



REGIMENTAL COMMANDER

A Command Decision Operational Game

by Michael Krause

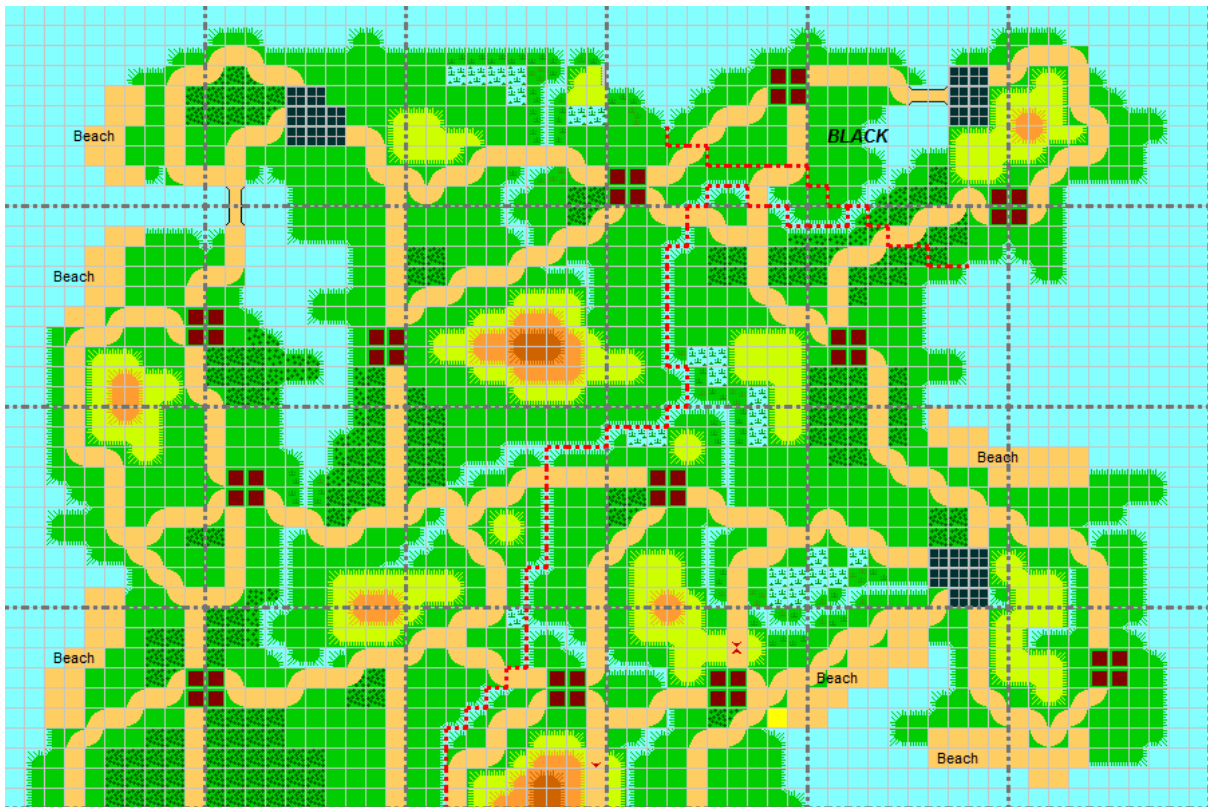
REGIMENTAL COMMANDER

Regimental Commander is a small operational-level game based on the board game Field Marshal, produced by the Australian company Jedko in 1976. It is designed for Command Decision rules but can be used with any set of rules where one stand equals one platoon. *Please note that my publication Regimental Commander has no direct association with either Jedko Games nor with Command Decision.* The author just likes both companies.

Regimental Commander is a two player game but could easily lend itself to multiplayer with each player commanding a battalion for example. Each side assumes the role of a Regimental Commander in his country's army and takes command of a mixed regiment of two battalions called *Northern Command*. Southern Command is in the assumed continuation of the two countries to the south of the playing area. Southern Command is not portrayed in the game except in its influence on Northern Command. It serves as a salient reminder that external circumstances can influence the best laid plans.

The forces in both Northern and Southern command are commanded by Regimental Commanders who take their orders from the National Leader. The respective Northern Command regimental commanders have to do the best they can in circumstances they do not always control. For example, depending on chance, Southern Command may release forces to Northern Command if the south is doing well, but Northern Command may be directed to send forces to Southern Command if the south is doing poorly. Similarly, the National Leader may release assets held in the Strategic Reserve and may also allocate air assets.

The Playing Board



The playing area represents the northern part of two major powers, *Redmark (red)* and *Blaustadt (blue)*. The city-state of *Black* is in the north eastern sector of the board and starts the game neutral, but might join either side by chance, or will join the opposing side if invaded. Black's forces are about a under-strength battalion in strength. Both major powers have extensive territory off the board to the south, referred to as *Southern Command*, where parts of their armies are also fighting.

The borders are shown on the accompanying map, noting that the border between blue and red actually runs so that the central watercourse is exclusive to both. The friendly side of your territory is your initial deployment area. Exactly which side of the border is blue and which is red can change from game to game and is dependent on die rolls during game setup. No red or blue stand may ever enter Black's territory while Black is neutral except by paratroop.

Note the six roads that lead to Southern Command, with three in each of blue's and red's Northern Command. These roads may become relevant if forces need to move between Commands and at least one of your friendly roads needs to be free of enemy interference to avoid penalties. These penalties are detailed in the section on Southern Command below. The six yellow areas on the coast are beaches suitable for amphibious lodgement, which may become relevant if marines become available for either side. The black cities represent key strategic cities in Blue, Red and Black.

The board as shown is 2m x 3m with each large grey square representing 1km x 1km for a total size of 6km x 4km. Terrain as laid out should be quite dense and 'sticky' with limited line of sight (think Normandy rather than Russian steppes) to help facilitate micro-battles in various parts of the board rather than one big battle that decides the campaign. The following rules are in affect:

The game takes place in Mist. The maximum visibility range is 30" rather than 60" and vehicle base movement allowances are halved. The mist will remain constant; it will not clear but nor will it become Fog

All vegetated areas are considered dense forest rather than woods. No vehicular movement is allowed through woods.

All urban areas are -3 medium cover.

Any stand on a hill is considered in light cover for all rules including spotting, firing and morale.

Bridges occur wherever roads cross the canal or water courses. No stand may cross a canal without engineer assistance. Tracked and personnel stands may cross water courses by expending a BMA. Wheeled stands and limbers may only cross water courses with engineer assistance.

For urban and the key strategic city the following rules apply to vehicles. No vehicle may enter such an area. If moving on road a vehicle cannot use road movement beyond such an area. The vehicle would move to an area and stop its movement for that phase if using road movement. In the next phase if it wished to continue moving on road it would move over the area (assuming no enemy stands within) and be placed on the other side, using its road movement rate but at the urban x2 rate for the passage through the city. If contacted by enemy fire in opportunity fire during the transit through the area the vehicle is assumed to be hit at its entrance or exit point at the firing stand's discretion, or at whichever it has line of sight to.

An alternate means of movement is to allow any stand on road to move between cities in one turn, or to allow them to move between two cities if in Travel March.

Prepare For Play

Select a period and forces for Red, Blue and Black, noting that the selection of forces is a means to an end rather than representing strict historical circumstances. For a near-perfectly balanced game red and blue could both be the same nationality for example. You should create three battalions, a Strategic Reserve force, a Border Guard Force and your regimental command and reserve force. The accompanying organisation gives a specific example but, in general terms, the forces should be:

- 1st Battalion: An armour heavy combined arms team (Experienced; Morale 9)
- 2nd Battalion: A mechanised or motorised combined arms team (Experienced; Morale 9)
- 3rd Battalion: A line infantry battalion (Regular; Morale 8)
- Strategic Reserve: A heavy armour and mechanised company group, a highly trained paratroop company and a highly-trained marine company (All Veteran; Morale 9)
- Border Guard Force: Second Line security Force (Regular; Morale 7)
- Black: A mixed force of lesser capability than Blue and Red (Regular; Morale 7 if activated by card. Morale 8 if invaded)

Both players now follow this sequence:

Roll a die. The player that rolls the highest chooses whether he will be red or blue. The lower chooses which side of the playing board will be his northern command

Take the command chits that represent the three battalion commanders. Take the command chit for the battalion commander of the 1st battalion (or whichever designator you use as long as it is your most powerful battalion) and set it aside for now. Take the battalion command chits of the other two and randomly select one. The battalion command chit selected is not available to the Northern Commander and is considered reinforcing Southern Command. Take the command chit of the 1st battalion and the one that remains after the above selection. These two battalions are your regiment. Add one more random command chit as a dummy to aid in deceiving your opponent.

First, deploy Black forces as per the set up map (or, if both sides agree, Black forces can be left off the board until, or if, they enter play).

Second, deploy respective Strategic Reserve forces in or within 20cm (8") of the two major powers key strategic city. Any stand may deploy dug-in and all are concealed. It may pay to read the later paragraph dealing with Strategic Reserve activation before deployment as the Strategic Reserve forces are effectively static until released. Note that the paratroop and marine stands are not deployed; they are held off-board until activated.

Third, take the two battalion command chits of your regiment and the dummy command chit. You and your opponent now roll a die. The player who rolls the lowest places one of his command chits or dummy chit (face down or concealed so that your opponent cannot see which it is) in or touching any city in your deployment area, except that it cannot be placed at your key strategic city where your Strategic Reserve is. Your opponent then places one of his, then you place another and so on until both have placed your two command chits and your dummy chit.

For solitaire play, place the command chits and the dummy randomly so that you do not know until revealing which is which. Additionally, roll a die to randomly deploy the four chits in any of your five non-key cities.

Fourth, the player who lost the above die roll places one of his Border defence stands. Then the other places one of his, and then placement alternates until all are placed by both sides. Despite their name, these stands do not have to be placed on the border but may be placed *anywhere* in respective deployment areas, including cities where other troops are deployed. These stands allow you to guard a flank or possible landing ground/beach after getting an initial idea of respective deployments, but can also be used as part of your deception plan. These stands are deployed Entrenched (-3) and are concealed.

Fifth, take the command chit that represents you, the regimental commander, and one dummy command chit. You and your opponent place the command chit and the dummy at any city in your area of operation, either one that is vacant or one that has troops already.

Finally, the command chits are revealed and then both sides deploy their forces within 20cm (8") of their respective command stand. The companies are deployed alternatively, that is, one player

places a company then the other and back and forward until all are deployed. Any stand may deploy Dug-In (-2) and all are concealed. The dummy command chit is removed.

You and your opponent should now have deployed your Strategic Reserve at or within 20cm (8") of your key strategic city, have deployed the three battalions so that each is at or within 20cm (8") of a different city in your area of operations, deployed your regimental command stand and reserve forces and your border defence stands. The game is now ready to start.

Turn 1 of the game is played as follows. It is a normal turn in all respects except that the side that wins initiative in the movement phase may choose to move either first or second. Whichever player moves first may only move their stands half of their allowable movement distance, noting that, as vehicles are already halved in movement for the whole game, vehicles will only move quarter allowable distance for this turn for the player who moves first.

Victory Conditions

To win a regimental commander must be in control of fourteen cities at the end of his opponents turn. The Blue and Red key strategic city counts as three cities each, the Black key strategic city counts as two cities. If Black is on your side or you have captured Black cities you may count Black cities in your victory total. Any other result is a draw.

Alternatively, the two players can agree to play for a certain number of turns or to a certain time limit and the winner is the player with the most cities when time or turns runs out. A good starting point is a 15 turn game or a four hour time period. At the end of 15 turns or four hours roll a die: on a 9 or 10 the game ends; on any other result keep playing. At the end of the following turn roll again adding 2 to the die. The longest a game can go for therefore is 19 turns.

Leaders and the Strategic Reserve

Unless released to you by the Situation Cards the units of the Strategic Reserve can never be moved or fire unless the enemy is spotted by a unit of the Strategic Reserve within 20cm (8") or the enemy fires at the units from any distance. If either of these occur the Strategic Reserve may move but only to protect the key strategic city. The Reserve has not been released to you but you are responsible to coordinate its actions. Movement should be the absolute minimum and no stand may move more than 15cm (6") from the key strategic city. The movement is to be defensive in nature; for example a reorientation to face a particular threat attack or movement out of line of sight if taking ranged fire.

Once the Strategic Reserve is released to you, in part or in full, it operates under your command and is not bound by the above restrictions.

Parachute Stands. If released to your command the parachute units can be used as normal troops or enter by paratroop. In the Command and Morale Phase of the same turn they are released orders are given for the following turn. Designate a location for the command chit if the paratroops are to enter as normal troops *after* all other orders have been given: the command chit must be within 15cm (6") of the key strategic city. If entering as paratroops designate their drop zone by placing their command chit *after* all orders have been given, noting that your opponent will know at the start of the turn that you have drawn the card that releases the Paratroopers. The drop zone may be

anywhere on the board, including in Black even if it is neutral, and the drop follows the procedure outlined in Rule 37 Airborne Operations.

Marine Stands. If released to your command the marine units are available for amphibious assault. Note that they cannot enter as normal troops like paratroops can, but, depending on which beach they arrive at, can be effectively used as such. In the Command and Morale Phase of the same turn they are released place the stands in landing craft 15cm (6") from the beach they will land at the following turn as per Rule 38 Amphibious Operations (or within 15cm if the board does not allow; the key point is to designate where they will land) *after* all orders have been issued noting that your opponent will know at the start of the turn that you have drawn the card that releases the Marines. In the next turn they will arrive at the beach. They are prone to scatter as per 38.1.3 but will never scatter off the chosen beach.

Border Defence Stands

Note that the Border Defence stands are not self-ordering stands and cannot move unless ordered. They can fire at any enemy stand they see. They are assumed to be part of the Strategic Command. They cannot be issued a Take Command order unless the Strategic Reserve is placed under your command when the Regimental Stand or any Battalion Command stand could issue a Take Command order to any of them and then they become subordinate. Their decision to fire at all times, however, is made by the Regimental Commander whether they have been released or not.

For morale purposes each Border Defence stand is considered its own company, but can only be rallied by the battalion commander of the Strategic Reserve, if in range, unless the Strategic Reserve is released to you. If a Border Defence stand is destroyed it counts as a destroyed company for morale purposes only for other Border Defence stands.

Southern Command

The operations that are occurring simultaneously in Southern Command do not affect you directly, but may affect you indirectly through the play of Situation Cards, *unless* you or your opponent controls all six roads that lead to Southern Command. Control means having a stand physically on or adjacent to the three roads in your enemy's area of operations and within 30cm (12") of the Southern Edge of the board, and retaining your own three free of enemy stands either on or adjacent. At the start of any turn in which you or your opponent has control of all six roads roll 1D6. The number rolled is the number of stands that may enter the board that turn (self-ordered) from Southern Command on any road from Southern Command. The stands come from the pool created by the battalion that initially started in Southern Command and from any other units that may have been sent there by Situation Cards or Forced Back results. Additionally, as long as all roads are controlled any situation card referring to Southern Command has no effect.

If the roads are cut for four *consecutive* turns then your opponents Southern Command is considered to have surrendered. All remaining Southern Command stands are released to you and Southern Command no longer affects the game in any way.

The Black City State

The Black Republic remains neutral until brought into the game through invasion or Situation Cards. Its stands are deployed as shown on the situation map and in the chart at the end, and it receives reinforcements for the next three turns, arriving at Black's key strategic city. Black may return eliminated stands by regrouping. If all Black cities are controlled by a country Black is at war with at the end of any turn then Black surrenders and all Black stands are removed from the game. Black may also accept an armistice based if a particular chance card is drawn. Note that Black's Morale is seven if activated by card or eight if invaded.

Airstrikes

Air power is available to either player, either directly in the form of actual sorties or indirectly through its effect on movement. In addition to any air power called for by the Situation Cards both players may call for a Direct Support Ground Attack Mission twice during the game. To do this he rolls 1D6 in any Artillery Phase. On a 1-2: 2 missions are available. 3-4: 1 mission is available. 5-6: nil available. If air strikes are available they are plotted to arrive next turn and include a FAC. Note that regardless of result one call is considered to have been used up; in the course of a game a player may therefore receive four missions if he is lucky or none if not so lucky.

Supply

Supply is not of prime consideration but is not ignored completely. Any stand is in supply if it can trace a path of supply to either its battalion commander, the regimental commander or to the home key strategic city. The line can be of any length but must be at least 5cm wide at all points. If any stand cannot do that at the start of any turn it is immediately Pinned and remains so until a supply path is re-established. If one is re-established then the pinned stand is unpinned in the following Command and Morale phase. Note that paratroops do not need supply for four turns after they drop and then may use their original drop zone as an additional supply source if no enemy stand can fire on it directly at Close, Medium or Long Range. Marines do not need supply for four turns after they drop and then may use their original beach as an additional supply source if no enemy stand can fire on it directly at Close, Medium or Long Range.

Reinforcements and Replacements

Reinforcements enter the game as per the order of battle chart. They are placed within 25cm (10") of the city closest to their battalion command chit, or regimental if they are part of Northern Reserve, but must be placed in your operational area. They are placed at the start of the turn they enter and have a Hold or No order chit.

Stands may be replaced by in accordance with Rule 23.2 Rally and Regrouping.

In addition, from Turn 4, replacements are available in addition to any stand returned via Rule 23.2 Rally and Regrouping. Replacements are generated similar to regrouped stands but with the following amendment: two eliminated stands are still required to create one replacement, with the second stand being permanently eliminated, but the returned stand does not require a command

order to be replaced and is placed within 15cm of the key strategic city at the start of a turn with a Hold Order.

Note, however, that no stand that started as part of the Strategic Reserve can ever be replaced, although they can be regrouped.

Replacements move as self-ordered stands until they are within the command radius of a command stand as long as they remain on roads or move through urban areas. Regrouped stands enter play in accordance with Rule 23.2

The Regimental Commander

The regimental commander represents you. As you are such an inspiring leader any action that takes place within 45cm (18") of your command chit has the following advantages: all troop levels rise by one (ie: Veteran becomes Elite) and all morale levels rise by 1 (9 becomes 10). Note that if both regimental commanders influence overlaps a particular action then both are in effect rather than cancelling each other's out.

If you are eliminated you are irreplaceable and the game ends. You lose.

Situation Cards

Clausewitz wrote that *no other human activity is so continuously or universally bound up with chance* than war. So it is with Regimental Commander. To help replicate the chance and outside influences that so permeate war Regimental Commander uses Situation Cards. If playing Command Decision Test of Battle then Fog of War cards are also used in addition to really help you understand the real joy of trying to do anything in the Friction that is combat.

Create a set of 32 cards (old business cards work well; either write the numbers 1 -32 on the cards and refer to the list below when drawn or print out the cards below). At the start of each turn as the first action draw one card. This card is to be obeyed in the immediate turn, shown to the opposition, and then set aside. After 10 complete turns the pack is reconstituted and reshuffled for further use.

1. Fuel Shortage. All your stands move at half their ordered speed. No travel march.
2. Fuel Shortage. All your stands move at half their ordered speed. No travel march.
3. Fuel Shortage. Any stand with a Full Movement order moves as Cautious. No travel march.
4. Fuel Shortage. Any stand with a Full Movement order moves as Cautious. No travel march.
5. Black immediately enters the war on your side. In the next orders phase you may issue orders to Black forces. If Black is already at war *against you*, you *may* roll 1D6. On a 1 or 2 Black agrees to an armistice, ceases fighting, and all Black troops are moved back into Black territory. All Blue and Red troops must leave Black territory as soon as possible. Black will not enter the war again unless invaded.
6. Black immediately enters the war on your side. In the next orders phase you may issue orders to Black forces. If Black is already at war *against you*, you *may* roll 1D6. On a 1 or 2 Black agrees to an armistice, ceases fighting, and all Black troops are moved back into Black

territory. All Blue and Red troops must leave Black territory as soon as possible. Black will not enter the war again unless invaded.

7. Enemy strategic air strikes hit your cities. No replacements this turn. If drawn before turn 4 ignore this card.
8. Enemy strategic air strikes hit your cities. No replacements this turn. If drawn before turn 4 ignore this card.
9. Your Leader gives you command of all Strategic Reserve stands including paratroops and marines. If paratroops are to enter by paradrop they must be given orders in the next orders phase to drop the following turn. If not dropped they enter as normal replacements.
10. Your Leader gives you command of all paratroop stands. . If paratroops are to enter by paradrop they must be given orders in the next orders phase to drop the following turn. If not dropped they enter as normal replacements.
11. Your Leader gives you command of all paratroop stands. . If paratroops are to enter by paradrop they must be given orders in the next orders phase to drop the following turn. If not dropped they enter as normal replacements.
12. Your Leader has been assassinated. You take command of a disrupted area of operations. Roll 1D6 for each Strategic Reserve stand whether released to you or not. On a 1 to 4 the stand remains in play. On a 5 or 6 the stand is removed from play (desserts). All remaining Strategic Reserve units are now under your command if they were not already so. Marines may be given orders to land on any beach the next turn and paratroops may be given orders to paradrop in the next turn. If no orders are issued these stands may be held for later commitment in their specialist roles or enter at any time as rifle stands. Ignore any future cards referring to the national leader.
13. Enemy saboteurs destroy a bridge. Your opponent chooses which bridge is destroyed but it may not be within 6" of one of your stands. An engineer unit may repair the bridge by spending two turns with a Cautious Advance order at the bridge site. Until it is filled in no stand may use road movement over the bridge.
14. Your staff car is strafed and you are wounded. The stand representing you may not move this turn and the next, except as a result of a Forced Back result.
15. Riots in all cities under your control break out. Your key strategic city is exempt as long as there is at least one strategic reserve stand present. You must move one infantry, rifle or engineer stand immediately to each city in addition to any current stands. The stands may not move for two complete turns once they reach the cities and may take no action except to move to the cities at best speed. Once the two complete turns in the city are complete they may move to within the command radius of any stand they were subordinate to before this task. They are considered self-ordering throughout this entire task.
16. Enemy air superiority. No stand may move at road speed; all movement is at cross country speed. No travel march.

17. The four marine stands are now under your command. They may receive orders in the next orders phase to land at any beach the following turn.
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19. The four marine stands are now under your command. They may receive orders in the next orders phase to land at any beach the following turn.
20. One Direct Support air strike is available this turn. It is accompanied by an airborne FAC. It must be used this turn or is lost.
21. One Direct Support air strike is available this turn. It is accompanied by an airborne FAC. It must be used this turn or is lost.
22. Two General Support air strikes may be plotted in the artillery phase to arrive next turn. If not used next turn they are lost.
23. Two General Support air strikes may be plotted in the artillery phase to arrive next turn. If not used next turn they are lost.
24. Enemy air superiority. No stand may move at road speed; all movement is at cross country speed. No travel march.
25. Southern Command doing poorly. Send two infantry stands immediately to Southern Command. The stands move at best speed (self-ordered) and exit the board at any road to Southern Command
26. Southern Command doing poorly. No replacements this turn.
27. Southern Command doing poorly. No replacements this turn.
28. Southern Command doing well. Double your replacements this turn.
29. Southern Command doing very poorly. Send the four closest combat stands (armour, infantry, rifle, engineer, marine or paratroop) at best speed (self-ordered) and exit the board at any road to Southern Command
30. Southern Command doing well. Two stands of your choice from the unit sent to Southern Command at the start of the game are released to you and enter the board up any road you control leading to Southern Command. They move as self-ordered stands until in the command radius of a command stand they will be subordinate to if one is not a command stand
31. Southern Command doing very well. All of the units you have sent to Southern Command are returned, plus any four stands of your choice of the battalion starting in Southern Command are returned to you and enter the board up any road you control leading to Southern Command. They move as self-ordered stands until in the command radius of a command stand they will be subordinate to

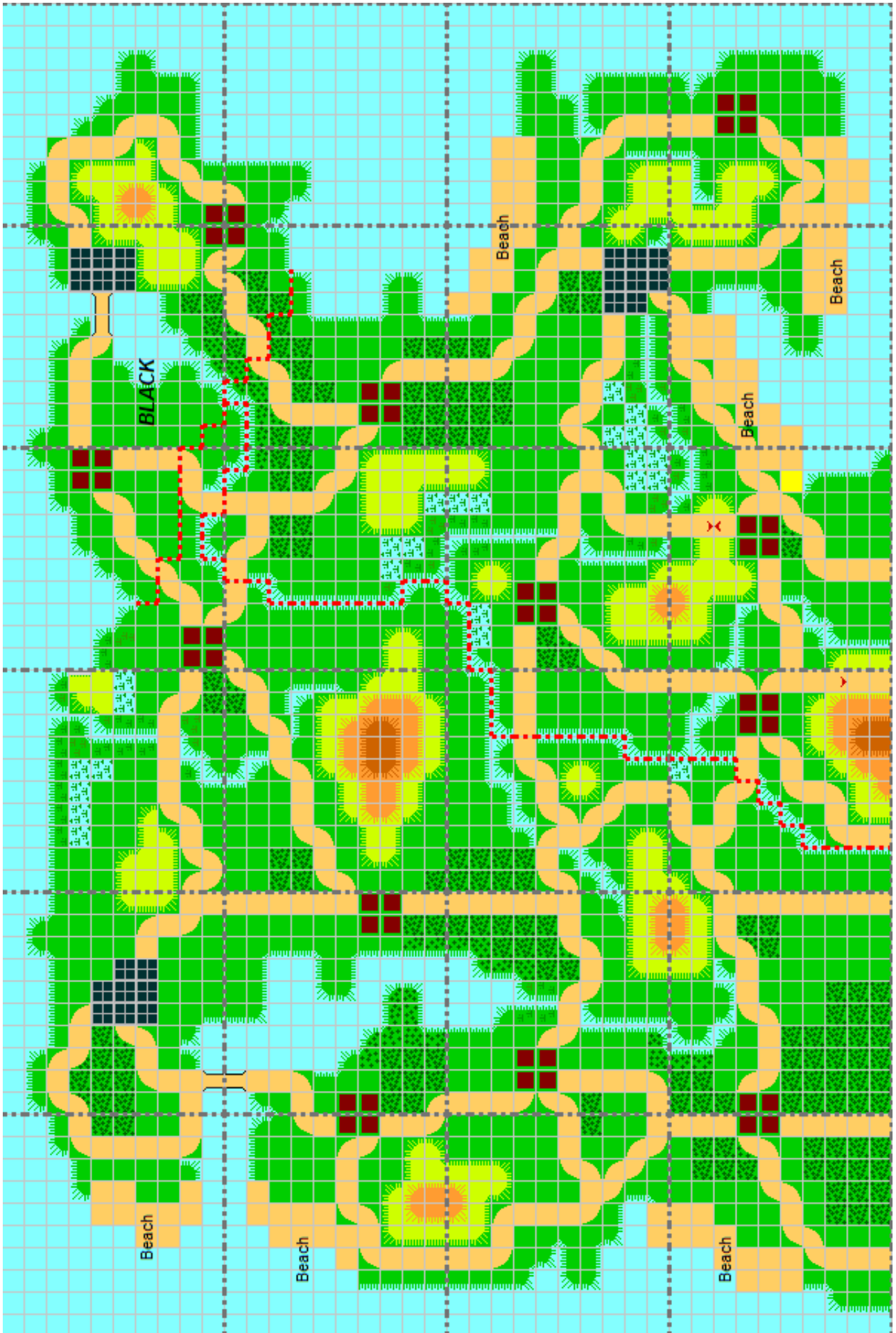
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	AT START	TURN 2	TURN 3
Northern Command Reserve	1 Brigade Command Stand 1 car 1 Brigade staff radio truck with staff 1 observer stand (self-order) 1 light truck 1 reconnaissance Morris CS9	1 command engineer stand 2 engineer stands 1 bridging set	1 command A13 1 A13 1 A9
			TURN 4
2nd Battalion Royal Tank Regiment	1 command MkVI 1 command A13 1 A13 1 A10 1 command infantry stand 2 rifle stands 1 MMG 4 light trucks	1 command stand 1 car 2 2lb AT guns 2 crews 2 light trucks	
2nd Motorised Infantry Battalion	1 command stand 1 car 1 command motorcycle infantry stand 2 motorcycle infantry stands 1 command infantry stand 2 infantry stands 2 trucks	1 command stand 1 car 1 MMG stand 1 mortar stand (BG) 2 reconnaissance carriers 2 light trucks 1 25mm AT gun 1 crew 1 light truck	1 command stand 1 car 1 25lb gun 1 crew 1 truck 1 ammo truck
6th Infantry Battalion	1 command stand 1 forward observer stand 1 light truck 1 command infantry stand 2 infantry stands 1 MMG stand 1 command infantry stand 2 infantry stands	1 command stand 1 car 2 2lb AT guns 2 crews 2 light trucks	1 mounted command stand 1 25lb gun 1 crew 1 tractor 1 ammo truck

	1 MMG stand			
Guards Strategic Reserve	1 high command stand 1 command Matilda II 2 Matilda I 1 command motorcycle infantry stand 2 motorcycle infantry stands 6 Border Guard stands 8 entrenchments	1 command marine infantry stand 3 marine infantry stands 1 command parachute infantry stand 3 parachute infantry stands 3 Fighter Bomber sorties		
	AT START	TURN 2	TURN 3	TURN 4
Northern Command Reserve	1 Regimental command stand 1 car 1 Regimental staff radio truck and staff 1 observer stand (self-order) 1 light truck 1 reconnaissance SdKfz 221 (self-order)	1 command engineer stand 2 engineer stands 1 bridging set	1 Command Pz III 1 Pz III 2 Pz II	1 command stand 1 car 1 105mm how 1 crew 1 truck 1 ammo truck
1st Panzer Battalion	1 command Pz I 1 command Pz III 1 Pz III 2 Pz II 1 command rifle 2 rifle stands 1 MMG 2 light trucks	1 command Motorcycle 1 37L45 Anti Tank 1 75L12 (BG) 1 engineer stand 2 crew 1 Kfz69 1 SdKfz 10 1 Kfz 70.		
2nd Motorised Infantry Battalion	1 command stand 1 car 1 command infantry stand 2 infantry stands 1 MMG stand 2 trucks 1 command motorcycle infantry stand 2 motorcycle infantry	1 command stand 1 car 2 MMG stands 1 81mm mortar 2 trucks	1 command stand 1 car 1 75mm gun 1 crew 1 SdKfz 10 1 ammo truck	

	stands			
3rd Infantry Battalion	<p>1 command stand 1 forward observer stand</p> <p>1 command infantry stand 2 infantry stands 1 MMG stand</p> <p>1 command infantry stand 2 infantry stands 1 MMG stand</p>	<p>1 command stand 2 MMG stands 1 81mm mortar stand 1 37 mm AT gun 1 crew 1 light truck 1 command infantry stand 2 infantry stands</p>	<p>1 mounted command stand 1 105mm howitzer 1 crew 1 limber 1 ammo wagon</p>	
Lehr Battalion Strategic Reserve	<p>1 high command stand 1 command Pz II 2 Pz IV</p> <p>1 command rifle stand 2 rifle stands 1 MMG stand 4 SdKfz 251</p> <p>6 border command stands 6 entrenchments</p>	<p>1 command marine infantry stand 3 marine infantry stands</p> <p>1 command parachute infantry stand 3 parachute infantry stands</p> <p>3 Fighter Bomber sorties</p>		
	AT START	2nd Turn at War	3rd Turn at War	4th Turn at War
Black	<p>Key Strategic City Command Stand Car 1 Command Motorised Infantry Stand 1 Motorised Infantry Stand 1 MMG stand 2 Trucks</p> <p>Eastern City 1 command infantry stand 1 infantry stand</p> <p>Western City 1 command infantry</p>	<p>1 command stand 1 81mm mortar stand 1 47mm AT gun stand 1 crew 1 limber</p>	<p>1 command armoured car 1 armoured car</p>	<p>1 mounted command stand 1 75mm gun 1 crew 1 limber 1 ammo wagon</p> <p>1 command infantry stand 1 infantry stands 1 MMG stand</p>

	stand 1 infantry stand			
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	AT START	TURN 2	TURN 3
Northern Command Reserve	1 Regimental Command Stand 1 car 1 Regimental staff radio truck with staff 1 observer stand (self-order) 1 light truck 1 reconnaissance light armoured car (self-order)	1 command engineer stand 2 engineer stands 1 bridging set	1 command light tank (R35) 2 light tanks (R35)
			TURN 4 1 command stand 1 car 1 105mm how 1 crew 1 truck 1 ammo truck
1st Light Mechanised Battalion	1 command S35 1 command S35 1 S35 1 command mech inf stand 2 mech inf stands 1 MMG 2 trucks	1 command stand 1 car 1 47mm AT gun 1 25mm AT gun 2 crews 2 light trucks	
2nd Motorised Infantry Battalion	1 command stand 1 car 1 command infantry stand 2 infantry stands 1 MMG stand 2 trucks 1 command motorcycle infantry stand 2 motorcycle infantry stands	1 command stand 1 car 1 81mm mortar stand 1 25mm AT gun 1 crew 2 light trucks	1 command stand 1 car 1 75mm gun 1 crew 1 truck 1 ammo truck
6th Moroccan Infantry Battalion	1 command stand 1 forward observer stand 1 command infantry stand 2 infantry stands 1 MMG stand 1 command infantry stand 2 infantry stands	1 command stand 2 25mm AT guns 2 crews 2 limbers	1 mounted command stand 1 75mm gun 1 crew 1 limber 1 ammo wagon

	1 MMG stand		
Presidential Guard Strategic Reserve	1 high command stand 1 command B1 bis 1 Renault R40 1 command mechanised infantry stand 2 mechanised infantry stands 1 MMG stand 2 tracked carrier stands 6 Border Guard stands 6 entrenchments	1 command marine infantry stand 3 marine infantry stands 1 command parachute infantry stand 3 parachute infantry stands 3 Fighter Bomber sorties	