

The Ones That Got Away

Errata and FAQ for Chain of Command

Errata

Page 16. The following line is missing:

“Troops deploying onto the table may not move in the current Phase but may fire at full effect”.

A sticker with this printed on is already inserted in the majority of the books below the text box on the right hand side of the page. However, if your copy does not have this we do have stickers available. Just send us an email with your postal address and we will post it to you.

Page 46. The last word on the page should be 'of' rather than 'if'.

Page 63. Section 14.8. Leaderless vehicles should be noted as having a morale level of 1.

Page 91. Arsenal Table. The Churchill AVRE is listed as 'Small'. It isn't!

Page 96. Arsenal table. The Chaffee has been misspelt as Chafee. The M3 halftrack is listed twice

Page 98. Soviet Tank Killer Teams. Soviet Tank Killer Teams should be made up of three men. Two armed with SMGs, one armed with a Molotov Cocktail or satchel charge.

Page 98. Soviet 50mm mortar. This should have two crew.

General Arsenal Rules – AFV classifications

Ronsons: A Ronson is a designation which indicates that an AFV is more likely to catch fire or explode. When an AFV designated as a Ronson is destroyed with three net hits on Tables 12, 13 or 14 it will explode on a roll of 4 to 6 as opposed to the normal 5 or 6 shown on those tables.

Heavy Armour: Heavy armour indicates that an AFV has good all-round protection. When rolling to penetrate its armour in Step Three of section 12.1 its opponent will treat its side armour as frontal armour, needing 5 or 6 to penetrate. Against its rear armour they will require 4 to 6 to penetrate as opposed to the normal 3 to 6 for rear armour. In simple terms, side armour is treated as frontal armour; rear armour is treated as side armour.

Gun Weights: These will be covered in the much broader Arsenal Tables which we are producing. As a guideline small weapons such as the French 25mm, numerous 37mm and 45mm anti-tank guns and small infantry guns such as the le.IG.18 should be treated as Light. Weapons such as the 6 pounder, 57mm or Pak 40 should be Medium whilst larger weapons such as the Pak 43 and 17 pounder are Heavy guns.

General Clarifications

Sections & Squads without Sub-Teams

Whilst the norm for unit organisation in the Second World War was to break sections and squads down into smaller Teams to facilitate fire and movement, some nations simply did not have such sophisticated tactical doctrines. Good examples here are the Poles and the Soviets, both of whom considered the squad to be the smallest tactical unit.

Where these sections or squads are fielded the following rules should apply:

- They suffer only one Shock when moving 'at the double'
- They require only one *Team* entrenchment for the entire Squad or Section
- They roll twice for hits from barrages
- They activate only on a Command Dice roll of 2. Any sub-Teams, such as Scouts, which are split off from the Squad will activate on a Command Dice roll of 1.
- The whole squad may be placed on Overwatch by their Leaders using one Command Initiative

Page 98. Commissars. The role of the Commissar changed throughout the war and it is our intention to cover them in the large range of Army lists which we have already begun producing.

Page 42. Section 9.3.2. It should be made clear here that infantry anti-tank weapons being used against infantry do NOT roll to hit as they would against a vehicle, but rather they simply roll to hit on Table 5 as any other infantry weapon does.

Page 46. Section 10.1 Infantry Guns and 10.2 Anti-tank guns

There appears to be some uncertainty as to whether these should take into account the quality of the target when firing H.E. against infantry. THEY DO NOT. The rules are correct as shown, with each Firepower D6 rolled hitting on a 4, 5 or 6. The rationale for this is that whilst my elite troops can take better cover against a rifle bullet, heavier calibre weapons are less forgiving.

P.69, Section 16.2. Remote Control Tanks. Remote control tanks were primarily engineering weapons designed to clear obstacles. However, they were sometimes used against infantry. It was the intention that these weapons have no blast radius as such, but should make contact with their target before being detonated. If players prefer to add some kind of blast radius we would suggest a 2" radius for the Goliath and a 4" radius for the Borgward BIV. Any troops within that distance from the exploding charge will test for casualties as indicated in the rules.

Frequently Asked Questions

Q: Where do I find my favourite toy? Why is it not covered by the lists?

A: *It would be wonderful to produce a set of rules which covered every single weapon and vehicle used. However, it would make for an absurdly lengthy rule book. In the downloadable Army Lists we plan to provide a much more comprehensive range of vehicles for forces which those vehicle types are appropriate.*

Q: Do you have to allocate your command dice before using them? Do you have to declare what you intend to do before using (a) any of them, (b) each of them?

A: *You can do what you like in your Phase of play. There is no requirement to place the dice and determine what you are going to do. You can allocate the Command Dice one at a time and determine the effect of each one before you move on to allocating the next. OR you may elect to play some or all of your dice simultaneously. For example, you may allocate on dice to a machine gun team and they see how effective its fire is before deciding whether to activate two sections to charge into close combat simultaneously.*

Q: Where are the rules for night actions?

A: *There aren't any at the time of writing. These will be produced before long. There are also no rules for fighting on board submarines or for building impromptu hang-gliders and leaping from a roof. Feel free to devise these if they suit your style of game.*

Q: How big can a Scout detachment from a Soviet squad be?

A: *A Soviet Scout Team should be restricted to one or two men. They may deploy onto the table before their parent Section does so.*

Q: Where do vehicles enter the table in the absence of roads?

A: *At any point on the friendly table edge which the player wishes.*

Q: In Table Fourteen the results for "Zero Hits and Saves" and "One Net Hit" are the same. Is this correct?

A: *Yes. It was decided that consistency of presentation was preferable to having this table uniquely saying "Zero or One net hit".*

Q: Is target acquisition relevant when throwing grenades? In other words, is Line of Sight needed to be able to target the enemy for the purposes of throwing a grenade?

A: *If you are close enough to throw a grenade you know the enemy is there, so no. However, you should be considering the situation in order to determine whether to treat this as more difficult target than usual. This comment won't please some gamers who will want me to be more prescriptive, but it is impossible to predict every single situation which may arise on your tabletop, so that's as good as it gets.*

Q: Can you deploy more than one Jump off point from one patrol point?

A: *No. Definitely not.*

Q: If a unit moving tactically gets ambushed or hit by overwatch fire, does it get the benefit of being in tactical stance?

A: *Yes.*

Q: When a leader is hit and the wound roll is 2 or 3, does this also reduce his initiative points by 1?

A: *No.*

Q: When a leader is hit and the wound roll is 2 or 3, is a Force Morale roll made?

A: *Yes. He has been wounded, so a roll is made.*

Q: Is a roll made on the Force Morale table every time the same commander is wounded (or finally killed)?

A: *Yes, each time.*

Q: Do all units unpin at the end of a Turn?

A: *No. You must check the level of Shock they have at that point. If they have the same amount of shock as number of men, or less shock than men, then they unpin. If you have more shock than men then they remain pinned for the next Turn as well. If you have double the amount of Shock as men then they rout off the table.*

Q: When a weapon crew is wiped out, can the weapon be salvaged and re-crewed?

A: *No. To keep it sensible we say that when a weapon team is killed the weapon is lost for good.*

Q: Is it really allowed for a leader to command troops in more than one building, just so long as they are both within his command range? Would it take more than one activation to give the orders?

A: *This is really an issue of how complicated do you want to make the games. There are always compromises involved in creating rules. In reality I am inclined to agree that verbal communication with two groups of men in two buildings would be more problematic than if they were all in the same place. However, all commands are not verbal. Hand signals, whistles etc., could be used. To keep the game as simple as possible I am comfortable with one Squad or Section spread over two buildings to be activated as normal without any recourse to special rules. However, remember that if the buildings are more than 4" apart then the Squad has split into two Teams and they must be activated separately.*

Q: Where a Soviet squad is occupying two buildings which are 4" or less apart, with the Leader able to command all the squad from one of the buildings, how do you place the Overwatch markers when their Leader puts them on Overwatch? Does one place one Overwatch marker on each window? Or only one Overwatch in one direction?

A: *The whole idea of using a Command Initiative to put a unit on Overwatch is that the Leader is giving*

specific instructions what area he wants covering. In such a situation I would limit one Overwatch marker to each Command Initiative being used.

Q: Must all troops in a team be touching a bocage hedge at the start of movement to cross it, or just some of the team?

A: *Yes. The rules are very clear here. A figure must take the whole Phase to cross a particularly dense bocage type hedge. Not part of a Phase, not most of a Phase, but ALL of a Phase.*

Q: When a unit is broken, do you roll when the unit routs off the board or at the moment it breaks? When do you roll for an accompanying leader?

A: *Again the words in the rules are chosen with care. You test for the unit IMMEDIATELY it breaks. You only test for the Leader when he ROUTS, so that will only be if he leaves the table. This can occur when the unit breaks if the 2D6 +6" sees the Leader and the unit leave the table due to their proximity with the table edge, or at the end of the Turn when double Shock will see the unit plus any accompanying Leader rout.*

Q: If you fire at a squad with two teams in the same cover and visible to the firer, but one team is within 18" of the firer and the other team is over 18", how do you resolve that fire?

A: *This is exactly the same as with troops in different cover types. The firer may choose to focus his fire on the closer target, or may elect to split his fire, in which case he rolls two lots of dice, splitting his firing dice as he wishes.*

Q: Is it possible to move and fire whilst crossing an obstacle?

A: *No. Absolutely not. The rules are quite clear that obstacles are crossed at normal speed and that does not allow firing.*

Q: If you are shooting at a team or section partly in one cover and partly in a lesser one, can you concentrate your fire on the latter or do you have to split it? If you concentrate it on the latter and get more kills than are in that group, do the other kills carry over to the remainder?

A: *Yes, you can concentrate your fire on the target in the open, as stated in section 8.3.1. If you then kill all of the men in the open any excess hits will be carried over onto the target in cover. However, that target will have to roll for the effect of the surplus hits, taking into account their better cover.*

Q: How do you target covering fire? If a team is down to one man, does he still lay down covering fire at full effect? What if a team is pinned or has shock?

A: *A reduced Team may put down covering fire as normal. A Pinned Team cannot put down covering fire.*

Q: Can a unit on overwatch respond if another unit is shot at by a sniper?

A: *Yes, certainly, but only if they are covering the area from which the sniper fired.*

Q: If I have a team from the support list, do I roll for a team or support unit on the Force Morale table if it breaks or is wiped out? What about a leader from the support list?

A: *You roll for a support unit if the unit is from the support lists. You roll for Leaders as for any other Leader.*

Q: What effect does heavy gun have?

A: *None whatsoever. It is a mistype.*

Q: Does the Senior Leader in the force always use the ranking leader stats or is this only if you are playing a game where a company commander or similar is also present?

A: *A Ranking Leader is a specific type of Leader, not simply the most senior Leader present. A Ranking Leader is only used when a Company Commander, or similar is present.*

Q: When you pick a gun or similar from a support list it says 5 crew with a Junior leader. Is this 5 men plus a leader, or 5 men, one of whom is the leader?

A: The Leader is ALWAYS additional, over and above the number of men listed.

Q: Minefields - where can they be placed on the table?

A: Anywhere you like.

Q: If a Junior Leader is being used to trigger a National Characteristic special rule such as 'Maschinengewehr' or 'Concentrated Fire', does that mean he is no longer attached to his section's Rifle team?

A: No. He is directing fire, not manning the weapon himself.

Q: If a section's rifle and LMG teams are side-by-side and carrying a point of shock each, can the section Junior Leader remove the shock from both teams using his two Command Initiatives when they are in LOS of the enemy, or does he have to handle each team on a separate phase?

A: The issue about rallying and line of sight is about whether the Leader is attached to the unit or simply within command range. If the Leader is attached to the unit, and it sounds like he can be, then he can remove Shock from both Teams in the same Phase.

Q: If you activate a squad with a Command Dice roll of 2 and give a move or shoot order, must all the squad move in the same direction, and must they shoot at the same target?

A: They must do the same thing. So if they move both Teams will go in the same direction towards the same objective. If they fire they may both fire. However they can split their fire if there are two or more targets.

Q: If a squad is deployed on different levels of a building, are the troops on each level considered to be separate Teams? Are they also adjacent for firing purposes so that any hits are split between them?

A: If they are within 4" of men from the same unit Section then they are still a Section and Teams are considered to be adjacent for targeting purposes. As a rule of thumb I have suggested that this is only the case if they are on adjacent floors. If they are two floors apart then they must be separate Teams.

Q: Can a junior leader command teams on different floors?

A: Again, the key here is distance. If they are within his command range then yes.

Q: Can the Junior leader be "Attached" to teams within 4 inches, but on different floors of a building or on the other side of obstacles?

A: No. I would draw the line there.

Q: I have a team at back of a building, with the unit leader and the other unit team inside. However the door is in the front, and greater than 4" of movement from the nearest figure inside the building to the team. But through the walls is less than 4". Is this team in command range of the rest of the squad?

A: Yes. The range is not affected by terrain.

Q: Routing units fall back 6" + 2d6. Is this movement affected by terrain?

A: No.

Q: If this takes them past the table edge, do they stop at the table edge until the end of the turn, or just leave the table immediately?

A: Leave the table immediately.

Q: If you have a squad with two teams in 4" of each other, can you choose to activate the entire squad, or a team in the squad, depending on the dice you have?

A: Absolutely.

Q: Transfer between teams - does the transferred man physically move on this Command Initiative, and is there a limit to how far the figure can move?

A: You can only transfer men between two Teams within the same Section. To do so the Teams must be together as a Section, so within 4" of each other. Any movement from one Team to the other is automatic.

Q: How exactly does a tank hunter team work?

A: Like any other men. They have no particular "Special" skills. All that is different is what they are armed with. Table seven covers their weaponry where it differs from ordinary small arms.

Q: Do units break when shock is double the number of men or more than double?

A: Double. See Section 14.6 of the rules.

When do you unpin a pinned unit?

Q: What do you do with a junior leader whose unit has been wiped out?

A: Whatever you like. He cannot command anyone, he cannot influence anyone. However, he can move to join up with any of the remaining units where he counts as one man with whatever weapon he is armed with.

Q: The 2" rule for firing past other troops - how strictly should it be applied? Does it only affect troops wholly behind others? What about arrowhead formations?

A: Arrowhead formations are not affected in any way. This rule is really about one unit firing past another unit, not individual men firing past other individual men. Men in a unit firing may only fire at a target to which they have a clear line of sight.

Q: Close combat - do windows or doors constitute a clear path? What about if you throw a grenade through a window - does that initiate close combat?

A: Windows and closed doors constitute a clear path if the attacker wants them to do so. Open doors always constitute a clear path. So, if the attacker chooses to leap through windows in order to initiate close combat he may do so. However, if he elects to move up and throw a grenade through the window then that does not initiate close combat.

Q: If I take a vehicle with no weapons, can I mount infantry weapons on it?

A: Yes.

Q: If I take a vehicle with no crew, how do I give it a crew?

A: You take men from your platoon.

Q: The Germans can take a SdKfz 250 with a Reconnaissance Team as a support option. I assume the half track is unarmed, but that the team's MG42 can be mounted on it. Is this correct?

A: Yes.

Q: Can you declare a unit to be tactical on deployment if it doesn't fire when deployed?

A: Only if it deploys on the Junior Leader's roll of 3 on the Command Dice. He may then immediately use his Command Initiative to put them on Tactical or Overwatch.

Q: Can you go tactical in hard cover, and if so, what effect does it have?

A: You can, but it won't do you any good. Hard cover is as good as its gets.

Q: Can a unit on Overwatch shoot at an enemy who start their move already in the Overwatch area? (sounds silly but the rule says 'move into' and there was a debate about how to pitch the obvious answer to more literally minded players!)

A: Yes. But I am wondering how you are on Overwatch when you have a target in the area you are covering.. I presume you would fire on that target when they moved into that area, and in doing so you come off Overwatch. That said, if you are on Overwatch and an enemy unit is in the area you are covering

then you may shoot at it as soon as it moves, or shoot at it AFTER it fires.

Q: Cluster Grenades and Demo Charges against Infantry - What is the damage these inflict on infantry targets? I'm assuming they are fired using a "Grenade" command.

A: Yes, you would need a Grenade command from a Senior Leader as you are using an anti-tank weapon against an infantry target. The level of damage will depend on the weapon.

Q: Does indirect fire reduce cover by one level if the troops have overhead protection?

A: That depends on the weapon firing. Normally yes, although some light weapons such as the 2" mortar do not. Where this is the case it is noted.

Q: Why is targeting crew of armoured vehicles limited to just snipers?

A: In order to best reflect the problems infantry faced when they came up against an AFV I felt that a degree of abstraction was needed. I don't want the player thinking "Oh well, I will just shoot the bloke on the MG and all will be fine", I want him to think "Bloody Hell, I am in real trouble here" and then look to find a solution, which possibly will be indirect.

By indirect I mean that the best way to deal with enemy AFVs is to avoid them, kill all their supporting infantry and oblige the AFV to withdraw (Force Morale failure). I have tempered that somewhat by allowing LMG fire to be directed at vehicles in the hope of driving them off. I have allowed snipers to take out specific weapon crews. I have allowed grenades to be chucked into open top AFVs. All of these are more direct solutions, but not generally available. And that is intentional.

Q: Can infantry close assault tanks? Can they close assault open topped AFVs (e.g. halftracks)?

A: No

Q: Can HE be fired at point blank range from a tank or is there a minimum range?

A: No. Although if you want to be very realistic then you could apply a 4" or 6" range.

Q: Can a leaders dice still be added to an mg team reduced to one member using the German special rule?

A: No, I think the Leader should be either joining the Team at that point to become part of its crew or shifting men from another Team to reinforce them.

Q: Can tanks capture jump off points? The rules say "troops" but don't define what troops mean?

A: Yes, they certainly can.

Q: Can a unit deploying to table enter into close combat?

A: absolutely yes.

Q: Can a unit deploying to table use AT mines using the tank hunter team rules if deploying next to tank?

A: Yes, but remember they can't move and if the AFV is within 4" of the Jump-Off Point then troops cannot deploy there.

Q: Why can you only stop a mortar barrage when it lands?

A: In order to reflect the inherent inflexibility of fire from off-table.

Q: Can you not stop a barrage by simply not activating the FOO?

A: No.

Q: Is there a minimum to the number of dice you roll for fire from a team?

A: One?

Q: If a team splits its fire and has shock, how do you allocate the effect of the shock?

A: However you want. In reality this is totally apparent in any game. If you have X amount of Shock

you must still have x amount of Shock after the split.

Q: If passengers in an AFV receive hits from an AT strike, what is their cover level?

A: None.

Q: If crew or passengers bail out, how far do they move?

A: They are simply placed immediately adjacent to the vehicle.

Q: Chain of Command sections are bigger than those in IABSM - why?

A: Because Chain of Command is designed to reflect tactical doctrine, and that is best done with full strength units rather than ad hoc forces. IABSM reflects units which have already taken losses.

Q: Do soviet tanks have radios?

A: This will be covered in more detail in the Army Lists. As a rule of thumb the answer is no. But that is a generalisation.

Q: A Senior Leader attaches himself to a Squad, which subsequently suffers kills. With both a Junior and a Senior Leader available, how do you determine if a leader is hit?

A: Roll once and if a hit occurs roll to see which one is affected.

Q: When a section is subject to covering fire by an elite force, that section won't be able to target any of the elite teams at effective range. Is this correct or is a roll of six always a hit?

A: That is correct.

Q: Can more than one leader remove shock from a team in the same phase?

A: Absolutely, yes.

Q: If a Jump-Off Point must be placed at the table edge, is this just the player's friendly or starting edge, or is it any point where a patrol marker's zone touches an edge?

A: anywhere the Patrol Marker's zone touches an edge.

Q: As per 13.2 a team that is contacted by a tank has to roll 1D6 against its Shock and if it's equal or below then 1D6 men will be crushed by the tank. Isn't this too harsh? Is it affected by terrain?

A: Too harsh? No, I don't think so. Affected by terrain? No.

Q: Are chosen supports secret until deployed?

A: In an ideal world I would recommend that.

Q: What are explosions (as in remove smoke and explosions at turn end)?

A: Where a tank explodes the smoke from that is removed.

Q: Why can a team or squad deploy then fire at full effect, whilst moving reduces firing otherwise?

A: Because that is the way I designed the game. Movement onto the table is more efficient than any other movement in the game. It is the last time a platoon commander (i.e. the player) has perfect control over his men.

Q: What restrictions, if any, are there on how troops can deploy from a Jump-Off Point in the immediate vicinity of enemy troops? Can troops deploy behind an enemy advancing towards a jump-off point?

A: Common sense must prevail, and common sense determines that they cannot appear behind an enemy moving towards a Jump-Off Point. You are essentially deploying from the jump off point, so consider it as if the unit is moving from the Jump-Off Point. They cannot by-pass an enemy unit and get behind them.

Q: Why is the Sherman Firefly listed as 'Slow', rather than 'Average'?

A: Because numerous accounts by British tankers refer to the Firefly as being slower. So we have made it so.

Q: The Challenger listed as 'Average', rather than 'Fast', why is this.

A: Because it is not a fast tank. It is significantly slower than the Cromwell which it normally served with.

Q: Tanks with one-man turrets - should there be limitations on what they can do?

A: Probably. But I considered that keeping it simple was preferable.

Q: Should enfilading machine guns get an advantage?

A: *We looked at this is playtesting, but frankly getting wargamers to agree on what is an enfilade and what is not is so problematic that we took the view that the fact that your opponent has a limited ability to return fire (only one or two of his men can see you) would generally be sufficient.*

However, we did look at a +1 to it option for troops in a bad position. So that could be bunched up or clearly enfiladed. Feel free to try that and see if it is to your taste.

Q: Is it acceptable for a unit on tactical or overwatch to be given two command initiatives of "grenade" and "activation" in a single phase, to lob in a grenade and run in, or must you burn an initiative to take them off of tactical or overwatch first? I understand I couldn't just give a "grenade" to such a unit in a phase, just does the order matter for non-activation commands?

A: *You don't burn any initiative taking them off overwatch. By doing anything else they automatically drop that stance. So, yes, absolutely. Chuck a grenade and then run in.*

Q: How is movement measured? By the figure, or by unit centre? The text never states which.

A: By the figure. This is a skirmish game. How you position your men is important.

Q: When you roll for movement, is that the maximum that may be moved, or is it the distance which MUST be moved?

A: In broad terms it is both. Yes, it is the maximum you can move, but it will also normally be how far you must move. The exception to that would be if you wanted to move to a specific recognisable point, such as a hedge or the crest of the hill. In those situations you can stop at that point. But if you are moving across open ground then that is how far you must go.

Q: Are Fighting vehicles which are abandoned count as broken or wiped out for Force Morale purposes ?

A: Destroyed vehicles are considered wiped out. Nothing else counts.

Q: Engineer or Pioneer Teams are specialist troops who are deployed to do specific tasks. Whilst undertaking those tasks the Team will function as normal until all the Team members have been killed. There is no reduction in effectiveness for weakened Teams." Does Shock have no effect on engineering efforts? Pinned engineers can keep merrily working? I suspect that is not you intent, but its not stated otherwise.

A: No, they keep working. It is too complicated to start worrying about Shock on these specialist teams. You can get to the point where you start calculating "If it takes three men x hours to dig a ditch, how many hours will it take...etc". The way I see it is that they have a tough job to do and they want to get it done ASAP.