

House Rules - alternative Manoeuvre Test for BF v3

All Manoeuvre Elements (ME's) have a command radius measured from their ME or battlegroup commander. Some troops have a better command and control system than others because of training and/or radio equipment. For game purposes, there are basically two command radius – 5” or 10”. Units within that radius are considered “in command”. Forward Observers and Attachments are always considered in command. The table below outlines suggested command radius for various forces during WW2 and should be modified for scenarios and scenario designers see fit.

Troops	Command Range	Troops	Command Range
All German troops to 1943	10”	All Allied troops 1939 to 1941	5”
German tank and first line troops 1944 to 1945	10”	British troops 1942 -1945	10”
German second line troops 1944 -1945	5”	American troops 1943 -1945	10”
		Russian tank and Guards forces 1943 - 1945	10”
		All others 1939-1945	5”

In Command	Out of Command	Good Order	Suppressed Troops	Disordered Troops
10+	10+	Can manoeuvre for two actions	Regroup and can manoeuvre for one action	Regroup to Good Order and can manoeuvre for one action
4 - 9	7-9	Can manoeuvre for two actions	Regroup and can manoeuvre for one action	Regroup to become Suppressed. Can manoeuvre for one action
2-3	5-6	Can manoeuvre for one action	Regroup and hold current position	Regroup to become Suppressed and hold current position
1	3-4	Hold current position and maintain good order	Cannot regroup and fall back one action or to nearest cover	Cannot regroup and fall back one action or to nearest cover
0	1-2	Fall back one action or to nearest cover maintaining good order	Panic - become Disordered and fall back for two actions or to nearest cover	Panic - and fall back for two actions or to nearest cover
-1 or less	0 or less	Panic - become Disordered and fall back for two actions or to nearest cover	Remove from play – unit has become an ineffective force for remainder of battle	Remove from play – unit has become an ineffective force for remainder of battle

Modifiers

	Positive Modifier		Negative Modifiers
+?	Unit current Discipline Rating	-?	Unit current Discipline Rating
+2	No LOS to spotted or suspected enemy	-1	Manoeuvre Element (ME) has suffered 25% casualties*
+1	Unit in improved position or building	-2	ME has suffered 50% casualties*
+2	Unit in pill box/bunker	-3	ME has suffered 75% casualties*
		-1	Not disordered enemy troops within 5”
		-2	Not disordered enemy AFV within 10” of troops, gun or soft vehicle
*Note: Disordered troops count as “casualties” for Manoeuvre Test purposes			