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1-48 TACTIC

COMPANY COMMANDER!

VERSION 0.1 BETA - SEPTEMBER 2020



Foreword to the beta version

These optional rules are required for using Tactic cards and Officers, which are used for keeping the game running smoothly if you want to play with forces of a platoon or more in size.

**You can always find the latest 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/>**

OPTIONAL 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 do 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 generally have slightly less impressive skills and are cheaper, in other words, they have a lower AP cost compared to named Characters. Cards for nameless figures are not unique, and therefore you can have as many of the same 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.

Command structure:

- You **can** (but don't have to) deploy one NCO max for every group that is smaller than 6 men.
- You **must** have at least one NCO for every group that is larger than 6 men.
- You **can** have up to two, and must have at least one, NCO for every squad size unit (for example 10 men in a German Schützengruppe 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 another full squad.
- 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).

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

This 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, An order applies to all friendly characters within range, being them a named NCO hero or a nameless foot soldier. There is a difference though: all nameless characters **MUST** execute the ORDER, while named Characters may or may not, as the controlling players prefers. This reflects the increased autonomy of action of these more experienced and determined individuals.

Command radius

- Cpl or unspecified NCOs: 5u
- Sgt. Or 2nd Lieutenant: 10u
- Lieutenant: 15u
- Captain or higher: 20u



COMMISSIONED OFFICERS (CO) ABILITIES

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.

Note that each ORDER given is an Action and each cost 1AT.

Every Character within range must (if a nameless soldier) or can (if a named Character) execute that same order, unless it's halted. Halting is also an Action and cost 1AT that must be placed on the halted nameless soldier and counts toward his max Actions per turn.

If using the optional Psychological Shock rule, Characters within 5u of an Officer do not test for shock.

BUT

In case an officer is killed all Characters that belong to his unit must test for shock.



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 toward the friendly table edge.
- **FIRE AT...** – choose any target on the table in LOS to the officer, every Character in range 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 still count as a shot fired. Thus, Characters armed with weapons that allow only 1 shot per turn would not be able to fire if they have already shot that turn. If they did not fire already.thay will shoot now and would not be able to fire again after that in this same turn.
- **FIRE AT WILL!** – place a SF marker in a position on the table in LOS to the officer, every friendly Character in range of the CO is contributing to the SF. All normal SF rules apply.
- **TAKE COVER!** – every Character in range must Take Cover. Note that this means that all OF and SF maintained by these Character cease and all relevant markers are immediately removed.

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



Some CO may also have one or more additional abilities which are unique to them and may have different values. These are only available if specifically indicated on their own card and act only with the specific value shown, or, in other words, the number shown next to the ability icon on their card.



Ability: ADVANCE PLANNING

Value: extra number of AT received per turn (typically +1, 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.



Ability: CALL

Value: number of dice rolled when doing a Call attempt (typically 1 for 2nd Lt. or Lieutenant, 2 for Captain or higher). Officers with this ability, in contact with HQ via a Radio operator or a fixed permanent line (typically from a bunker or a command post), can attempt to CALL once every turn by rolling the number of dice indicated on their card. On a result of (at least one) 6 the CALL attempt is successfully answered. To attempt to CALL it's an action, it costs 1 AT and the token is placed on the CO's card, where it counts toward it's max allowance of Actions per turn.

If an Officer is using this ability, he can not make any other action in the same turn, even if the CALL attempt is NOT successful.

Officers with the CALL ability can attempt to call in either Reinforcements or Support fire and **must** declare which one **before** they roll for it. If they fail to do so, in case of a successful roll, it will be their opponent to choose which one it was!

- A successful CALL for reinforcements allow the player to deploy 1D6 of free reinforcement teams (2 figures sharing the same card) after a delay of 1D6 turns.

- 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 any friendly troop should move closer to the marker, they would do so at their own risk. Support fire is now coming anyway and can no longer be called off! A barrage of Support fire will arrive after a delay of 1D6 turns. Support fire can be HE or Smoke, and delivered by one of several different kinds of support weapons including: heavy mortars, land or naval artillery, surface to surface rockets, ground attack planes etc. Specific rules for each (including the number of actual shots fired, their attack radius, value and the dispersion range) vary according to theater and nationality.

A successful CALL attempt that scores a double 6 will arrive without delay, in the next turn of the player that made the call.



Special platoon Call

Those Officers who belong to factions that have mortar support at Platoon level and have the CALL ability, can always attempt to call in a smoke or HE barrage even if they are not in contact with HQ. This barrage consist of 3 standard frag or smoke grenades which are independently subjected to dispersion, resolved as for hand grenades rules but with 3x distance.





Ability: TAKE INITIATIVE

Officers with this ability can try to snatch initiative any time in the opponent's turn. To attempt to TAKE INITIATIVE it's an action, it costs 1 AT (the counter to be placed on the CO's card) and force an initiative roll to be made, with **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 cut short will bank all unused ATs he has left and can use them in subsequent turns as normal. If the attempt fails the opponent turn just continue 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 **some** 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. No further increase can be made after this, now is 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 ATs if he decide to do so.

In all cases, if using this ability (either actively or by being forced to roll by an enemy attempt) no other Actions can be made by all these COs in the same turn.



Ability: FEINT DEPLOYMENT

Value: number of Characters that can be redeployed. Officers with this ability are able to pick up and redeploy a number of Characters, equal to their FEINT DEPLOYMENT ability value, **after** they and their opponent have finished to deploy all of their forces on the table. This does not count as an Action and doesn't require spending any AT for it.



RUNNERS

in all situations when radio contact was not possible or available, Officers relied on the traditional method of sending a soldier to convey their orders. Any soldier can act as a runner, by first getting into base to base contact with the Officer and then exiting the table from it's own deployment zone. This has the same effect than contacting HQ by radio, except that every order issued requires a separate runner to be sent. When they reach the table edge runners roll a dice and will be able to redeploy in the same place where they left after 1D6 turns. Place the dice next to the miniature at the edge of the deployment zone. Every turn the dice is turned lowering the score shown by 1. Once the score reach one they will be deployed back on table.



RULES FOR USING MEDICS



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 the procedure below.

If using this ability, once rolled, whatever the result may be, no further action can be made in the same turn by the medic character, not even TAKE COVER.

If using the optional Psychological Shock rule, Characters within 5u of a Medic do not test for shock.

Once used up first aid kit markers are always discarded regardless of what they were used for or the roll result.



FIRST AID procedure:

- 1) – Place a “first aid” counter from those available to the Medic card 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.



All Medics in addition to the FIRST AID ability also have



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. This is done following a similar procedure to that for assessing the seriousness of a wound:

CASUALTY CHECK procedure:

- 1) – Place a “first aid” counter from those available to the Medic card 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 can leave the battlefield through an Aid Station or by getting back to its own deployment table edge. With a Medic in base to base contact a casualty will be moving at half his own 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 (picking up does not count as an Action) 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.

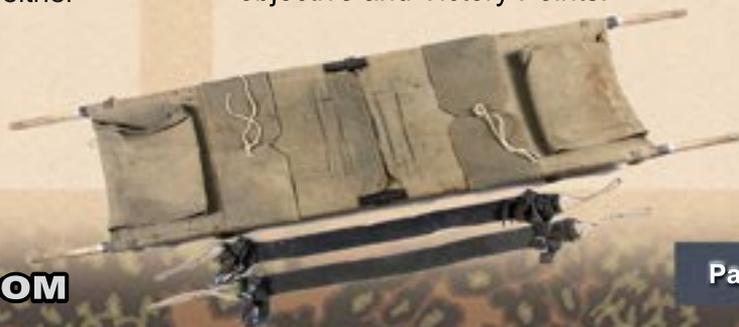
Dedicated vehicles, like a jeep with stretchers mounted on, or an ambulance, can carry multiple casualties at once. Just use common sense and real life historical examples to judge each case.

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) can not be checked again for evacuation.

Any casualties that reach the Aid Station or its own table edge is considered successfully evacuated and does not count any longer as lost toward game objective and Victory Points.

If using the optional Psychological Shock rule, Characters within 5u of a Medic do not test for shock.

Once used once first aid kit markers are always discarded regardless of what they were used for or the roll result.



The Medic effectiveness can be greatly improved by a dedicated piece of terrain, the **Field Aid Station**.

This serves as both an infirmary and an evacuation point, as detailed below.

FIELD INFIRMARY

A Medic (only) can use the Aid Station to replenish the full max number of First Aid kit markers that he can carry. To do this it is enough for the Medic to be spending any time inside or in contact with the Aid Station. This does not count as an Action, does not require spending any AT and can be done even while doing other tasks at the same time. For example, a Medic that carry a casualty back to the Aid Station for evacuation can also replenish his max First Aid kit markers allowance at the same time, as soon as he gets in touch with the Aid Station.

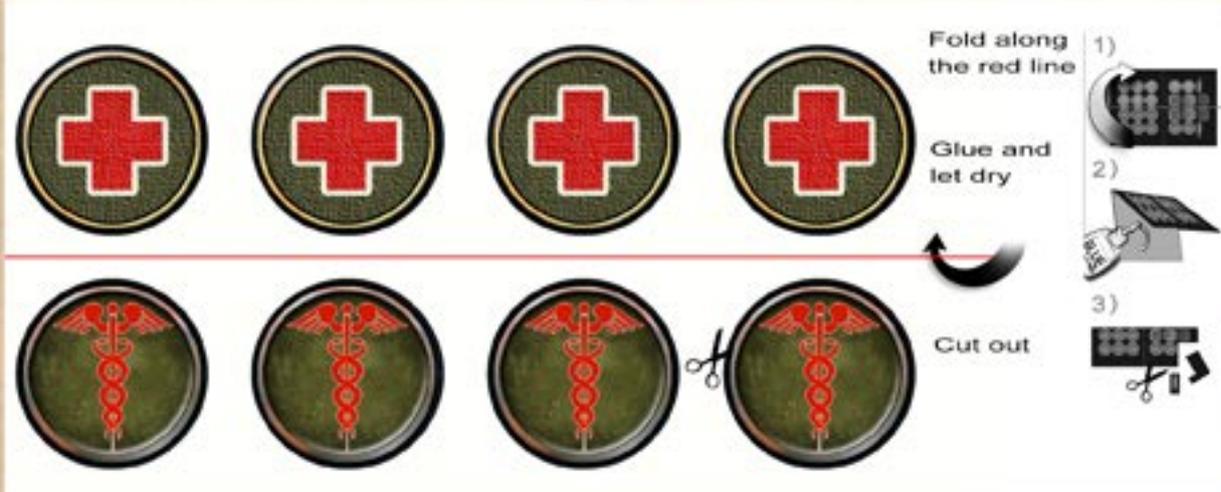


in addition, although only a hastily set-up affair, the infirmary is still a much better place to treat a wound than the middle of the battlefield, so the Medic gets a +1 bonus on the First Aid attempt dice roll to treat a wounded character if at least one of them is inside or in base to base contact with the field infirmary base. Note that there is no bonus for casualty checks...

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 casualties that reach the Aid Station are considered successfully evacuated.



FIRST AID KIT MARKERS

just print, fold along the red line, glue in the middle and once set, cut them out!



RULES FOR RADIO

Some soldiers and NCO were issued with dedicated wireless equipment which allowed them to radio contact their HQ. Officers with the CALL ability can use radio operators in base to base contact with them to use their CALL ability from the field. To do this though, they must first establish contact with the HQ.



Ability: RADIO CONTACT

To attempt to CONTACT HQ it's an Action that costs 1 AT (to be placed on the radio operator's own card). It requires to roll 1D6, and on any result other than 1 the HQ is successfully contacted. On a result of 1 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. Once established contact with the HQ is maintained as long as the radio operator does not perform any other Action. In other words, if he's using this ability the radio operator can make no other Action, except for TAKE COVER, or it will lose contact. If the operator gets wounded or eliminated, contact with the HQ is also immediately lost.

Note that wireless equipment was a complex apparatus that required extensive training and communications had to be established following specific procedures. Accordingly, unlike what happens for weapons, just getting in contact with a radio does NOT allow any Character to use it. Only trained personnel, i.e. those with the RADIO CONTACT ability, can use it.

RULES FOR BUNKERS

For simplicity, all fortified positions that have a roof over, including improvised sandbags and logs and dirt fortified emplacements are taken to be bombproof in 1-48TACTIC and are therefore 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) but only at the maximum distance of 2u. 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 firing into the slit at less than 2u the target is considered in the open.

In addition, 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 in this case can only be defeated by heavy weapons firing using H factors or by explosive charges. These armoured positions must therefore 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.



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 and allowed to all factions. Tactic cards specific to another faction, even if it is an allied one, even if it's 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, one or as many tactic cards he likes in it.

Once the player has selected all the cards he wants to use and assembled his deck, he must include the full AP value of the whole deck in 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 one will have their opponent to shuffle their Tactic cards deck and place it face down at the side of the table. At the beginning of each of his own turns a 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 the very same turn it has been picked, unless specifically limited in doing so by 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 all, time to fill up those big tables, and as always HAVE FUN!

After you tried this beta version please feel free to comment on it in the game support forum at:

<http://1-48tactic.freeforums.net/>

your input can still be decisive and as always any and all feedback is very welcome!

**1-48TACTIC
COMPANY COMMANDER beta**

is provided absolutely free for now, but once testing is complete the final version of these rules will be published and full credit will be given to all those who actively participate in the beta test program.

