Battalion Combat Series: *v2.0 Charts & Tables*

Sequence of Play (2.0) & Activation Checklist

(3.0)

Assume "as needed," "if desired," "if allowed," and "if used" in all of these boxes.

Pre-Turn Phase

- **Reinforcements.**
  ◇ **Weather** Determination.
  ◇ Roll for **Air Points** and **Replacements.**
  ◇ Apply **Replacements.**
  ◇ Prepare **Reinforcements.**
- **Assignment.**
  ◇ **Assign** already unassigned **Arty Point** and **Independent Units.**
  ◇ **Unassign** Support, Arty Points, and Independent Units.
  ◇ Units enter or exit **Support.**
- **Orders.** [Optional]
- **First player determination.**

All Activations

- **HQ Initialization.**
  ◇ If HQ is **already Used**, skip to **Step (i).**
  ◇ If HQ is **not already Used**, **Flip HQ to Used.** Then skip to **Step (a)** at right.

When all Activations have been completed for **both** sides, continue below.

Game Turn End

  ◇ **Orient** (and flip) all HQs to Unused.
  ◇ Turn Marker **Advance.**

Normal Activation

a) HQ Initialization. Identify Activating Formation and flip its HQ to "Used."

b) Preparation.
  ◇ Combat Trains are **already** Off-Map: Add or Increase MSR Blocked level.
  ◇ MSR is **not Complete**: Remove the Combat Trains.
  ◇ MSR **is Complete**: Remove any MSR Blocked marker.
  ◇ Create*, Maintain, or Remove **Prepared Defenses.**
  ◇ If **Mixed**, apply needed Coordination markers.
  ◇ For a Recovery Activation, continue with **Box** at right.

c) SNAFU.
  ◇ **SNAFU Roll.** Determine SNAFU Level.
  ◇ Decide on a Failure Flip Recovery.*
     If so, continue with **Failure Flip Box** at right.
  ◇ If **not Mixed**, remove the Coordination marker.

d) OBJ Placement. Place Combat and March **OBJ** markers.

e) Activities.
  ◇ **Conduct** the Formation's Movements, Combats, Engagements, and Barrages.
  ◇ If MSR **can be Complete**, return Off-Map Combat Trains.
  ◇ If allowed, **flip Ghost Combat Trains** to normal.
  ◇ If the Combat Trains move **Flip** them to **Ghost.**
  ◇ If desired, **remove** Prepared Defense.

f) Clean Up.
  ◇ **Remove**: OBJ, Traffic, and **Temp** Dropped Support markers.
  ◇ If the Combat Trains are **not Optimal Distance**, flip them to Ghost.

g) Fatigue. Execute any Fatigue Increase **roll.**

h) Isolation. Apply any Isolation Losses.

i) Second Activation.
  ◇ **Rotate** the HQ to Done.
  ◇ If **intentionally skipping** a Second Activation, **Fat-4,** or a **Recovery Activation** go to **Step (j).**
  ◇ **Roll** to Reactivate. If **Fresh**, +1. If the roll succeeds, repeat the Sequence starting with **Step (b)** otherwise go to **Step (j).**

j) Continue Play. Move to your opponent's next Activation.

* **Initial** Activations only.

Recovery or Failure Flip Activations (3.7)

In a **Failure Flip**, retain any Preparation Phase actions already taken before following the below.

For any **Recovery** and **Failure Flip** Activation, execute **only** the following in order.

  ◇ **Remove** Coordination marker.
  ◇ **Flip** Ghost Combat Trains.
  ◇ **Remove** Dropped Support markers.
  ◇ **Reduce** Fatigue by one level.
  ◇ **Apply** Isolation Effects.
  ◇ **Proceed** to **Step (j).**

Failure Activation

Execute through **Step (b)** normally and can do **ONLY** …

  ◇ **Flip** units and **HQ** Voluntary Retreat.
  ◇ Enter **Screen.** *(Initial Activation only)*
  ◇ Move/flip **Combat Trains.**
  ◇ **Remove** Dropped Support & Traffic markers.
  ◇ **Apply** Isolation Effects.
  ◇ **Proceed** to **Step (i).** If Second Activation then go to **Step (j).**

Attack Sequence (5.1b)

1) A: Declare **Attack Type.**
2) D: Declare **Prepared Defense.**
3) D: Identify **AR** unit.
4) A: Identify **Attack/Assist** units.
5) A: Declare/execute **Barrage.**
6) Determine **Combat Table DRM.**
7) A: **Roll** on the *Combat Table.*
8) **Apply** results *(Step Losses, Retreats, Advances).*

Above, **A**: Attacker conducts, **D**: Defender conducts, otherwise both conduct.

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Combat Table Modifier

Use AR unit if unit-specific information is needed
Take each side's Action Rating independently plus...

Common Modifiers

Dual or *appropriate** Support	+1
MSR Blocked marked	-1

Attacker-Only

Attacking Formation has Prep Def	-1
Double OBJ Zone	+1
Assist *(Regular Attack ONLY)* — *Regular Attack / Shock Attack*	+2/+1
Attack from Off Map (6.3)	+1
Shock Attack by Fire (5.3)	+2
Shock Attack AV unit is ... *use only one* — *Breakthrough / Hard Red*	+2/+1

Defender-Only

Prepared Defense	+1
Attack unit must cross Hexside Terrain	+1
Exactly Two Combat Units	+1
More than Two Combat Units	-2
Hard Red AV in Open Hex — *Terrain hex / City or Urban Hex*	+1/+2
Dual, Infantry, or Real Stand Off in ... *use only one* (NOT Dual, Support, or Prepared Defense)	+2
AV Unit in Urban hex (NOT Deployed Stand Off or Support)	-3

* **Appropriate Support Types:**
Attacker: Only Red AV
Defender: Any type AV

Net Modifier =
Net Attacker DRM – Net Defender DRM

Combat Table *(Modified Two Die)* (5.1)

Roll	Loss?	Retreat?*	Traffic?
4 or less	A2	-	-
5-6	A1	-	-
7-8	A1	D: Situational	Traffic
9-10	[A1]	D: Situational	Traffic
11-12	D1	D: Retreat	-
13 or more	D2	D: Retreat	-

A# - Attacker loses # steps from his AR unit.
[A1] - A1 if defender has **Prepared Defense**, otherwise no loss.
D# - Defender loses # steps, first from his AR unit.
D: Situational - Retreat 3 hexes and flip to Move-side. (5.5) If the defender has **Prepared Defense** or is in/behind **Key Terrain**, no Retreat, but take one Step Loss per defending unit.
D: Retreat - See 5.5e.
Traffic - Place a Traffic marker if the defender is destroyed or retreats. (4.0)

* If the Attack Unit is destroyed, ignore All Retreat Results.

Barrage Table *(One Die)* (5.3 & 5.4)

Target	Loss Range	
	Arty	Attack by Fire
Hard unit	6	6
Deployed **Stand Off** unit	6	6
Urban hex	5-6	6
City hex	5-6	6
Terrain hex	4-6	5-6
Prepared Defense	4-6	5-6
None of the above	3-6	4-6

Roll one die per unit in Target Hex.
Apply one Step Loss for each die in the listed range.
If *multiple rows* apply, use the one with the **LEAST** loss probability.

Engagement Table (5.2)

Base for each side is its AV + its Action Rating
(use the Host unit for Action Rating of Support)

Firer-Only

Double OBJ Zone	+1
Limited AV	-1

Target-Only

Prepared Defense *and/or* Multiple Supports *(5.2d)*	+1
non-Support **Stand Off** unit	+1

Net Modifier = Firer Total – Target Total

(Modified Two Die)

Target is Real AV

Roll	Result
5 or less	Firer Loss & Traffic
6-8	Both Loss*
9 or more	Target Loss & Retreat

Target is Support

Roll	Result
3 or less	Firer Loss & Traffic
4-5	No Result
6-10	Target Drop
11 or more	Target Loss & Drop

* If Target is a **Screen**, convert "Both Loss" result to "No Losses, Target Retreats 3 hexes."

Traffic - Place a Traffic marker in **Firer's** hex.
Retreat - Retreat 3 hexes & flip to Move-side.

Notes:
1) **Ignore** a Firer's result if it is out of Target's range.
2) **No shot** possible if Target is out of Firer's range.
3) If Target in **Terrain** or **PD**, max range is 1 hex.

Retreat Execution (5.5)

Start Here: *Pick the first applicable category (●) below. Then follow any additional branches (—•) until resolution (in the blue text) at right.*

Retreat Losses are **per unit not per stack** and are in **addition** to any losses from other table results.

● **Voluntary Retreat** (4.8a) ········
- **-1 Step**
- **Retreat 3 hexes**
  Flip to Move-side

● **No Safe Path** (1.9)
- —• **Tac MA** ·········
  - **Retreat 3 hexes**
    Flip to Move-side
- —• **Truck/Leg MA** ·········
  - **-1 Step**
    No Retreat

● **Engagement Table**
- **Retreat 3 hexes**
  Flip to Move-side

● **Combat Table**
- **Situational Retreat** (5.5d)
  - —• **Prepared Defense OR** ·········
    Key Terrain
    - **-1 Step**
      No Retreat
  - —• **All Other** ·········
    - **Retreat 3 hexes**
      Flip to Move-side
- **Automatic Retreat** (5.5e)
  - —• **Tac MA OR Unassigned** ·········
    Independent
    - **Retreat 3 hexes**
      Flip to Move-side
  - —• **Leg/Truck MA**
    - —• **HQ Refuge** ·········
      - **Retreat to**
        w/i 1 of its HQ
        Flip to Move-side
    - —• **No HQ Refuge** ·········
      - **Go Off-Map**

The unit returns next turn w/i 1 of its HQ on its Move-side.

HQ Refuge exists IF the unit can Retreat at least 3 hexes (from its starting hex) and end w/i 1 of its HQ. If a Retreat **cannot** be accomplished **or** ends in an applicable EZOC, see 5.5g.

SNAFU Table

(Modified Two Dice) (3.2)

FAIL	PARTIAL	FULL
2 or less	**3-6**	**7** or more

Prepared Defense …
Best SNAFU Result is PARTIAL.

Prepared Defense Crib Sheet (1.7)

These are trimmed for space, see complete version in the rulebook.

Entry: Apply PD if…
- ✓ Formation has at least one Artillery Point.
- ✓ Formation has no MSR Blocked marker.
- ✓ This is an Initial Activation.

Exit: Remove PD if…
- ◇ The player decides to do so.
- ◇ HQ moves or is Jumped.
- ◇ Formation obtains an MSR Blocked marker.
- ◇ Formation no longer has an Arty Point.

Effects: While in PD…
- ◇ SNAFU no better than Partial.
- ◇ PD possible regardless of SNAFU result.
- ◇ Combat & Engagement DRMs.
- ◇ Engagements only if the Firer is adjacent.
- ◇ Row on the *Barrage Table*.
- ◇ Can recover Fatigue.
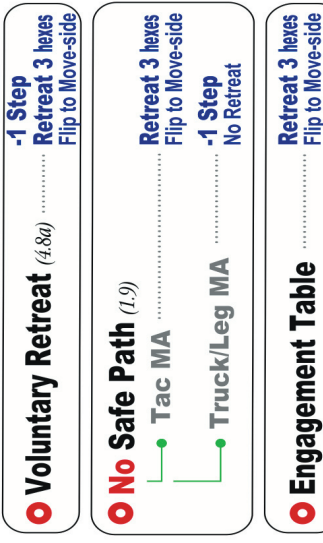- ◇ Can conduct a Second Activation, but PD cannot be **created** in a Second Activation.

Eligible Units: Eligible if…
- ✓ On Deployed-side.
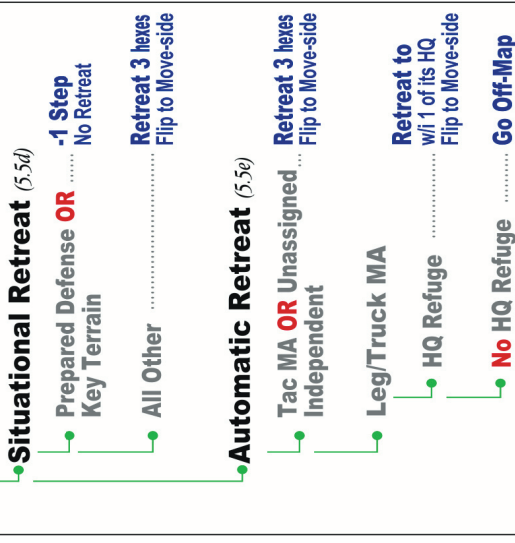- ✓ In Command Radius.
- ✓ Formation currently has a PD marker.

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SNAFU Table Modifiers *(Apply all that apply.)*

Always Apply:

Fresh Fatigue	**+1**
Coordination marker	**-1**
Fatigue Level X	**-x**
Mixed Formations (3.2d)	**-1**
Game Specific SNAFU DRM X	**+/-x**

The MSR is Complete… Apply:

Optimal Distance*	**+1**
Ghost Trains	**-1**
Crossing the Streams	**-1**

If MSR uses **Tracks** and… *use only one*

Good Trafficability	**-1**
Poor Trafficability	**-2**

The MSR is NOT Complete… Apply:

Combat Trains Off-Map	**-3**
MSR Blocked Level 1	**-1**
MSR Blocked Level 2	**-2**

*At least 5 hexes, no more than 15 hexes, see 3.2f. **Automatically** applies if the Combat Trains are in an Entry hex and the HQ is not further than 15 hexes away.

SNAFU Result Effects

Action	Full	Partial	Fail
Objectives:			
HQ Created?	2	1	0
Recon Created?	✓	✓	✗
Movement:			
MA Use?	✓	½ MA *	✗
Voluntary Retreat?	✓	✓	HQ Only
Flipping Counter Side?	✓	✓	✓
Combat Trains?	✓	✓	✓
Barrage:			
Artillery Barrage?	✓	½ Arty Points*	✗
Air Point Barrage?	✓	✓	✗
Combat:			
All?	✓	✓	✗
Other:			
Prepared Defense?	✓	✓	✓
Return Dropped Support?	✓	✓	✓
Enter Screen?	✓	✓	✓

* Round Arty Points down if needed. The Prepared Defense requirement of at least 1 Arty Point is **before** rounding. (1.7a) Do not Round MA at all, see 4.0c.

Urban Hex Control Chart (6.1a)

The step loss marker has been ignored for clarity.

Remove Control Marker → Add Control Marker
Flip Control Marker → Flip Control Marker
Flip Control Marker → Withdraw & Remove Control Marker

↓ Decreasing Control by the "I Unit" Bn.   ↑ Increasing Control by the "I Unit" Bn.

Safe Path (1.9)

A path of contiguous hexes from a unit to its HQ, free of enemy units and EZOCs, which affect the Movement Class involved (friendly units negate EZOCs for Safe Path). Engagement and Screen Zones do not affect a Safe Path.

Except in the special cases below, the Safe Path must be traversable by the unit's current MA Type:

Safe Path **can never be longer than Command Radius + 5 hexes.**

Purpose

	MA Used
Flipping to a Truck MA-type side	Truck
Flipping to a Tac MA-type side	Tac
AV Repl Points or Support Establishment	Tac
Non-AV Repl Points	Leg

Legal Hexes (3.1) *(Wording reduced, for full version see the rulebook)*

A Legal Hex:

- ✓ Contains a Primary or Secondary Road **OR** a Track. Tracks allowed only between the HQ and Combat Trains **(inclusive)**.
- ✓ Is connected to a Supply Source using contiguous Legal hexes.
- ✓ Does not block an existing enemy MSR.
- ✓ Does **not** contain an Enemy unit or EZOC.

STOPPED/FINISHED Chart

Things That Make You STOP

- ◇ Using both Fire Events.
- ◇ Terrain effects.
- ◇ Traffic markers.
- ◇ Leg or Truck MA movement into any EZOC.
- ◇ Tac MA movement into an AV EZOC.
- ◇ Starting to move another unit.
- ◇ Truck MA movement into an Engagement Zone.
- ◇ Failing a **required** Stopping Engagement.
- ◇ Spotting a Barrage outside an Attack Sequence.

Things You Can Do STOPPED

- ◇ Spot Barrages.
- ◇ Initiate Engagements.
- ◇ Attack.
- ◇ Attack By Fire.
- ◇ Assist an Attack.

Things You Cannot Do STOPPED

- ◇ Move.
- ◇ Recon.
- ◇ Shock Attack.

Things That Make You FINISH

- ◇ Participation in a Regular Attack.
- ◇ Execute a Voluntary Retreat.
- ◇ Entering a Required Stopping Engagement hex when Light AV or as a Screen.

Things You Can Do After FINISHING

- ◇ Spot for Barrages.

Things You Cannot Do After FINISHING

- ◇ Use remaining Fire Events.
- ◇ Move.
- ◇ Attack or Assist.
- ◇ Enter Screen.

Isolation (3.6)

Stack has a Safe Path and...

In Command Radius?	MSR Blocked Marker?	Step Loss *(per unit)*
Yes	Yes / No	0
No	No	1
No	Yes	2

Stack does NOT have a Safe Path and...

In Command Radius?	MSR Blocked Marker?	Step Loss *(per unit)*
Yes	No	1
Yes	Yes	2
No	No	2
No	Yes	3

Fatigue Increase Table (1.8)

Roll one die for the most *likely to Increase* reason that applies. If none apply, there is no roll.

Increase Fatigue if the roll is in the given range. Rolls outside that range have no effect.

Do not count March OBJs or Second Activations that get a FAIL SNAFU Result.

Reason(s) *(placed, used, or conducted)*	Fatigue Roll
Combat OBJs	1
Engagement, Attack by Fire, Second Activation	1-2
Attack Sequence	1-3
Voluntary HQ Retreat	Automatic