1-48TACTIC

COMPANY COMMANDER!

Version 0.2 Beta – April 2023

Welcome to the most innovative and exciting WWII skirmish game around!!

Foreword to the 0.2 beta version

Apologies for the rough appearance but this version is still very much work in progress!
Will publish a better looking rule sheet as soon as we freeze the content...

*You can always find the latest published version of these rules at http://1-48tactic.com/rules.htm
For any question, visit the game support forum at: https://1-48tactic.freeforums.net/*

RULES FOR PLAYING BIG

So you think you are ready to take control of more than a squad? Can you command a platoon? What about a whole company?

Well, you're in luck, because these rules will allow you to precisely that! ...and with extra support to boost!

First of all however, you will need to familiarize with a couple of basic concepts… the named characters used in the game at squad level represent heroic individuals who have the determination and capacity to take daring initiatives by themselves. Nameless common soldiers are simply called "foots", they generally have slightly less impressive skills and are cheaper, that is they have a lower AP cost compared to named characters. They are not unique, and therefore you can have as many as you like in a unit, which is the first ingredient necessary to field larger forces.

The other main component you need is a command structure that enable you to control all these soldiers. These is what Officers are for. Officers enhance your ability to control more troops in two ways: they allow you to get (and thus spend) more

AT and also allow you to get more characters to do something for a reduced number of ATs, by giving an ORDER, which applies to all friendly characters within range, being it a named NCO hero or a nameless foot soldier.

RULES FOR USING OFFICERS

Command structure

• You **can** (but don't have to) deploy one NCO max for every group that is smaller than a section (up to 6 men).
• You **must** have at least one NCO for every group that is larger than a section (more than 6 men).
• You **can** have up to two, and **must** have at least one NCOs for every squad size unit (10 men in a German "gruppen" or 12 in a US rifle squad) or larger.
• You **can** (but don't have to) deploy one Officer if you have at least one full squad but less than three.
• You **must** have at least one Officer for every platoon (a minimum of 3 full squads).
• You **can** have a second Officer if you have one full platoon, plus at least one full squad from another platoon.
• You **must** have at least one Officer per platoon plus one more of a superior rank (thus the lowest possible rank for this is a Captain) if you have a full Company size unit (3 or more platoons).

Command radius
- Cpl., Sgt. and any unspecified NCOs: 5u
- Commissioned Officer (2nd Lieutenant or higher): 10u

The effect of Command Ability is cumulative, so if a Character is within command radius of two NCOs (or Officers or any combination thereof) he will get the effect of both. For the purpose of issuing Orders, command radius also reverberate and is passed on along the command structure to all direct subordinates (only). For example, if a lieutenant issue a move order, all soldiers within 10u from him will move, and in addition, if within this command range there is a sergeant *that belong to his company* (including any allied troops temporarily attached to it), not only he himself would move (being of lower grade of the Officer who issued the order), but also all soldiers of a lower rank within the 5u command range from the sergeant will. If in turn there is a corporal within the sergeant's command radius then also all soldiers within the 5u command range from him will move as well. Consequently, a deliberate placement of Officers and NCOs in your deployment scheme is essential to maximize your ability to control your force with as few AT as possible, ever more so the larger your force is. A carefully planned command structure will let you deploy and move even a full company using only a few orders by the highest ranking officers, especially in the early phase of the battle, thus saving you precious ATs which may well be your key to victory later on!

Commissioned Officers (CO)

If using the optional *Psychological Shock* advanced rule, Characters within 5*u* of an Officer do not test for shock.
In case the officer is killed however all Characters that belong to his unit and anyone within 10*u* from the killed Officer must immediately test for shock. Note that this only apply to Officers that are killed in action, not that are just wounded!

Universal Ability: ORDER
All Commissioned Officers have this ability and are able to get all subordinate Characters within their command radius to perform an Action by spending only one AT on their own card. Each ORDER given is an Action and cost 1AT. Note that this means that trying to issue an order does trigger OF and also that an Officer who starts the turn suppressed (that is, within the range of an active SF marker) can not issue any Fire order. Every Character within range **must** execute that same order, unless it's *halted*. Halting is also an Action and cost 1AT that must be placed on the halted Character and counts toward his own max allowance. Officers can give orders also to subordinates that do not belong to the same unit, combat arms branch or any allies (subject to theatre of action), but can be not do so at the same time. In other words, an Officer must give separate orders to separate units, spending 1 AT each time; even of he wants to give the same order to all, he can not do more then one unit at a time. For example an infantry officer can order some of his infantry to move and can also do the same for a tank that does not belong to his company, but can not do so with the same action, he has to issue two different orders for that, spending 2 ATs.
Note that the orders given may apply to the Officer who issue the order himself, at his own discretion. If he gives an order to Move Toward... he can choose to move along with the others or to remain stationary, with no need to pay any additional AT for moving along or halt himself.

ORDERS can be:
- MOVE toward... – place a marker (any would do) in a position on the table in LOS to the officer, every Character in range must move their maximum allowed distance in a direct line toward the centre of the marker. Once everyone has moved the marker is removed.
- FORWARD! – every Character in range must move their maximum allowed distance in a direct line toward the enemy table edge.
- FALL BACK! – every Character in range must move their maximum allowed distance in a direct line back toward their

own table edge.

- FIRE at... – choose any target on the table in LOS to the officer, every Character in range and LOS must shoot at it. This does not require spending any AT on all firing Character's cards and does not counts toward their max allowance of Actions, but **does** count as a shot fired. Thus Characters armed with weapons that allow only 1 shot per turn would not fire if they have already shot that turn, and would not be able to fire again after this if they did not. Note that it is not possible to AIM when firing in this way.
- FIRE AT WILL! – place a SF marker in a position on the table in LOS to the Officer, every friendly Character in range is contributing to the SF. The radius for this SF area is always 2 and all normal SF rules apply. Note that using this ability Officers can start SF even if their cards do not show the SF action symbol like NCOs do. This is because NCOs can not issue Orders and therefore would not be able to start SF unless it is specifically shown on their card.
- TAKE COVER! – every Character in range must Take Cover. Note that this means that **all** active OF and SF markers maintained by all these Characters are immediately removed.

The ORDER ability is universal to all Commissioned Officers and therefore is not even indicated on their card, much like the basic FIRE Action is not indicated on any soldier card.

Some CO may also have one or more additional abilities which are unique to him and may have different values. These are only available if specifically indicated on their own card and act only with the specific value shown.

Ability: ADVANCE PLANNING
Ability value: extra number of AT received per turn (cumulative).
Fielding Officers with this ability in a force enable the player to collect the additional AT every turn in addition to the 5 he would get normally. This does not count as an Action and doesn't require spending any AT for it.
The extra AT are not collected any longer if the Officer is killed (or even only wounded if he does not maintain the ADVANCE PLANNING ability on the wounded side of his stat card) or in any case leave the board for any reason (for example if he is evacuated as a casualty).

Ability: CALL
Ability value: number of dice rolled when doing a CALL attempt.
Officers with this ability, in contact with HQ via a Radio Operator, a field telephone or a fixed permanent line (typically from a bunker or a command post), can attempt to CALL by rolling the number of dice indicated on their card. On a result of (at least one) 6 the CALL attempt is successfully answered.
Officers can call in either Reinforcements or Support fire:

- A successful CALL for reinforcements allow the player to deploy one new free reinforcement team (2 figures sharing the same card) for every 7 figures currently in play (rounded up, so you always get at least one, with 8 to 14 figures in play you would get two reinforcement teams, with 15 to 21 three, and so on), after a delay of 1D6 turns.
  If you do not have reinforcement team cards you can use any soldier card instead, with or without extra weapons and up/downgrades, up to a value of 6 AP.
- A successful CALL for Support fire allow the player to place a target marker wherever he likes on the board but no closer than 30u from any friendly troop or vehicle. Note that once the marker is placed if you want you can move any friendly troop closer to the marker but you would be doing that at their own risk. Support fire is coming anyway, it always attacks anyone within range, friends and foes alike, and can no longer be called off!
  A barrage of Support fire will arrive after a delay of 1D6 turns. Support fire can be one of several different kinds: HE or Smoke, heavy mortars, howitzers or naval artillery, rockets, air attack etc. Specific rules for each (including the number of actual shells fired, their range, attack value and the dispersion range) apply according to scenario and nationality.

To attempt to CALL it's an action, it costs 1 AT (the spent counter to be placed on the CO's card). A new attempt to CALL can be made at any time, even more than once in the same turn, within the limits of max number of actions allowance and AT availability.
A successful CALL attempt that scores a double 6 (therefore only possible to officers with a Call Ability value of 2 or more) will arrive without delay, in the next turn of the player that made the call.

Can be used in conjunction with a **Radio Operator** in contact with HQ, or by using one or more Characters acting as messengers. In this case the messenger has to carry the request outside of the player's own edge of the game board. Once a messenger is out of the board the Officer can attempt to CALL (once per messenger). The Character that carried the message is redeployed on the same table edge he got out of, anywhere the players choose, on the following turn.
Alternatively the Officer can try to contact HQ by himself, exiting and then re-entering the board as a messenger would. However note that any Character leaving the board does count as being temporarily lost, so this may not be an option if the total lost AP value should reach the opponent's winning conditions as this would mean loosing the game!

Special platoon Call
Those Officers who belong to factions that had an integral mortar detachment at Platoon level (not a mortar Platoon at Company level or above!) and do have the CALL ability, can always attempt to call-in a limited mortar barrage from the Platoon's mortar squad, even if they are not in contact with HQ. This attack may consist of the equivalent of 3 standard smoke or concussion grenades which are subject to dispersion (rolling separately for each) as for hand grenades rules.
Factions with a mortar detachment at Platoon level are: British Infantry and Airborne, US Airborne and Mechanized Infantry, German Infantry and Airborne, Imperial Japanese Army and IJN naval infantry (SNLF).

Ability: CONTACT HQ

Ability value: number of dice rolled when doing a CONTACT HQ attempt.

Radio operators in base to base contact with and Officer with the CALL ability allow them to use it from anywhere once they have established contact with the HQ.

To CONTACT HQ it's an Action and it costs 1 AT (the spent counter to be placed on the radio operator card). It requires to roll as many D6 as the Action value indicates and on at least one score of 6 the HQ is successfully contacted. On any other result the contact can not be made, the spent AT remains as usual on the card of the radio operator. A new attempt to CONTACT HQ can be made at any time, even more than once in the same turn, within the limits of max number of actions allowance and AT availability.

Once established, contact with the HQ is maintained free as long as the radio operator does not perform any other Action. In other words, if he's using this ability no other action can be made by the radio operator. If he does any other Action, including MOVE or TAKE COVER, or if he gets wounded, contact with the HQ is immediately lost.

Ability: TAKE INITIATIVE

Ability value: number of dice rolled when doing a TAKE INITIATIVE attempt.

Officers with this ability can try to snatch initiative at any time in the opponent's turn. To attempt to TAKE INITIATIVE it's an action, it costs 1 AT (the spent counter to be placed on the CO's card) and force a new initiative roll to be made, just like at the start of the game. Both players rolling one D6 each at the same time and both adding the total sum of all the "take initiative" values of all the COs in the field at that moment. If the attempt is successful the opponent turn is immediately terminated and the player gets to start his next turn immediately, collecting ATs as usual. Their opponent whose turn has been terminated will bank all unused ATs he has left and can use them in subsequent turns as normal. If the attempt fails the opponent just continue with his turn as usual.

Note that if there are more than one COs with this ability present on the table, all their "take initiative" values are added up for free; only the CO that initiate the action spends 1 AT for it.

Before rolling for trying to take initiative it's also possible to attempt to improve your chances by spending more AT, each one increasing your final score by +1. To do this you just announce you are spending one or more AT to boost your initiative score BEFORE rolling; your opponent will have the chance to do the same. Set aside the ATs you wish to spend in your bid to win the initiative, without showing them to your opponent (you may just keep them hidden in your hand). Once both players are ready they will reveal their bid, both together at the same time. Further increases can be made after this, but every time one player increase its bid the other will also have a chance to match or rise its own. Once both player have decided they do not want to spend any more its time to roll!

There is no limit to the number of ATs you can spend in this way but obviously the more initiative boosts you'll buy the less ATs you'll have left to spend during the actual game!

The player whose officers (if any) is called to roll (by an enemy attempt to TAKE INITIATIVE) does not have to spend 1 At for this, but can also attempt to improve his chances by spending AT. In all cases, if using this ability (either actively or by being forced to roll by an enemy attempt) no other action can be made in the same turn.

Ability: FEINT DEPLOYMENT

Value x 10: percentage of force AP that can be redeployed (always at least one Character).

Officers with this ability are able to pick up and redeploy a percentage of the total number of AP value of all deployed forces, equal to their FEINT DEPLOYMENT ability value x 10 rounded up, after all of their own and their opponent forces have all been deployed on the table. For example if an Officer as the FEINT DEPLOYMENT ability with a value of 2, they can redeploy up to 20% of the total AP of his force; let's assume you are playing with 76 AP, if your force include this Officer you can redeploy any number of Characters up to a total value of 16 AP.

This can include weapon system crews, heavy weapons and vehicles, it does not count as an Action and doesn't require spending any AT for it.

Please note that each faction's Officers may have different abilities and values, depending on individual and national characteristics.

RULES FOR USING MEDICS

Medic

If using optional *Psychological Shock* advanced rules, Characters within 5*u* of a Medic do not test for shock.

Ability: FIRST AID

Value: max number of first aid kit that can be carried. The counters for the first aid kit that are currently being carried are positioned on the Medic card until used.

Once the Medic is in base to base contact with a wounded character (regardless if still in Wound Shock or already recovered) he can attempt to treat him, following this procedure:
1. Place a "first aid" counter from those available to the Doc on the Wounded character card;
2. Roll 1D6 (Medics don't require spending ATs to make a First Aid attempt but this count as an Action and both the Medic and the wounded can not do any other Action in the same turn).
3. Assess the actual medical condition of the wounded character as determined by the dice roll:
    ◦ on a result of 1 to 3 the wound is serious enough, although now stabilized. The character remains wounded

and the spent "first aid" counter is left on his card.
- on a result of 4 or more the wound is treated as a superficial or anyway minor and the character is restored to full health: return his card to the original "healthy" side (but leave the first aid marker on the Character's card anyway).

Once a character has been treated once (that is if he already has a "first aid" marker on his card) he can not be treated again, regardless of the actual result.
If using this ability no other action can be made in the same turn by the medic character, not even MOVE or TAKE COVER.

Ability: CASUALTY EVACUATION (he's not dead, Jim!)
If the Medic arrive in base to base contact with a character that has been eliminated, he can check if it is still alive and can be evacuated, following the same procedure for assessing a wound:
1. Place a "first aid" counter from those available to the Medic on the casualty character card;
2. Roll 1D6 (as usual Medics don't require spending ATs to make a casualty check attempt but this still count as an Action and the Medic can not do any other Action in that same turn).
3. Assess the true medical condition of the casualty as determined by the dice roll:
    - on a result of 1 to 3 the Character is dead or his wound is too serious to be moved anyway.
    - on a result of 4 or more the Character is still alive and may be evacuated

In case a casualty can be evacuated, it may leave the battlefield through an Aid Station or by getting back to the deployment table edge. Any casualty successfully evacuated does not count any longer as lost toward game objectives and Victory Points count. With a Medic in base to base contact a casualty will be moving at half his speed (as shown on its card on the wounded side). With the help of a second Character the three together will move at the casualty's full wounded side speed.
A dedicated stretcher team can pick up a casualty as a single Action (picking up cost one AT to be placed on either of the stretchers bearers card) and carry the wounded back to the Aid Station or the table edge by moving at their own full speed.
Any vehicle can also be used to carry at least one wounded characters, either inside or laying on top of it. Dedicated vehicles, like a jeep with stretchers mounted on or a truck, can carry multiple casualties at once. Just use common sense and real life examples to judge each case.

If a character had already been treated once before, irrespectively of the reason or the result (that is, if he already has a "first aid" marker on his card) he can not be checked for evacuation.

Used up first aid kit markers are always discarded regardless of the roll result.

The Medic effectiveness can be greatly improved by a dedicated piece of terrain, the **Field Aid Station,** which has some special ability of its own.

Field Aid Station Ability: EVACUATION POINT
In 1-48TACTIC an Aid station is a temporary facility which is used as an evacuation point to get a casualty further back behind front lines to a field hospital where they can be properly treated by a full medical team.
Any and all casualties that reach the Aid Station are immediately considered successfully evacuated.

Field Aid Station Ability: FIELD INFIRMARY
A Medic (only) can replenish his full max number of first aid kit markers that he can carry by spending one turn inside or in contact with the Aid Station. This does not count as an Action and does not require the expenditure of an AT; the medic can also perform any action in the turn (including Take Cover) without this preventing him from replenishing the first aid kit markers. In addition, although only a hastily set-up affair, the infirmary is still a much better place to treat a wound than the middle of the battlefield, so the Medic gets a +1 bonus on the First Aid attempt dice roll to treat a wounded character if at least one of them is inside or in base to base contact with the field infirmary base.

RULES FOR USING HORSE, MOTORBIKES and BYCICLES
Saddle horse are just treated as vehicles in the game for the purpose of mounting, moving and dismounting, except that they can only be used by Characters with the **RIDER** ability.
Motorcycles, like other vehicles, can be used by everyone but only effectively by those Characters who had the proper training, in this case indicated by having the **BIKER** ability; for everyone else every action on a motorbike will cost +1AT.
Bicycles on the other hand were an extremely common and widespread mean of private transportation and it is assumed every soldier can ride one without a special dedicated ability for it.

RULES FOR USING BUNKERS

For simplicity, all fortified positions that have a roof over, including improvised sandbags and logs and dirt emplacements are taken to be bombproof in 1-48TACTIC and are thus SHELTERING terrain. These can not be destroyed and any Character inside can only be attacked by firing directly into the firing slit or by entering inside. Firing into the slit can be done as for a normal attack (whatever that is for the weapon used) from up to 2u away. Beyond 2u, regardless of the weapon used, only one

dice is rolled and only a result of 6 is a hit. The effect of the hit is then calculated as usual for that specific type of weapon, only the *procedure* to hit is affected. Once inside the bunker (for example entering from a door behind) or if firing into the slit at less than 2u the target is considered in the open.

Fully enclosed positions, including buried bunkers fitted with armoured or tank turrets and bunkers with the firing slit protected by armoured plates are also considered SHELTERING terrain but can be defeated only by heavy weapons firing using H factors or by explosive charges. They must have an armour rating assigned before game start.

All fortified positions that are not protected by some sort of roofing are considered as normal PROTECTIVE terrain.

RULES FOR USING TACTIC CARDS

In order to keep things realistically balanced, all tactic, weapons and upgrades cards are usually NOT universal but belong to a specific faction. There are a few exceptions which have been released as limited edition cards, these are always allowed to all factions but only maximum one of each kind can be used at a time. For all others there is a limit to which and how many weapons/upgrades/tactic cards **not of one's own faction** a player can use, and this is dependant on the faction and Theatre of Operations. All info for these is made publicly available and it is maintained free on the website at http://1-48tactic.com/ in the "support" section (only two available at the time of writing but more are being gradually added so that all factions for which cards and figures are published are always covered! Some weapon card may show different profiles that belong to different factions on each side, with stats that may be the same or slightly different; such cards can be used by both factions on the corresponding side as belonging to them and do not count toward the limit above, but if they are used on the different side then they are not of one's own faction and do count toward the limit. The stats on each card refeclect an individual value relative to their own faction, availability, training, experiemce, field modifications, doctrine, etc. so it may be different even for identical items.

General rules for using Tactic cards

A player can assemble his own Tactic cards deck as he likes, provided he respects all the limitations relevant to the cards he selects. In particular one can only use tactic cards specific to his own faction or that are universal or specifically allowed to his faction. Tactic cards specific to another faction, even if it is an allied one, even if it is of the very same nation, can never be added to one's own deck. So long as all the relevant limitations are respected there is no limit to the size of a player's Tactic cards deck: he can choose to have none, only one or as many tactic cards he likes in it.

Once the player has selected all the cards he wants to use (if any) and assembled his deck, he must include the full AP value of the whole deck in the calculation for the total value of his deployed force.

At deployment time, when all terrain and figures are on the table, all players who decided to use a Tactic cards deck will have to ask their opponent to shuffle it and place it face down at the side of the table. At the beginning of each of his own turn the player can pick one card from the top of his own deck and add it to his hand. Be mindful! If you forget and miss a turn you can not pick up later the cards you have missed! Once in a player's hand a tactic card can be played anytime, even in the very same turn it has been picked, unless specifically limited in doing so by the card itself. Some tactic card requires to be played in your own turn and some in your opponent's, it is specified on the card itself.

Cards that can only be played immediately after the opponent does a specific Action can not be used if in the meantime the opponent has already done another legal Action.

That's it, time to fill up those big tables, and as always HAVE FUN!