those solo bits of the mechanism. All of the other stuff - rules about observation, paratroops etc, are now included in **Heroes All** - the all new ruleset where *solo specific rules are shown in red*.

Simply use Heroes All to play a WW2 game with your friends or ignore the page on the 2-player game and substitute these mechanisms for a solo game using all of the same movement and firing rules along with *some solo specific rules shown in red*. There's no need to learn two sets of everything, because this combination gives you it all.

And that's not all - as part of the new "family" of FYOB publications, you can now download both FYOB and Heroes All **FOR FREE!**

And there's more - a **FREE CODEX** with all of the details you need for infantry weapons, CSW's, tanks, armoured cars, aircraft, in fact, everything you need to play a WW2 game.

And more FREE stuff - download and print off the CODEX cards that give you all of the CODEX information on handy pocket-sized cards*.
(* these fit onto standard 66mm x 91mm plastic card sleeves)

AND EVEN MORE - coming soon is the **all new FREE** version of Fight Your Own Wars - the campaign compendium allowing you to play WW2 campaigns using FYOB and Heroes All rules and the FYOB CODEX.

I hope that you enjoy these new publications as much as I have enjoyed putting them together and the many games played to make sure that they are as good as I can get them. They are not perfect - it's a game after all, not a re-creation of real life. I will leave that to the real soldiers who risk their lives - the real **Heroes All**.

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Definitions

In these rules, a number of terms are used that do not appear in other Rulesets. Inevitably, these terms are interwoven across the pages so below is a quick guide to the phrases you will come across with a brief explanation. They in alphabetical order for ease/

Activity Counter	Used to show if an element moved/fired on its last bound
"At the double"	A double-distance movement
Bound	One set of turns for all active elements
The "box"	Area at the edge of the gaming table
Cardsheet	The record sheet for elements in the game
Company Officer	Commander of a Company, squadron etc
Continuous Momentum(CM)	"Morale" rules used in FYOB
"Immobile" C.S.W.	CSW that cannot fire & move in the same bound
Leadership Test	Decision making mechanism for NCOs and Officers
NCO	Commander of a platoon, troop, squad etc
NCO/Officer rating	Personal rating from Weak to Inspirational
Officer Reaction Test	(ORT). Decides whether or not the NCO/Officer acts this bound
Order Dice	Method of ordering NCO to fire/move/act
Order Priority Card	(OPC). Method of determining which element goes first
Overwatch	Enhanced observation mode
Rationed	State of reduced ammunition/supply
"Seizes the Initiative"	An element which inspires another
Senior Officer	Battalion (or similar) level command
Session	A group of 4 bounds
Strategic Condition	Ability of a force to continue/withdraw
Strategic Milestone	Point at which Strategic Condition is tested
Turn	Activity of one element during a bound

Composition of a Force

General principles

Whilst there are no specific rules regarding the composition of a force, it is expected that wargamers will adhere to basic military principles.

Composition of an element

An element is described as any group of infantry, specialist troops, crew-served weapons (CSW), armoured or soft-skinned vehicles etc operating together **or** a vehicle, CSW etc standing independently.

Elements must be defined and identified at the start of the game.

For each force on the table, the highest level of command must be identified. Each Company Officer and NCO throughout the force will be rated - see "Rating NCOs and Officers". If the force on the table includes air and naval assets as well as a land force, the structure of the overall force should be made clear along with the chains of command. An example can be found in the "Hints and Tips" section.

Company Officer figures

A Company Officer must be attached to any element under his command so that any movement, firing etc is carried out as part of that element. He can also count as an observer figure for the element.

He will be activated by his own OPC when he will take his own ORT and assuming he passes, make his Command decisions for the bound.

A Company Officer figure may change elements if the element he is presently attached to and the new element pass within 1 inch of each other (i.e. there is "cohesion" between them).

Rating NCOs and Officers

At the start of the game, each NCO and Company Officer (CO) is rated using a D6 throw.

If the whole element comprises Elite/veteran troops, add 1 to the throw. If the whole element comprises Green/poor troops, deduct 1 from the throw.

Local "resistance" or militia elements' scores are not modified.

The resultant throws will rank the NCO's and CO's as follows;

0	Weak	Rating 0	}	CO's and NCO's
1	Cautious	Rating 1		
2 - 5	Regular	Rating 2		
6	Bold	Rating 3		
7	Inspirational	Rating 4	}	CO's only

Each Senior Officer is also ranked using a D6 throw as follows;

1	Below average	Rating 5
2 - 5	Average	Rating 6
6	Above average	Rating 7

Transport elements

Lorries and armoured carriers allocated to transport duties are not given an NCO nor are they rated.

When they are carrying an element, they will be under the command of that element and the NCO/CO of that element will guide their actions.

If they move when empty, they will behave as if they were a "Regular" element.

CO (Company Officer)

A collection of these elements (infantry company or tank squadron) is led by a Company Officer who is ranked as above. This term is used although the "Company" may be a tank squadron, infantry company, cavalry squadron etc.

Senior Officer (Battalion or equivalent commander)

The Battalion or equivalent Commander is referred to generically as the Senior Officer. He too is rated as above.

Brigade Officer

If more than 1 battalion appears on the table, the Brigade Officer will be their overall Commander. He is not rated.

Divisional Officer

Although unlikely to appear in our games, the Divisional Officer is the rank held by the Commander of 2 or more Brigades. This level of Command is referenced here to familiarise players with the structures they may encounter when playing a campaign using the **Fight Your Own Wars** rules.

Decisions made and actions taken by the Officer grades

An **NCO** leading an element on the table will be activated by either his Order Priority Card (in a solo game) or a player (in a 2-player game).

In both solo and 2-player modes, he will need to pass an Officer Reaction Test (ORT) and will be ordered to act by the Order Dice (solo game) or the Command Dice (2-player game).

A **Company Officer** will oversee the elements under his Command and will be activated by his own OPC. When this activation takes place (and he passes his ORT if required), he is able to undertake any or all of the following for any element under his command;

- (i) give them an order or change an existing order
- (ii) rally their Continuous Momentum Score (maximum 2 per bound)
- (iii) gather and share information about enemy elements from his NCOs, other Company Officers (serving under the same Senior Officer) and their NCOs.

A **Senior Officer** will oversee the Companies under his Command. He will be activated by a prompt at the end of each session of 4 bounds. When activated, he is able to undertake either or both of the following for any Company under his Command;

- (i) give them an objective or change their objective
- (ii) activate them if they are held off-table in reserve

A **Brigade Officer** will oversee a number of Battalion sized forces each of which is under the command of a Senior Officer. He will be activated by a prompt at the start of each wargame day and is able to undertake either or both of the following for each Battalion under his command;

- (i) give them an objective or change their objective
- (ii) activate any Company Officers leading Brigade-level reserve units and allocate them to a Senior Officer (engineers etc)

A **Divisional Officer** will be activated by prompt at the start of each wargame week and is able to undertake either or both of the following for each Brigade under his command;

- (i) give them an objective or change their objective
- (ii) (re)allocate any Divisional reserve elements to a Brigade Officer or back to reserve status.

Naval and Air Commands - the appropriate command must be present if the game includes naval craft or aircraft. They are the equivalent of a Company Officer for the junior officers (NCO's) in command of the aircraft or boats. Each aircraft or boat will have their own NCO.

Where the scenario allows off-shore naval gunfire supporting land units, a single OPC for the vessels is all that is required.

Leadership Tests (on the table top)

If an Officer needs to take a Leadership Test he throws a D6 and needs to score less than **his rating + 3**

If a Senior Officer needs to take a Leadership Test he throws a D6 and needs to throw less than **his rating**.



This German Company Officer - rated Regular (2) - feels he needs to commit another platoon to the fight. He needs to throw less than "his rating + 3" on a Leadership Test. A 4 or less is required but the die shows that he has decided to hold those men back, at least for this bound.

The game flow

At the start of each bound, the OPCs are shuffled and dealt face up, 1 each to the active elements and Company Officers on the table.

The element or Officer with the card numbered "1" (or the Ace if a pack of cards is being used) has its turn first, followed by the element or Officer with the card numbered "2" and so on.

The turn of an element

During its turn, each element follows the sequence below coloured green for ease of reference. At the end of the sequence, its turn has ended and the next element or Officer follows the relevant sequence until all active elements and Company Officers have had their turn. The bound has then ended.

The turn of a Company Officer

During his turn, each Company Officer follows the sequence below coloured blue for ease of reference. At the end of the sequence, his turn has ended and the next element or Officer follows the relevant sequence until all active elements or Company Officers have had their turn. The bound has then ended.

End of bound

At the end of the bound, gather up the OPCs from the discard pile. If the next bound includes newly-introduced elements or Officers, add an OPC for each of them. Shuffle the cards ready for the next bound.

If the start of the next bound also marks the start of a new session, refer to the "Command and Control" section for the activity of the Senior Officers (if any) - see section coloured red below.

Table-top turn for an element

Officer Reaction Test

- > The NCO takes his Officer Reaction Test
- > **Pass** = if his Continuous Momentum Score allows him to take offensive action, he moves on to the CM Tests stage
- > If not, he must act as directed by his CM Score.
- > **Fail** = discard OPC. End of turn.

Continuous Momentum Tests

- > If no CM Tests are due, move to Order Dice stage
- > The element takes any CM Tests due
- > Determine outcome of the Tests taken
- > Note any changes to CMS
- > Note any restrictions to movement/firing/observation for this bound
- > If the element can continue, move to the Order Dice stage
- > If the element cannot continue, discard the OPC. End of turn.

Order Dice

- > The element throws the Order Dice
- > Movement, firing and up to 2 actions are now undertaken in the order dictated by the Order Dice

Updates

- > Update cardsheet with "shot" count if the element fired.
- > Note if any casualties inflicted included an NCO/Officer.
- > Record any CM Tests due for any enemy targeted.
- > Discard OPC, replace with Activity Counter.

The "Command" turn of a Company Officer

Officer Reaction Test

- > The Company Officer takes his Officer Reaction Test
- > **Pass** = move on to the Command stage
- > **Fail** = discard OPC. End of turn.

Command

- > Leadership Tests taken if appropriate.
- > The Company Officer carries out his Command duties for the elements under his command.

Updates

- > Update the CMS of any element rallied up by the Company Officer and the CMT of the Senior Officer
- > Update the cardsheet for any element with new or revised orders
- > Discard OPC, replace with Activity Counter.

Start of session activity for Senior Officer

Every 4 bounds (1 session)

- > Take any Strategic Milestone Tests
- > Commit reserves to the table
- > Issue new orders to Company Officers if required

Order Priority Cards & Officer Reaction Tests

Order Priority Cards (OPC)

Each bound, and Order Priority Card is dealt for each element that is active on the table **plus** one card for each active Company Officer.

The cards are dealt face up into the spaces for the active elements onto the **Cardsheet**. Unused cards (for elements that are not active, in reserve or for aircraft not yet arrived) form the initial discard pile.

Note that infantry travelling in a vehicle will be activated by their own OPC but the vehicle will need a card when it is empty and is activated.

The elements on the table are activated in the order shown by the OPCs.



Small playing cards or home made versions can be used as OPC's

Officer Reaction Tests

Each element is activated by first taking an Officer Reaction Test. This determines whether the NCO or Officer feels that the conditions are right for him to lead his men as ordered. His failure to activate does not mean that he is disobeying an order *per se*, it may be that he is simply acting over cautiously.

Taking an Officer Reaction Test

The NCO or Officer throws a D10 and refers to the table below;

Officer rating	No action	Acts as ordered	Seizes initiative
Weak (0)	1 to 4	5 to 10	n/a
Cautious (1)	1 to 3	4 to 9	10
Regular (2)	1 or 2	3 to 8	9 or 10
Bold (3)	1	2 to 7	8 to 10
Inspirational (4)	n/a	1 to 6	7 to 10
Below Avg Officer (5)	1	2 to 10	n/a
Average Officer (6)	n/a	auto	n/a
Above Avg Officer (7)	n/a	auto	n/a

Note that, other than Below Average Officers, CO's will automatically carry out their Command & Control turn.

An NCO or officer who takes **No Action** discards his OPC onto the discard pile and takes no further action on this bound

An NCO or officer who **Acts as Ordered** moves on to the next phase of the bound (Continuous Momentum).

An NCO who **Seizes Initiative** may swap his OPC with any card held by friendly element that has not acted so far on this bound. (A German element **may not** swap the OPC with, say, an Italian element).

If the element given the OPC then fails its ORT, the card is discarded and the priority given by it will be lost.

When the original element becomes activated by its new card, it does not need to re-take an ORT.

If the element given the OPC throws to **Seize Initiative**, the card can be passed on again as before.

If desired, the NCO Seizing Initiative can simply Act as Ordered.



The "Regular" NCO of this British 3 inch mortar team passes his ORT

Continuous Momentum

The Continuous Momentum score of an element dictates their ability to do what is asked of them. Each element starts the game with a Continuous Momentum score of 6. **These rules do not cover aircraft or boats.**

Momentum tests comprise throwing a number of D6 and these tests are imposed on an element when it comes under fire, takes casualties or loses a supporting element **on this bound**. The number of tests required are shown in the tables for poor, regular and elite troops.

The Continuous Momentum (CM) tests are only taken if the element passes its ORT and before any other activity is undertaken.

If the ORT is failed, any accrued Continuous Momentum tests are not taken but carried forward to the next bound. The element may come under fire or take casualties in that next bound and then accrue more tests before they are active again.

The number of tests accrued may be reduced - see Test reductions

When the CM tests are taken, each score of 1 thrown represents a "failure". The number of "failures" recorded has 3 effects;

- (i) it determines whether or not the element can carry out an order assigned to it this bound
- (ii) it can reduce the Continuous Momentum score of the element
- (iii) it determines what action an element may take whilst it's CM score remains at its present level.

Definitions of element types for CM purposes

- 1 Infantry, crew served weapons (CSW), artillery, engineers etc
- 2 Tanks & other AFVs including armoured transport with weapons
- 3 Soft-skinned vehicles (loaded transports use the infantry tables)
- 4 Aircraft & boats - covered by their own rules

Momentum Test Chart - infantry, CSWs, artillery, engineers etc

	Number of tests due		
	Poor	Regular	Elite
Under small arms/MG fire or assault in hard cover	6	3	1
Under small arms/MG fire or assault in soft cover	10	5	2
Under small arms/MG fire or assault in the open	14	7	3
Under fire from unobserved enemy	6	3	1
Each casualty taken in hard cover	10	5	2
Each casualty taken in soft cover	20	10	5
Each casualty taken in the open	30	15	7
Under fire from mortar or artillery or dive bomb	12	6	3
Under fire from armour without a suitable AT weapon	18	9	4
Under fire from armour with a suitable AT weapon	6	3	1
Under fire from flame weapon	24	12	6
If transport destroyed whilst the element loaded	6	3	1
Element not deployed from a Group	12	6	3
Element NCO is a casualty on this bound	8	4	2
Element under 25% of original strength	24	12	6
Element under 50% of original strength	24	12	6
If attached CSW lost from the element	6	3	1
If attached CSW out of ammunition	12	6	3
If an artillery piece and out of ammunition	18	9	4
If attached AFV lost from the element	12	6	3

Momentum Test Chart - soft-skinned vehicles

	Number of tests due		
	Poor	Regular	Elite
Under small arms or MG fire	n/a	5	n/a
Under AT fire	n/a	9	n/a
Under mortar or HE fire or from the air	n/a	4	n/a
Under fire from unobserved enemy	n/a	3	n/a
Under fire from flame weapon	n/a	12	n/a

Momentum Test Chart - AFVs and armoured transport

	Number of tests due		
	Poor	Regular	Elite
Under AT fire from a weapon that can destroy	6	3	1
Closed AFV under HE fire or from the air	4	2	1
Open topped AFV under HE fire or from the air	12	6	3
Under fire from unobserved enemy	6	3	1
Your vehicle damaged	18	9	4
Unit vehicle damaged *	18	9	4
Unit vehicle destroyed *	36	18	8
CO vehicle destroyed (in addition to the above) *	8	4	2
Closed AFV under attack from flame weapon	12	6	3
Open topped AFV under attack from flame weapon	24	12	6
Element not deployed from a Group	12	6	3
Element NCO is a casualty on this bound	8	4	2
If main gun out of ammunition	18	9	4
If secondary gun out of ammunition	12	6	3
If vehicle MMG out of ammunition	12	6	3
If supporting infantry forced to retire	18	9	4

* Whilst AFVs operate and are tested separately, on occasions, they can operate as a unit (for example as part of a recce company). In such a case, Tests will accrue as a result of damage or loss of one of the vehicles in the unit. Extra tests are accrued if that vehicle belongs to the unit CO and he is a casualty.

Notes on Continuous Momentum test charts

An element coming under fire or taking casualties from 2 separate elements in a bound will accrue 2 or more sets of tests.

Definition of "Under fire"

An element is "under fire" if the weapon shooting at them is within range and has the capability of taking casualties or inflicting damage even though any shot has not caused either.

The number of tests reflect the position of the element at the time of taking the tests **except** those conditions shown in grey which must be taken into account **each time** that the element is due to take tests.



This British light mortar gets a hit on the approaching infantry platoon

Test reductions - for each set of tests taken

The following reductions apply to the original number of tests accrued;

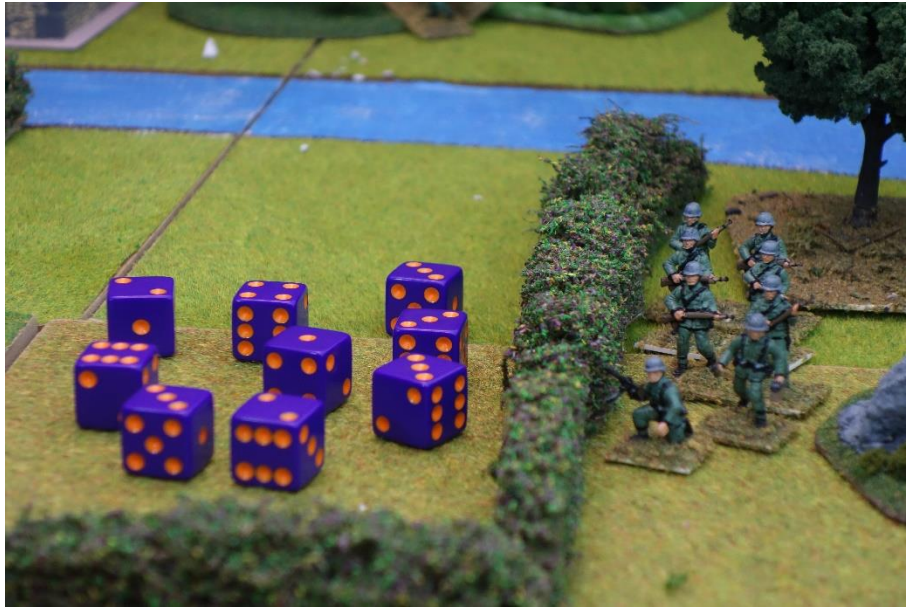
less 10%	if the element has a Regular NCO
less 20%	if the element has a Bold NCO
less 30%	if the element has an Inspirational NCO
less 20%	if the element has an Average CO attached
less 30%	if the element has an Above Average CO attached
less 1%	for every 1 point of value of supporting friendly, active, Regular or Elite elements within 6 inches

All reduction percentages are rounded down (e.g. 10% of 29 = 2).

Test reductions - special circumstances

Where elements are making a beach landing, after considering the above reductions, take 50% of the remaining number of tests for the bounds on which they land and the following bound.

Note that where tests are due, at least 1 test must be taken



The "Regular" Germans must take 6 tests for being under mortar fire and 3 more because the enemy is unobserved. The "Regular" Officer gets a 10% test reduction but when rounded down (10% of 9 = 0), this still results in 9 Tests. His throw yields 1 failure but his unit is OK to continue.

Determining the result of a Continuous Momentum test

Count the number of "failures" scored during the test. Refer to the chart "**Results of Momentum Tests this bound - all elements**"

Record any changes to the Continuous Momentum Score on the Card-sheet and changes to the Continuous Momentum Total recorded by the Senior Officer of the force.

Note any modifiers to movement, firing or observation affecting the element on this bound.

Follow any directions given regarding cover, retiring or taking no offensive action.

If the element is unable to take action on this bound, discard the OPC.

Results of Momentum Tests this bound - all elements

Number of failures recorded

1 or 2 Add 1 segment to any observation test taken this bound

Deduct 1 from any D6 thrown to determine a hit when firing over open sights

Deduct 1 pip from each D6 thrown for movement on this bound

No deductions from the Continuous Momentum score

3 or 4 Element suppressed and cannot fire on this bound.

If the element is in the open it may move towards cover but may not move towards the enemy. CSW crews move with their weapons. AFV crews seek hull-down positions or where they may be partially obscured.

Deduct 1 from each D6 thrown for movement on this bound

Add 1 segment to any observation test taken.

1 is deducted from the Continuous Momentum score

5 or 6 Element pinned down and cannot fire on this bound. It can observe but add 2 segments to any observation test taken on this bound.

If the element is in the open it may move towards cover but may not move towards the enemy. CSW crews move with their weapons. AFV crews seek hull-down positions or where they may be partially obscured. Artillery crews seek cover.

Deduct 1 from each D6 thrown for movement on this bound

2 is deducted from the Continuous Momentum score

continued overleaf

7 or 8 Element pinned down and cannot fire, move or observe on this bound.

The element will make a full move away from the enemy. CSW crews abandon their weapons. AFV's may reverse so as to continue to show their frontal armour to the enemy. Artillery crews will abandon their guns.

3 is deducted from the Continuous Momentum score

9+ If it not supported by friendly elements within 12 inches but has the enemy within 12 inches, it surrenders to them*.

If this is not the case, then all vehicles and guns are abandoned and the soldiers all make their way back to the "box" on foot with only their small arms.

4 is deducted from the Continuous Momentum score

* An element surrendering ceases to exist and therefore its CM score is deducted from the CMT of the Senior Officer



Elite infantry, like these British Commandos, suffer fewer CM tests when under fire or taking casualties

How Continuous Momentum affects future bounds

When an element is activated by its OPC at the start of a bound, the player should refer to the Cardsheet where the CM score is recorded. By reference to the tables below, the ability (or otherwise) of the element to continue to function effectively can be ascertained.

Continuous Momentum Score - infantry, CSWs, engineers and artillery

6 or 5 The element is OK and can continue

4 Deduct 1 from any D6 throw to fire over open sights

Infantry elements cannot assault

Add 1 segment to any observation test taken

3 or 2 The element must remain where it is and cannot fire/observe.

If the element is not in cover, an OPC will be issued to allow it to move to cover.

1 The element must retire to the "box". An OPC will be issued to allow this. All weapons except small arms are abandoned.

Continuous Momentum Score - soft-skinned vehicles

6 or 5 The element is OK and can continue

4 The element can only move to achieve at least a partially hidden position.

3,2,1 The vehicle is abandoned and the driver is removed from the game.

Continuous Momentum Score - AFVs and armoured transport

6 or 5 The element is OK and can continue

4 Deduct 1 from any D6 throw to fire over open sights

The element can move but cannot traverse open ground or leave a hull-down/partially concealed position.

The element adds 1 segment to any observation test taken

3 or 2 The element must remain where it is and cannot fire/observe.

An OPC will be issued to allow the element to move to a hull-down or partially concealed position should it be required.

Any damaged vehicle is abandoned and the crew removed from the game.

1 Crews abandon their vehicles and are removed from the game.

Order Dice

Having been activated, successfully passed an ORT and when allowed by its Continuous Momentum score, an element throws the **Order Dice** as the next part of its turn.

Specific Order Dice rules apply for aircraft - see the Aircraft section.

The Order Dice is a D3 showing 1, 1, 2, 2, 3, 3.

The result shows the local orders given by the NCO to his men on this bound and determines the order in which the element will execute its phases.

An element can only undertake each phase **once** during the bound. (It cannot move some of its move distance on a **Move** order, fire and then move again.)

Order Dice scores

1 **Fire** The first activity undertaken by the element will be to fire. It may fire some or all of its weapons.

Thereafter it may move and/or act in whatever order it wishes. The element may move and/or act without firing.

The element can fire without acting or moving.

If the element is an AFV/armoured car etc, it is deemed to be firing from a stationary position even if it ended the last bound moving.

An order can be allocated to an element although it may not be able to carry it out. For example, an empty lorry cannot fire so if it throws a **Fire** order, this is simply ignored.

Fire (continued)

Elements moving **At the double** may not fire

Elements on **Overwatch** may not fire.

When an element fires, the Cardsheet is noted to show that ammunition has been used. If an element throws a **Fire** order but does not then fire, no ammunition is used

If a target being fired at suffers damage, note the Cardsheet and record any CM Tests due.

- 2 **Move** The first activity undertaken by the element will be to move.

It throws the requisite number of D6 given on the Movement Table and can move up to a maximum of that distance.

Thereafter it may fire and/or act in whatever order it wishes. The element may fire and/or act without moving but it is deemed to be firing on the move even if it does not move. Where an element cannot physically move (it could be an emplaced gun for example), it can interpret this order as "change target".

Note that some CSWs and artillery pieces are immobile meaning that they cannot move or change target and then fire in the same bound.

An element can move without acting or firing.

An element with a Move order can move **At the double** The distance given to them by the Movement Dice is doubled. The element may not then fire or act on this bound.

Elements on **Overwatch** move at 50% of the distance given to them by the Movement Dice.

3 Act The first activity undertaken by the element will be an "action".

Thereafter it may fire and/or move in whatever order it wishes. The element may undertake actions without firing or moving.

The element may wish to fire and/or move without undertaking any actions. If it moves first, it is deemed to be firing whilst moving. If it fires first then it is deemed to be firing from a stationary position.

An element will undertake **any 2 of the following**

- (i) observe
- (ii) get into/out of a vehicle *
- (iii) parachute from an aircraft, throwing a d10 and landing in the landing grid as determined by the dice throw
- (iv) "aim" a HE/AT shot when firing an artillery piece **
- (v) set up or take down an immobile CSW
- (vi) carry out engineering/explosives work
- (vii) re-net a radio after a HE/AT hit.
- (viii) get out of a river (after wading across)

* where getting out of a "vehicle" is implied, it is taken as part of the move phase - e.g. exiting a glider on landing or leaving an assault boat when it reaches the shore.

** when using the **act** as an "aim", the firer must fire and then move. As it has to take the act first, it cannot move, then aim and fire - this would constitute moving first and thus removing the option of acting.



This A9 Cruiser tank throws an "ACT" order on the Order Dice

Activity counters

An element that fires during the bound (irrespective of whether it moves or acts as well) will, at the end of the bound, have its OPC put onto the discard pile and replaced with a **red** counter on the **Card-sheet** as a reminder. When being observed, this reminder will help players to remember what it did during the bound.

An element that moved without firing during the bound will be given a **blue** counter.

Players may wish to use other colours to indicate other states that the element may adopt (resting, concealed etc) and/or use 2 counters to represent firing **and** moving for example, if required.

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Command and Control

Command and Control session

At the start of a game, a force's highest command will give the objectives to each Company Officer (or Senior Officers in larger games) including Landing Plans for landing craft or Drop Zones for paratroops etc.

At the start of each session, (every 4 bounds as defined in Heroes All), the Senior Officer will issue orders to each of the his Company Officers **provided that a radio link has been established.**

He will also take any Strategic Milestone Tests that are due and record any changes to his Strategic Condition.

Command and Control "turn"

The Company Officer (or equivalent) will be allocated an OPC (Order Priority Card) for use each bound for the purpose of **command**.

The Officer needs to take an ORT, but is not subjected to Continuous Momentum tests nor will he throw the Order Dice. If he is on the table and wishes to move, fire or act with the elements that he is attached to, he can do so on their turn.

When the Officer is activated by the OPC, he can undertake the actions described in the section "Decisions made and actions taken by the Officer grades" (see Officers - Rank and Abilities).

Note that the HQ Troop of an armoured formation will get an OPC as a combat unit but the Squadron Officer (CO), who may be in the tank, will also get an OPC for the purpose of **command**. Thus a squadron comprising 3 gun tanks (3 troops) and a CS tank (HQ Troop) will get 1 OPC for each tank (4) and then a 5th OPC for the command function being carried out by the CO.

Orders & Objectives

Orders given by the Senior Officer and Company Officer should be in a clear format and the following is offered as a possible format.

The objectives should include a location/route etc and an activity based on, but not exclusively drawn, from the list below.

- 1 **Hold** - remain in and hold present position.
- 2 **Support** - x unit from y position
- 3 **Re-position** - move to another location without deliberately contacting the enemy.
- 4 **Contact enemy** - advance into contact with the intention of engaging with him
- 5 **Recce and Report** - advance into contact with the enemy without initiating combat for the purposes of reconnaissance.
- 6 Occupy a **Concealed position** until otherwise ordered.
- 7 **Overwatch** - guarding a specific location or feature
- 8 **Engineering** - tasks to be detailed

Objectives allocated to elements on the table should be evidenced by use of the top left hand square on the **Cardsheet** space for them.

Elements and Officers must follow orders until they are changed by their superior command.

Radio Links between Officer levels

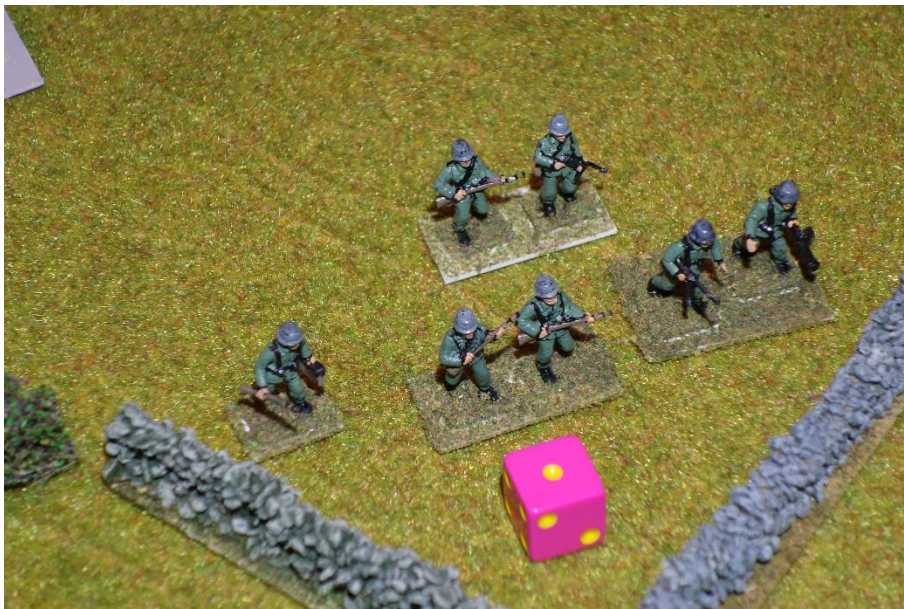
Radio contact between the Officer and his subordinates need not be established - it is assumed that communication is made by either radio or runner. However, radio contact must be established between the CO and the SO at the start of the game. If that connection fails or is lost, runners must be sent (see Heroes All "Radios" rules).

NCO is a casualty

When an element takes casualties, throw a D6 for each man lost. A score of 1 indicates that the NCO has been hit.

The Continuous Momentum Tests for that element will be increased to reflect the loss of the NCO.

On the next bound that the element's Company Officer is activated, he will dice for the rank of a replacement NCO (see Officers - rank and abilities).



This German platoon have lost a man - "1" means it's the NCO

Company Officer as a casualty

If the element to which a CO is attached takes casualties, test for "Officer as a casualty" twice (for NCO and then CO).

If a CO is lost, an Officer from his command must be nominated to succeed him (usually, for obvious reasons, the highest ranked).

That Officer will undertake the Command and Control function during his own turn in the bound using his own OPC (he does not get another card to do this) but will need to pass his ORT to take his own combat turn and carry out his Officer duties. These do not count as an Act.

Cohesion and control

The CO (or equivalent) of a unit must remain within 12 inches of his elements in order to exert control over them.

If an element is outside this zone of control, it must continue with whatever orders it has been given until cohesive contact has been re-established.

If outside the zone of control of their CO, an element cannot benefit from any CMS rallying throws, nor can they gather any new information from the CO that he acquires from other elements under his control.

This rule **does not apply to** an FOO team within an element as they are intended to occupy forward positions.

Troops designated as Recce units have a zone of control 18 inches from their CO.

If the CO becomes a casualty, the troops under his command must continue with whatever orders they have been given until a replacement Officer has been appointed.

If part of a CO's force is detached to undertake a specific operation, that detachment must appoint an NCO as its senior officer who then gets an OPC and benefits from Command turns. As an NCO, he can only have a zone of control extending 9 inches from his position (not 12 inches that a CO would enjoy).

Tactically, it is permitted within these rules for a CO to detach a platoon from his company, leaving them with orders to defend a position whilst he scouts forward with his other 2 platoons.

The CO deliberately splitting his force in this way needs to pass a Leadership Test to make such a decision.

Officer decisions

If an NCO, Company Officer or Senior Officer has to make a decision on the table then he must pass a **Leadership Test**.

Such decisions include;

- (i) choosing whether to fire or not from a concealed position at approaching enemy
- (ii) choosing to commit reserves to the table
- (iii) deciding whether or not to attempt a move across an open piece of ground (for example).

Taking a Leadership Test

To take a Leadership Test, an NCO or Officer must throw less than his **rating plus 3** on a D6.

To take a Leadership Test, a Senior Officer must throw less than his **rating** on a D6. Above Average Senior Officers (rated 7) pass this test automatically.

The ratings of the NCOs, Company Officers and Senior Officer are determined at the start of the game and should be recorded on the Cardsheet.

Note that the Leadership Test does not replace strategic decisions made by the **Strategic Condition Test** results, nor any directions given by the ORT, the Order Dice or the effects of a CM score.

Using the Leadership Test to decide between 2 courses of action

An NCO or Officer may be faced with choices during a game. In such cases, the Leadership Test is used to help him to make his decision.

Assume that his element could stay in a building or advance to a barn. He is rated "Regular (2)" so he needs to throw less than a 5 (2+3) on a D6 to pass his Leadership Test. The odds are weighted in favour of him passing so the player can use that weighting to influence the decision that the Officer makes - move (likely) or stay (less likely).

Strategic Conditions

At the start of the game, the **Continuous Momentum Score (CMS)** for each element on the table will be 6. Therefore, the **Continuous Momentum Total (CMT)** for the force will be the sum of the CMS's for the elements **present on the table**. Ignore any elements held in reserve.

The Senior Officer's willingness to continue his strategy, commit his reserves or withdraw will be driven solely by the CMT of his units on the table. The CMT is therefore recorded by the Senior Officer.

When an element's CMS is reduced as a result of the Continuous Momentum tests it has had to take, the CMT for the whole force will reduce as well.

If an element is destroyed or ceases to exist, its CM Score will be deducted from the CMT.

If the game objectives require that elements are advanced to an exit point on the far side of the table, any elements succeeding will have their CM score retained as part of the CMT.

If an element is withdrawn from the table into the "box" either if directed by its Continuous Momentum score, or voluntarily, its CMS will be deducted from the CMT.

However, when he is activated by his OPC, the Company Officer of the element can use one of his actions to rally the element's CMS back up as described below. If the CMS of the element is rallied back up to an acceptable level the element can be re-committed to the table using the "reserves" mechanism described below. Its repaired CMS is then added back to the CMT.

Rallying up the Continuous Momentum score of an element

As part of his "Command turn" when a Company Officer is activated by his OPC, he can rally up the CM score of one element under his control. He makes a throw and scores of 6 will increase the CM score of the nominated element by 1.

Each bound, he can only make **1 rallying throw** per bound (Avg Officer) or **2 throws** (Above Avg).

A Below Average Officer makes **2 rallying throws** at the start of a session

The CMS of Reserve formations is rallied by the BC at the start of a session by him making **4 rallying throws**.

When a CMS for an element is repaired in this way, the CMT recorded by the Senior Officer is also increased.

Strategic Milestones

At the start of the game, each army will set a **Strategic Milestone**. This is the level at which **Strategic Milestone Tests** start to fall due. For most armies this will be 10% but where, historically, the morale of a force was shown to be either particularly weak or resilient, it can be modified.

Assuming that the milestone is set at 10% ,when the CMT falls to below 10% of its original figure as a result of losses or reduced CMS's, a **Strategic Milestone Test** must be taken. At the start of the next session, the Senior Officer (usually a BC) throws 2D6.

If the force is deemed to be **rationed**, an extra D6 is thrown.

If the CMT falls to below 20% of its original figure, 2 Strategic Milestone tests are taken.

If the CMT falls to below 30% of its original figure, 3 Strategic Milestone tests are taken and so on.

If the CMT falls (for example) from 100% to 79% in one bound, then the SO/BC is obliged to take **both** the 10% test **and** the 20% test at the start of the next session.

Strategic Condition

Each SO starts the game with a **Strategic Condition** set at "**Green**".

A score of 1 on a Strategic Milestone Test reduces the Strategic Condition of his force by 1 from green to yellow or from yellow to red.

Even if two scores of 1 are recorded then the Strategic Condition of the force still only falls by 1 step.

A fall to **Yellow** should trigger a revision of orders from the SO to his CO's to avoid further losses and the danger of further falls in the Strategic Condition. Alternatively, he could commit his reserves.

Committing Reserves to the table

The Senior Officer makes this decision during his Command & Control actions at the start of a session by passing a Leadership Test. The element(s) being committed are activated and an OPC is added to the deck for each one. The element(s) can then move onto the table during the next bound. Their CM score is added to the CMT.

Re-taking Strategic Milestone tests

When the CMT is repaired by committing reserves or by a CO rallying up the CMS of an element, at the start of the next session, the Senior Officer re-takes any Strategic Milestone tests for milestones passed. The Strategic Condition improves by 1 level if any 6's are thrown.

Strategic Condition at Red

A fall to **Red** should trigger a general withdrawal from the position by the Senior Officer unless he is willing to commit reserves using the mechanism described above.

If, whilst his Strategic Condition is at **Red**, a further Strategic Milestone test yields another score of 1 then the force will withdraw immediately and the battle is lost.

If, when reserves are committed, the original CMT is exceeded, the Senior Officer re-takes any Strategic Milestone tests but afterwards the CMT is automatically re-set at 100% at the new, higher level.

Strategic Milestone example - Blue force starts the game with 10 elements on the table and a CMT of 60 (10 x 6). The Strategic Milestone is set at 10%.

During the first session (4 bounds), the force loses one element (a tank) and an infantry element has its CM score reduced to 5.

At the start of the 2nd session, the CMT now stands at 53 (60 minus 6 for the lost tank minus 1 for the reduced CMS). The SO needs to take his first Strategic Milestone test as the CMT has gone below 54 (a reduction of more than 10%). The SO throws 2D6 and scores 5 and 3 which means that his Strategic Condition stays at Green.

During the 2nd session, he loses another tank reducing his CMT to 47. At the start of the next session, as the CMT has fallen by more than 20% of its original figure, he must take his 20% test. He throws 1, 3, 3 and 5. This reduces his Strategic Condition to yellow.

During the 3rd session, the NCO of an infantry platoon rallies his platoon's CMS back up to 6 so at the end of the session, the CMT is at 54. This means that the SO can re-take his 20% test and he scores 1,4,4 and 5. In the absence of a 6, the Strategic Condition remains at yellow. He now commits another infantry platoon. This increases the CMT to 60 (54+6) and so he re-takes his 10% test. He scores 3 and 6 and so his Strategic Condition is repaired back up to Green.

Reserves

Reserve formations are allocated to the command of a Company Officer or Battlegroup Commander. These formations must be identified at the start of the campaign.

Formations can be withdrawn from the "front line" and added to the reserve forces by the CO/BC as appropriate. Refer to Officer Decisions for the mechanism to do this.

The CMS of Reserve formations is not included in the CMT of the force commanded by the Company Officer.

The CMS of Reserve formations can be rallied if required by the BC making Rallying Throws - 4d6 at the start of a session. Scores of 6 improve the CMS of the element in the usual way (refer to Continuous Momentum)

Concealed elements

At the start of a game, a Senior Officer can nominate some or all of his elements to be in concealed positions.

Only infantry, CSW's, artillery not exceeding 75mm in calibre can be concealed.

A D6 is thrown for each chosen element and a score of 5+ is required to conceal them.

Modify the throw; +1 for an Above Average Senior Officer
 -1 for a Below Average Senior Officer

An element cannot be considered "concealed" if it is in a pillbox, casement or other such obvious defensive position.

Placement options

When an element is concealed, the player **may** nominate up to 3 places on the table for its possible location. Use numbered counters to identify these positions. **This option does not have to be exercised.**

When an enemy unit approaches a counter and successfully observes it, the player then decides by dice throw whether the counter represents the actual element or whether it is a dummy. If it is identified as a dummy the real counter does not have to be revealed.

If the counter/element remains unobserved, it remains on the table as a counter but must be declared as real or dummy if activated to move, observe or fire.

A concealed element uses an **Act** to extract itself from a concealed position. If an Act is not used, the Movement Dice throw is reduced by **1 pip per dice** on the bound that it first moves. It may not move "At the Double" immediately.

Concealed element activity

A concealed element may not observe, fire or move without revealing its position.



Placement options being used for concealed troops - the location of the real element will be revealed after observation and a dice throw by the CO.

Snipers and concealment

Refer to **sniper** rules for concealment factors affecting these troops.

Groups

During any part of a game, a number of elements may act together as a **Group** under the command of a chosen Company Officer for either;

- (i) a specific number of bounds
- or (ii) until the group reaches a geographical location on the table
- or (iii) until the group is dissolved by the chosen Company Officer

A Group can comprise any mix of infantry, armour, transport and CSWs but cannot include aircraft or boats as these act independently.

If an element in a Group comes under fire, it attracts its own Continuous Momentum tests. Whilst the Group remains together, the "Not Deployed from a Group" Momentum Tests will accrue.

During the game, an element may be released out of the Group or the Group can be voluntarily dissolved by the Company Officer passing a Leadership Test. Released elements will then operate under the NCO allocated to them at the start of the game.

The decision to split or end a Group is taken at the Command phase and so elements deploying out of the Group start to act independently with effect from the start of their next turn (which may be later in this bound). If they have not been allocated an OPC initially, they take the highest numbered card and thus have their turn last on this bound.

The Group acts when the chosen Company Officer OPC is activated. He may have to take and pass an ORT before acting. The Order Dice is then thrown and this determines the activity for **all** of the elements in the Group.

When moving, each element throws its own movement dice.

Note that each element will have 2 Acts each and so each can observe or disembark or whatever is appropriate to them.

Radios

To net all of the radios in a Company, the Company Officer must pass a Radio Test (i) at the start of the game and (ii) where conditions listed below dictate. 2 attempts are permitted.

A Radio Test comprises one throw of a D10.

German Officers must score 3+

British and American Officers must score 4+

Italian, Russian and other nations must score 5+

If, during a game,

- (i) an infantry element is hit by mortar or artillery fire from a weapon with a calibre of 81mm or more,
- (ii) an AFV or vehicle carrying a radio is damaged by AT or HE fire or during an assault or
- (iii) an artillery battery suffers casualties from counter-battery fire

then the radio set must be netted in again as above.

2 Radio tests are allowed per bound (each using 1 act)

If a Radio Test is failed 3 times then the radio is considered DIS for the remainder of the game. The Cardsheet should be noted with this information.

Runners

If an element has no radio or if it's radio is considered DIS then contact with the Company Officer takes place via a runner.

Normal communication rules apply except that each time an NCO or CO is due to send information he must do so by sending a "runner". This is represented by him passing a Leadership Test as one of the element's Acts during his bound.

Hints and tips for playing solo wargames

Playing a solo wargame isn't as easy as just setting up a couple of forces and getting on with it. It takes a bit more planning and a bit more organisation. Not that such extras take away from the enjoyment of a solo game - if anything, an evening's planning can enhance the solo experience.

Over the years of playing solo games, we have identified a number of areas where new solo gamers may stumble so here is our top 5 list of hints and tips for a successful evening on the wargames table.

Not included in the list - a **MUST** that we consider essential - sets of **Heroes All** and **Fight Your Own Battles (FYOB)** rules.

- 1 Properly identify each element on the table so that it can be cross referenced with the FYOB Cardsheet. Small numbered counters from a cheap "Bingo" set will do but you can make your own out of suitable decorated small circles/squares of card.
- 2 Print off and laminate the Quick reference Guides from both Heroes All and FYOB. Print off the "Tables" mini-cards from Heroes All as well. Keeping these handy saves loads of time during the game because you will not have to keep turning up the right page in the rulebook.
- 3 Print and use the Heroes All CODEX and CODEX CARDS for the elements on the table. You will soon get used to the various move distances and weapon ranges but at first, keep the cards handy for easy reference.
- 4 When Continuous Momentum tests are accrued, use small dice on the cardsheet as a reminder.

- 5 Use the FYOB Cardsheet to record (in pencil) all of the relevant information about your elements before you start and keep this up to date as you play. We have found that bits of paper everywhere is not a good idea!!



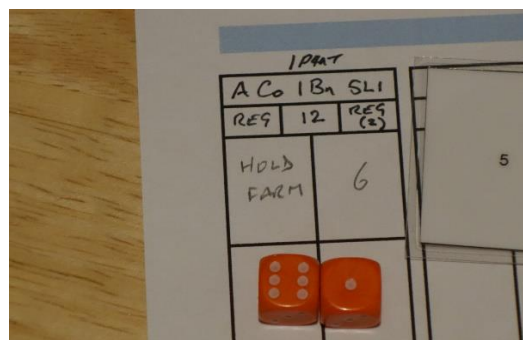
Small counters from a cheap "Bingo" set help to identify each element on the table-top. There is a space on the Cardsheet to record this number.

The "Tables" and CODEX cards are a perfect way to keep all of the relevant information to hand without cluttering up the table

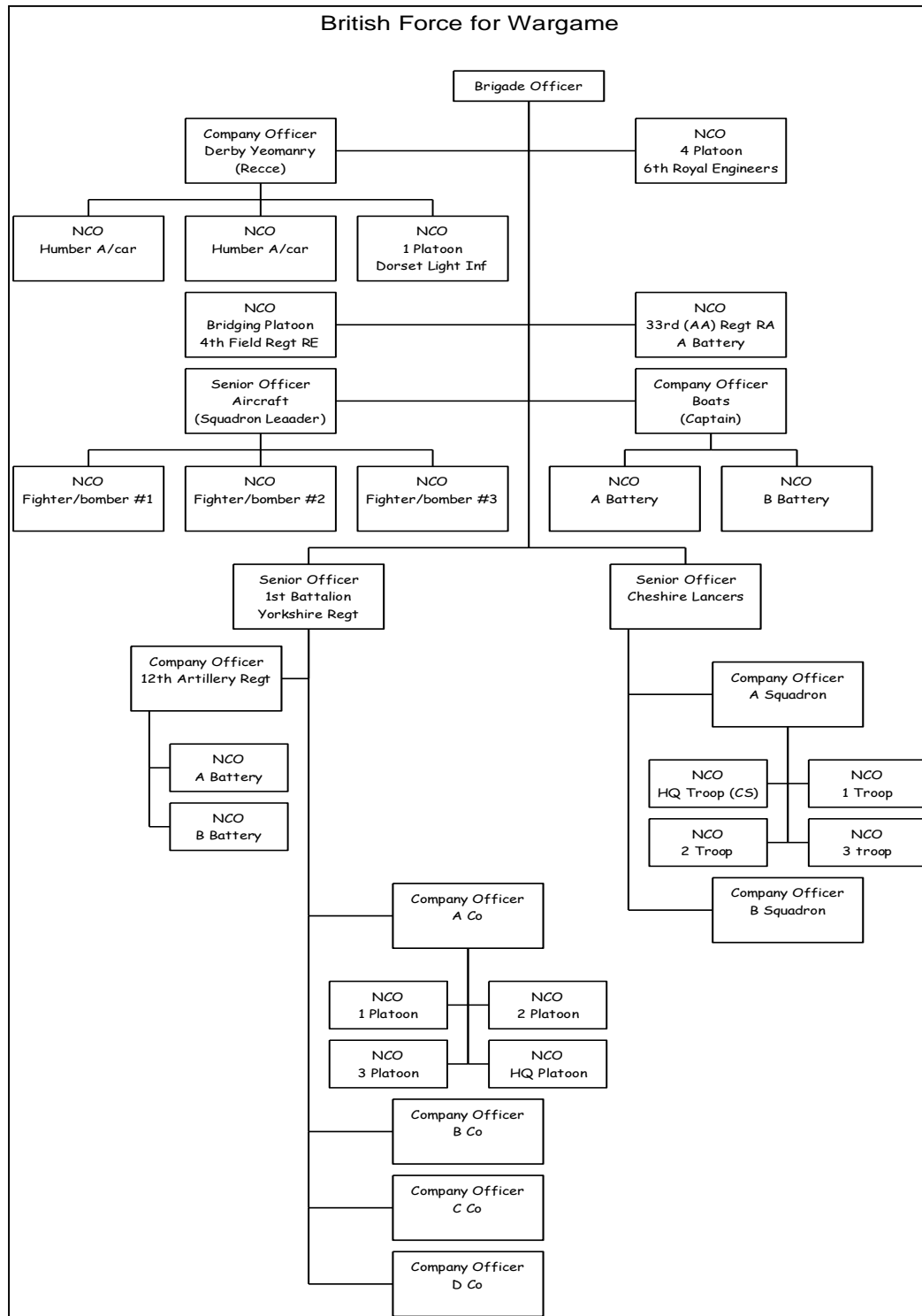


Simply sort out the CODEX cards for the weapons and vehicles you have on the table.

Small dice placed on the Cardsheet act as a reminder of the number of Continuous Momentum tests that an element is due to take.



Example of a structure for a force of land, air and sea assets



The above Organisation chart shows the structure and chains of Command for a force being used for a wargame.

The Brigade comprises a battalion of infantry made up of 4 companies each of 3 platoons with a HQ platoon. If the weapons of the HQ platoon are distributed amongst the platoons, the NCO of this element need not appear on the table.

The battalion is supported by 2 batteries of artillery and 2 squadrons from a tank regiment. Each of these squadrons comprises 3 gun tanks and a Close Support tank. In this case, the Company Officer is not in the HQ Troop.

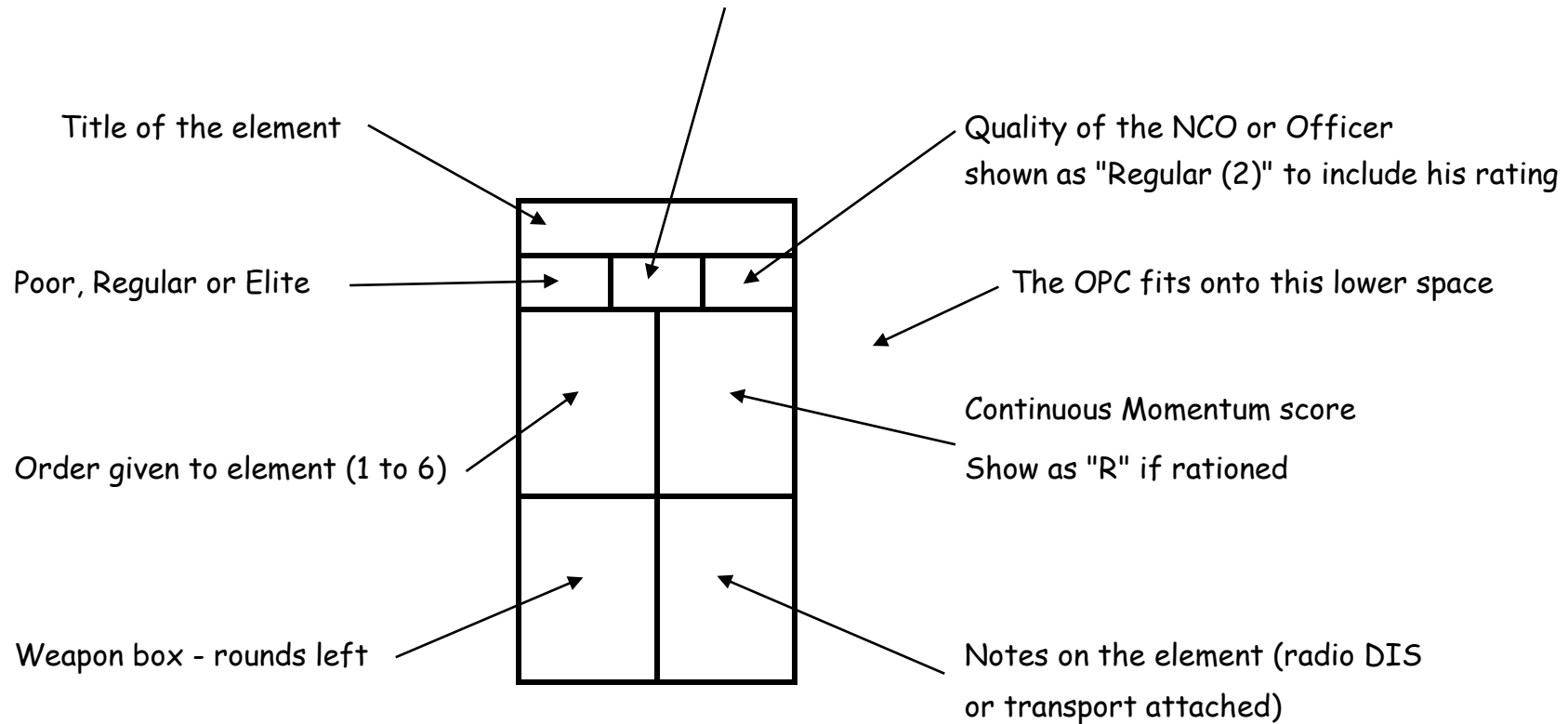
The Brigade Officer has, at his disposal, a Recce Company and 2 Royal Engineers platoons (one Field platoon for mine clearance and one for bridging duties). He also has a battery of AA guns.

Supporting him are a squadron of fighter/bombers under their own "Company Officer" (who is the Squadron leader) and the fire from 2 batteries aboard a gunboat commanded by another "Company Officer" who is the Captain.

The Brigade Officer can initially field all or part of this force with the engineers held in reserve along with, perhaps, an infantry company and one of the tank squadrons. These sorts of decisions can be made by the player as part of the planning stage.

Cardsheet - detailed description

Each element should be numbered and the number recorded here to avoid confusion.



CARDSHEET

Senior Officer Record Sheet

Initial CMT		Casualty Milestone	
-------------	--	--------------------	--

[illegible]

Strategic Condition				
Green				

Reserves

Quick Reference Guides

This section provides copies of useful tables that should be printed and laminated. These will speed up the game by avoiding reference back to the rulebook on numerous occasions.

It is recommended that, if using Heroes All rules, the CODEX cards and the Table cards are also printed and sleeved (use 66mm x 91mm sleeves) to have all the information handy.

The following table also appears in the Heroes All "Tables" collection and can be printed as a mini-card.

Officer Reaction Test

The NCO/CO throws a D10 and refers to the table below.

Officer rating	No action	Acts as ordered	Seizes initiative
Weak (0)	1 to 4	5 to 10	n/a
Cautious (1)	1 to 3	4 to 9	10
Regular (2)	1 or 2	3 to 8	9 or 10
Bold (3)	1	2 to 7	8 to 10
Inspirational (4)	n/a	1 to 6	7 to 10
Below Avge Officer (5)	1	2 to 10	n/a
Average Officer (6)	n/a	auto	n/a
Above Avge Officer (7)	n/a	auto	n/a

Note that, other than Below Average Officers, CO's will act automatically when activated.

Momentum Test Chart - infantry, CSWs, artillery, engineers etc

	Number of tests due		
	Poor	Regular	Elite
Under small arms/MG fire or assault in hard cover	6	3	1
Under small arms/MG fire or assault in soft cover	10	5	2
Under small arms/MG fire or assault in the open	14	7	3
Under fire from unobserved enemy	6	3	1
Each casualty taken in hard cover	10	5	2
Each casualty taken in soft cover	20	10	5
Each casualty taken in the open	30	15	7
Under fire from mortar or artillery or dive bomb	12	6	3
Under fire from armour without a suitable AT weapon	18	9	4
Under fire from armour with a suitable AT weapon	6	3	1
Under fire from flame weapon	24	12	6
If transport destroyed whilst the element loaded	6	3	1
Element not deployed from a Group	12	6	3
Element NCO is a casualty on this bound	8	4	2
Element under 25% of original strength	24	12	6
Element under 50% of original strength	24	12	6
If attached CSW lost from the element	6	3	1
If attached CSW out of ammunition	12	6	3
If an artillery piece and out of ammunition	18	9	4
If attached AFV lost from the element	12	6	3

Momentum Test Chart - soft-skinned vehicles

	Number of tests due		
	Poor	Regular	Elite
Under small arms or MG fire	n/a	5	n/a
Under AT fire	n/a	9	n/a
Under mortar or HE fire or from the air	n/a	4	n/a
Under fire from unobserved enemy	n/a	3	n/a
Under fire from flame weapon	n/a	12	n/a

Momentum Test Chart - AFVs and armoured transport

	Number of tests due		
	Poor	Regular	Elite
Under AT fire from a weapon that can destroy	6	3	1
Closed AFV under HE fire or from the air	4	2	1
Open topped AFV under HE fire or from the air	12	6	3
Under fire from unobserved enemy	6	3	1
Your vehicle damaged	18	9	4
Unit vehicle damaged *	18	9	4
Unit vehicle destroyed *	36	18	8
CO vehicle destroyed (in addition to the above) *	8	4	2
Closed AFV under attack from flame weapon	12	6	3
Open topped AFV under attack from flame weapon	24	12	6
Element not deployed from a Group	12	6	3
Element NCO is a casualty on this bound	8	4	2
If main gun out of ammunition	18	9	4
If secondary gun out of ammunition	12	6	3
If vehicle MMG out of ammunition	12	6	3
If supporting infantry forced to retire	18	9	4

* Whilst AFVs operate and are tested separately, on occasions, they can operate as a unit (for example as part of a recce company). In such a case, Tests will accrue as a result of damage or loss of one of the vehicles in the unit. Extra tests are accrued if that vehicle belongs to the unit CO.

Results of Momentum Tests this bound - all elements

Number of failures recorded

1 or 2 Add 1 segment to any observation test taken this bound

Deduct 1 from any D6 thrown to determine a hit when firing over open sights

Deduct 1 pip from each D6 thrown for movement on this bound

No deductions from the Continuous Momentum score

3 or 4 Element suppressed and cannot fire on this bound.

If the element is in the open it may move towards cover but may not move towards the enemy. CSW crews move with their weapons. AFV crews seek hull-down positions or where they may be partially obscured.

Deduct 1 from each D6 thrown for movement on this bound

Add 1 segment to any observation test taken.

1 is deducted from the Continuous Momentum score

5 or 6 Element pinned down and cannot fire on this bound. It can observe but add 2 segments to any observation test taken on this bound.

If the element is in the open it may move towards cover but may not move towards the enemy. CSW crews move with their weapons. AFV crews seek hull-down positions or where they may be partially obscured. Artillery crews seek cover.

Deduct 1 from each D6 thrown for movement on this bound

2 is deducted from the Continuous Momentum score

continued overleaf

7 or 8 Element pinned down and cannot fire, move or observe on this bound.

The element will make a full move away from the enemy. CSW crews abandon their weapons. AFV's may reverse so as to continue to show their frontal armour to the enemy. Artillery crews will abandon their guns.

3 is deducted from the Continuous Momentum score

9+ If it not supported by friendly elements within 12 inches but has the enemy within 12 inches, it surrenders to them*.

If this is not the case, then all vehicles and guns are abandoned and the soldiers all make their way back to the "box" on foot with only their small arms.

4 is deducted from the Continuous Momentum score

* An element surrendering ceases to exist and therefore its CM score is deducted from the CMT of the Senior Officer

Continuous Momentum Score - soft-skinned vehicles

6 or 5 The element is OK and can continue

4 The element can only move to achieve at least a partially hidden position.

3,2,1 The vehicle is abandoned and the driver is removed from the game.

Continuous Momentum Score - infantry, CSWs, engineers and artillery

6 or 5 The element is OK and can continue

4 Deduct 1 from any D6 throw to fire over open sights

Infantry elements cannot assault

Add 1 segment to any observation test taken

3 or 2 The element must remain where it is and cannot fire/observe.

If the element is not in cover, an OPC will be issued to allow it to move to cover.

1 The element must retire to the "box". An OPC will be issued to allow this. All weapons except small arms are abandoned.

Continuous Momentum Score - AFVs and armoured transport

6 or 5 The element is OK and can continue

4 Deduct 1 from any D6 throw to fire over open sights

The element can move but cannot traverse open ground or leave a hull-down/partially concealed position.

The element adds 1 segment to any observation test taken

3 or 2 The element must remain where it is and cannot fire/observe.

An OPC will be issued to allow the element to move to a hull-down or partially concealed position should it be required.

Any damaged vehicle is abandoned and the crew removed from the game.

1 Crews abandon their vehicles and are removed from the game.