

Bastogne Campaign MOD - Command and Control v2

1) Battalion “HQ” and below

a) Battalion HQ’s will have slightly higher command value (CV) now. Generally an 8 for Green units, a 9 for veterans, and a 10 for elites.

b) A HQ Stand may make command rolls to do the following:

- Call Artillery (-3 applies to command roll as well as other artillery modifiers)
- Give orders to stands directly under “HQ” control as normal. Including indirect Mortar and IG fire.
- Cancel a scheduled Artillery Fire mission for the next turn.

Any number of these may be attempted but they **must be attempted in the above order** and **any failure will end the HQ’s ability to attempt any further orders** that turn.

2) Brigade/Regiment/Combat Command “CO” and above

a) Command Values lowered – now on par with Battalion HQ’s for the most part.

b) A “CO” Stand may make command rolls to do the following:

- Call Artillery (-2 applies to command roll as well as other artillery modifiers)
- Confer a +1 to command rolls for a subordinate HQ (same Brigade unit) with a -1 for every 20cm from then CO to the HQ. This can be attempted for multiple subordinate HQs one at a time.
- Give orders to stands directly under “CO” control as normal. Including indirect Mortar and IG fire.
- Cancel a scheduled Artillery Fire mission for the next turn.

Any number of these may be attempted but they **must be attempted in the above order** and **any failure will end the CO’s ability to attempt any further orders** that turn.

3) Scouts/Recon Units

a) Scout/Recon units are self-ordering with a CV of 8 for most, and a CV of 9 for elite Scouts. They get a -1 for each successive order and suffer all other normal negative command roll modifiers.

b) Scout/Recon stand may only fire in the initiative phase or as opportunity fire.

b) Each Scout/Recon stand must be assigned to a higher HQ or CO to which they directly report to.

c) A Scout/Recon stand may make command rolls to do the following

- Move itself.

- Call in IG or Mortar fire from units that are attached to the same CO or HQ as the Scout/Recon Unit. The target must be **closest visible enemy**.
- Call in a one battery fire support mission from any available support. Target must be closest visible enemy.
- Confer a +1 CV to its assigned Co or HQ (Max of +1 per HQ/CO). The scout receives a -1 to its command roll attempt for every full 20cm it is away from the closest enemy unit for this roll.

4) Artillery

- Artillery is allotted by **battery** by zone. Normally all batteries from the same battalion will support the same zone. They may be split up if desired, although an FAO from a battalion (if the battalion has one) can only be assigned to a single zone.
- Division and lower batteries may be assigned to provide support in a zone in which other units of that division are fighting. Corps batteries may be assigned to any zone at any time.
- Each battery assigned to a zone has two scheduled (preplanned) missions it can fire. These fire missions are planned before the game begins and stands are placed on the table. These are conducted in the scheduled phase of the turn indicated by the planned mission. They fire automatically in the designated turn and hit at the exact location planned. They may be canceled by a FAO, HQ, or CO stand on a successful command roll but must be canceled on the turn previous to its scheduled mission.
- Only “medium” 105mm and smaller Artillery Battalions have FAOs. Larger “Divisional and Corps” guns are called in by any FAO, HQ or CO.
- A FAO Stand may make command rolls to do the following:
 - Call artillery from his own “medium” artillery battalion’s batteries
 - Call artillery from “heavy” divisional batteries supporting the same zone.
 - Call artillery from “heavy” corps batteries supporting the same zone.
 - Cancel a scheduled Artillery Fire mission for the next turn.

Any number of these may be attempted but they **must be attempted in the above order** and **any failure will end the FAO’s ability to attempt any further orders** that turn. The following provisions also apply:

- A FAO gets a -1 for **EVERY** successive attempt to call artillery fire.
- When an artillery fire mission call fails, no other FAO/CO/HQ can attempt to call that battery or batteries.
- Rockets remain only as scheduled fire. They may be canceled as above but may never be called for by a command roll.
- All operational range limitations remain in effect.