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## **I.1 Scales**

- One base or stand of vehicles or troops equals a BATTALION in Division Commander
- 3" = 1 mile
- The time scale is variable, but a rough estimate would be that one turn equals 90 minutes to 3 hours. The rules were designed to allow player to fight multi-day engagements in a reasonable gaming session.

## **I.2 Bases**

Figures in Division Commander, no matter what the scale, should be mounted on bases. The actual frontage of the base does not really matter, as long as all bases have somewhat the same frontage. For 2mm to 10mm figures, bases with a frontage of 1" to 2" would seem appropriate. For larger miniatures, bases with a frontage of 2" to 3" would be more appropriate. Likewise, the depth of the bases has little importance. Obviously, the base will have to be deep enough to accommodate the models involved. We mount our infantry on square bases and vehicles on rectangular bases.

There are no transport stands in Division Commander. Within the time span of one turn, troops could embark/disembark, limber/unlimber many times. Therefore the game does not use separate stands for non-combat assets. Instead, gamers place a truck model on the stand with the infantry to represent Lorried troops or a half track model on the base to denote Armoured infantry. The different movement rates for mounted/dismounted troops are factored into the "fast"/"slow" movement rates of the battalion. As a matter of convenience, it is preferable to leave a clear space of  $\frac{3}{4}$ " by  $\frac{3}{4}$ " on the Divisional HQ base. This space is useful to hold the chit denoting which speed the Division is operating under

## **I.3 Unit Factors**

Each battalion is assigned a number of factors in Division Commander;

- Move Factors
- Attack Factors
- Defensive or Armour Factors
- Equipment Points

### **I.3.1 Move Factors**

Each battalion has two Movement rates referred to as "fast" and "slow".

### **I.3.2 Attack Factors**

Each battalion has three Attack Factors;

- a Effective Fire number -- the number or greater needed on one six-sided die to score a "hit" on the target;
- Range - - the maximum distance the battalion can fire a ranged attack
- Impact - - a modifier subtracted from the target's die roll when assessing damage caused by the "hit"

### **I.3.3 Armour Factor**

Each battalion has a Armour Factor which is a modifier added to the unit's die roll when it is rolling for damage after having a "hit" scored against it. Battalions with little or no armour will have an Armour Factor of 0.

O.6.4 **Engage** – this order is issued to a Division that is expected to cautiously approach the enemy and, using ranged and/or close combat, push the enemy off of the objective. The arrow on the Order Counter should be pointed in the direction of the attack. All units in the Division may only move at “slow” speed, and so gain the advantage of defensive cover. The Divisional HQ does not have to move during a turn, but if it does move, it has to move straight in the direction of the arrow. The HQ does not have to move the full distance allowed by the “Engage” order; it may move any distance up to the movement limit. The combat units in the Division may move in any direction they wish (but it is wise to stay within 9” of the HQ).

O.6.5 **Hold** -- this order is issued to a Division that is expected to stand and defend a given line. The HQ is to remain stationary under the Hold Order. All units in the Division may only move at “slow” speed and so gain the advantage of defensive cover. The units under a Hold order also gain a bonus when firing in Ranged or Close Combat.

O.6.6 **Withdraw Orders** – this order is issued to Divisions that are expected to retire from a position in good order and to offer some resistance to an attacking enemy. The arrow on the Order Counter should be pointed in the direction of the withdrawal. All units in the Division may only move at “slow” speed, and so gain the advantage of defensive cover. The Divisional HQ does not have to move during a turn, but if it does move, it has to move straight in the direction of the arrow. The Divisional HQ does not have to move during a turn, but if it does move, it has to move straight in the direction of the arrow. The HQ does not have to move the full distance allowed by the “Withdraw” order; it may move any distance up to the movement limit. The combat units in the Division may move in any direction they wish (but it is wise to stay within 9” of the HQ).

O.6.7 **Broken Condition** – this is not an order that a leader would voluntarily issue to a Division. It represents a total breakdown of unit cohesion and the desperate attempts to break contact with the enemy, at any cost. Divisions that find themselves under “Broken orders, via their Momentum Checks place the “Broken” order chit on their HQ, with the arrow pointing straight back to their Supply and Communication Center (SCC). The Divisional HQ does not have to move during a turn, but if it does move, it has to move straight in the direction of the arrow. The HQ does not have to move the full distance allowed by the “Broken” order; it may move any distance up to the movement limit. The combat units in the Division may move in any direction they wish (but it is wise to stay within 9” of the HQ). They also suffer a severe penalty for Close and Ranged Combat. They subtract one (-1) from their Effective Fire roll. Divisions in “Broken” mode are in danger of Routing, if they fail a Momentum Test. **Routing Divisions** move 12” towards their Supply and Communications Center (SCC), and remain “Broken”. If the Divisional HQ is already on the SCC when the division routs, the division is removed from the table.

O.6.8 **Maneuver**- this order is issued to a Division that is expected to move around the battlefield, without coming in contact with the enemy. Divisions under “Maneuver” orders get to move at “fast” speed, and so receive no cover from terrain.. The Divisional HQ does not have to move during a turn, but if it does move, it can move in any direction it wishes, as long as it does not come within 6” of any enemy units. The HQ does not have to move the full distance allowed by the “Maneuver” order; it may move any distance up to the movement limit. The combat units in the Division may move in any direction they wish (but it is wise to stay within 9” of the HQ). Division HQs in “Maneuver” mode that start a turn within 6” of the enemy have the option of retaining stationary or moving in such a way that they increase the distance between the enemy and themselves. Obviously, if the Division is caught between two enemy forces it will not be able to move since to increase the distance to one enemy force will decrease the distance to the other enemy force. Divisions under “Maneuver” orders suffer a Combat penalty in Ranged Combat. They add subtract one (-1) from their Effective Fire roll.