

## Chapter E

### 100 - Human Factors \*

#### 100.1 - Hesitation and delays

A unit that is initiating an action without the cue from another friendly unit must pass a TC or become *delayed*. A *delayed* unit is marked such that it can't initiate the action that prompted the TC. A *delayed* unit is otherwise fully functional. *Delayed* counters are removed at the end of each phase.



A TC failed by 1 is temporary and uses the face up delay counter. During the MPh, a face-up *delayed* unit may buy off the delay later in the phase by expending 1 MF. Failure by more than one is marked with a face-down counter: It may not act at all during this phase.

#### 100.11 - Tactical Command Unit

A TCU is made of one or more units. A groups of units that could form a FG may elect to take a single TC even if the task doesn't involve firing as a FG. The moral of a TCU is the same as its highest morale unit. A +1 DRM applies for each location in excess of the first one.

Leaders that are part of a TCU **must** take a TC that replaces the check for all other units in this group. If the leader's TC ( $\Delta$ ) is passed, all units which *could* be part of a FG including this leader are free to carry on any further actions during this phase. In the case of a failure, all of the units in this TCU are considered *delayed*. In the presence of multiple leaders, one leader with the highest morale takes the TC.

#### 100.12 - Failure to coordinate movement

A group of units initiating movement in the MPh and APh must make a TC if they have not previously witnessed the movement of one friendly unit in the current phase [*EXC: if the movement's first destination hex reduces the range to an Objective Area*]. The action of a friendly unit is considered witnessed by unit A if it the

friendly unit begins movement adjacent and in LOS of unit A and moves out of LOS, or expends at least 1 MP in LOS of unit A. LOS which incurs more than +2 DRM LV hindrance cannot be used to determine witnessing.

#### 100.15 - Effect of residual fire

The TC required to initiate movement is modified by the FP of residual fire and fire lanes in the first hex of movement.

#### 100.16 - Chain reaction of delays

There is a +1 DRM on the delay TC for each *delayed* TCU in LOS [EXC: units in other AO ].

#### 100.2 - Target selection

During the PFPh, DFPh and AFPh, a TCU that has not witnessed a friendly unit fire in this phase must pass a TC to fire or be *delayed* [EXC: engaging a concealed units always requires a TC, firing to a known unit in a hex part of an Objective Area never requires a TC]. Not all units in a TCU need to engage the same target once the TC is passed. Each unit that fails the TC is *delayed*.

The action of a friendly unit is considered witnessed if both the friendly unit and the target location are in LOS and incurs less than +4 LV hindrance modifiers.

A face-up *delayed* TCU may attempt to fire later in the phase. However, once that a *delayed* TCU opens fire, only *delayed* TCUs may activate until the end of this phase.

There are cumulative +1 DRMs for units that are pinned, using *area fire*, or under *restricted ammo* conditions.

#### 100.3 - Command Overlays

In the PFPh, a leader in good order may take a TC to add, remove or replace one a Graphic Control Measure (GCM). There is a +1 DRM for a pinned leader or for each locations on the board containing broken friendly or Melee counters [EXC: removing phase lines or Objective Areas do not incur DRM for broken units].

### **100.31 - Boundary lines**

Command lines divide the battlefield into Areas of Operation (AO). The AO shapes the command space of a fighting force. The number of AO for one side is  $\geq$  the number of leaders. When a leader is eliminated, the owning player must remove the necessary number of GCM to enforce this rule. Two AOs cannot overlap.

The edge of a map are treated as Boundary Lines (BL) if there is at least one friendly leader on the map.

#### **100.311 - Designation of command lines**

A command line may either be a phase line (PL) or a boundary line (BL). During a scenario, it can only be designated between clearly identified landmarks or along natural demarcation lines such as roads, gullies, streams, edge of a continuous sequence of wood or buildings. During the pre-scenario, the boundaries may be arbitrarily drawn.

A phase line may be designated by stating a location between two boundary lines. The phase line will intersect both boundary lines perpendicularly while traversing at 1 or 2 edges of the hex of the designated landmark.

Command lines are following as much as possible hexe edges. However, in the case of linear terrain features such as roads, treat these hexes as half hexes for a particular AO.

Upon the removal of a command line, one or more areas must be removed as well as to ensure that there are no more than one OA and AA per OA.

A Phase Line (PL) is removed when voluntarily crossed by a leader.

#### **100.312 - Effect of command lines**

Crossing a line requires a TC [*EXC: a leader crossing a PL*]. There is a +1 DRM to voluntary move across a BL. BL counts are LOS obstacles for the purpose of witnessing friendly units. Phase lines (PL) do not block LOS for the purpose of witnessing friendly units.

## **100.32 - Areas**

### **100.321 - Designation of areas**

There can be only a single Objective Area (OA) and a single Assembly Area (AA) within a AO. An area must be defined as one or more adjacent hexes forming a convex area of no more than 4 hexes. All hexes in a OA must contain a landmark or contain at least one enemy unit.

An OA may be removed without a TC if it is occupied by one friendly unit and is free of known good order enemy units. One command line may be removed at the same time.

### **100.322 - Effect of an areas**

Moving such that the first hex entered reduce the range to, or engaging units within a OA never requires a TC. Fire into an OA cannot be used as a cue to fire to a location outside the OA.

## **101 - First-person play**

### **101.1 - First person entity**

When first-person is in effect, one unit per side must be designated as Local Force Commander (LFC). A LFC doesn't need to be a SMC leader.

### **101.11 - LOS**

The LOS TO a leader is computer normally (A.X). The LOS FROM a LFC can be traced from any hex dot or edge or vertex within 2 MF of the current location hex dot. Access to a LOS location which could be interdicted without resorting to low-crawl is NA.

### **101.2 - Intelligence**

LFC have a limited view of the battle which is defined by what a leader can see, hear, and obtain from status report from subordinate units. All unit in LOS are immediately updated.

### **101.21 - Battle sounds**

Action leading to the loss of concealment generate a *battle noise* even which is marked on the map with a gun flash counter. The

exact location is determined randomly from the actual position using a dispersion DR, with maximum range of 3.

### 101.211 - Noise levels

Small arms fire and CC/melee [EXC: Hand-to-Hand during an ambush] generate audible noise on a dr < 7. SW and ordnance generate noise on a dr < 8. The target location of HE and HEAT ordnance also qualifies as a source of noise.

Source	dr
Small arm fire [EXC: H-t-H ambush]	7
MG, MTR, ATR, DC and ordnance	8
Target location of HE/HEAT fire	8
AFV	8

Rain causes a +1 drm and each AFV in range <= to the course of noise cause a cumulative +1 drm.

### 101.22 - Status report

A LFC may request a status report by succeeding a TC in the RPh. It is then said to be performing CCC action instead of other RPh actions. There is a +1 DRM per 3MF from the leader to the nearest unit in the TCU, and a cumulative +1 DRM for each hex in the path that could be interdicted by a routing unit if this was the RtPh.

A successful TC allows the LFC to see what the TCU can see at this moment. An order may be issued to the TCU if the DR < modified TC.

### 101.3 - First-person orders

Orders issued to out of LOS TCU is possible only if the CCC TC is succeeded by > 0. It should state an intention and cannot refer to hex coordinate unless identified in the Command overlay. Typical order template follow:

<ACTION> on <OBJECTIVE>

If <CONDITION>

## Index

AA - Assembly Area

AO - Area of Operation (E100.31)

BL - Boundary Line

GCM - Graphic Control Measures

OA - Objective Area (E100.321)

PL - Phase Line

## Changelog

- v 0.1 - Initial Draft
- v 0.2 - Simplified rules based on witnessing and cues
- v 0.2.1 Minor mods (Playtest 1)
  - Limit LOS to a maximum of +4 Hindrance DRM.
  - Witnessing for fire attack requires a LOS to both friend and its target.
- v 0.3 - Rules on GCMs.
- V 0.3.1 - After play test 2
  - Face-up and down delays
  - Relaxation on rules about designing OA.

## Breaking these rules

1. Don't bother with GCM while using E100.
  - a. Hey, nobody has come up with a plan so all movement and fire is liable to be delayed under the right set of circumstances.
2. Set a single OA at the far end of the board
  - a. Movement forward to this edge will never be liable to delays. Fire will be unless it is at a unit in the OA. A waste.
3. Set 1 OA and AO per unit
  - a. Can't do: limit of 1 AO per friendly leader on the board
4. Overlapping AO

- a. Dissallowed. The merged part must be defined as a common AO [rule fixed]
- 5. Define a AO as big as its OA
  - a. Can, but that would be a cramped space. May be warranted in heavy forest/factory.
- 6. Changing AO constantly
  - a. Waste of RPh for the leader (instead of rallying).
  - b. Limit of one per turn per leader, so there is a limit.