1. Chain of Command 4.0

- Regimental HQ & Staff $\rightarrow$ Battalion HQ & Staff $\rightarrow$ Co HQ & Staff $\rightarrow$ Plt HQ
- Limited Action Team may receive orders from any HQ or Staff unit.

2. Commands 4.1

- When an HQ or Staff draws for Commands it must use, save and/or lose them before another HQ or staff draws. 4.1
- The max # of expendable Commands per HQ or Staff is 6 on daytime, 4 otherwise. 4.1.3
- On the map BN HQ gets the max # of Commands otherwise it actives the CO HQ if in communication. 4.1.1
- Command draw for Activation and Initiative Segment are subject to modificators, see card # 55. 4.1.2
- An HQ activated by a higher HQ gets a minimum of 1 Command regardless of the modifiers 4.1.2.
- On Initiative Segment, CO Staff impluse comes after the PLT HQs impluse and they get 1 Command. 3.3.2.C
- Do not modify General Initiative draw, halve it rounding down for Combat Patrol Mission. 4.1.2

3. HQ and Staff Fire Teams 4.1.4

- An HQ or Staff on its Fire Team side can only issue commands to himself and cannot be activated.
- An HQ converted to an Assault, Litter or Paralized Team cannot issue commands until it is reconstituted.
- An HQ Staff can not be reconstituted durig a mission.

4. Actions 4.2

- Except for *Move to or from Cover*, a unit can perform an action only once per Impluse. 4.2
- Base draw is 2 cards, +1 for veteran level, -1 for green level. 4.2
- Limited Action Team have their own limited set of available actions. 4.2.5

5. Visual-Verbal Communication 4.3.1

- Unpinned units, on the same card, both under the same cover or neither one under a cover can communicate.
- *Cease Fire* and *Shift Fire* can be issued to all occupants of a card whatever their situation is.

6. Runners 4.3.2

- The CO HQ spends a Command to *Dispatch* a runner, place it next to the HQ or Staff you wish to activate.
- On the next turn, if the Runner has not been hit or pinned, active the HQ or Staff and return the runner to the CO.
- You can have 2 runners in play at any given time, they can be *Dispatched* the same impulse they return.

7. Networks 4.3.3

- BN TAC is privately used by BN HQ to order it's Staff and the CO HQs.
- CO TAC establish communication between CO HQ, it's Staff and PLT HQs.
- To be activated, the CO HQ must be connected to the BN HQ through the Staging Area.
- ARTY FD, MTR FD and AIR CTL are used by FOs and FACs only and must be connected to the Staging Area.

8. Filed Telephones 4.3.4

- Field Phones on the CO TAC automatically connect to the CO HQ's phone if on the same card or an adjacent one.
- Field Phones on other networks, automatically connect to the Staging Area from an adjacent card.
- Field Phones must connect via an unbroken string of Phone Lines when they are more than 1 card apart.
- A unit carrying Phone Lines may, as it moves and as a free action, lay a Phone Line in the card it leaves.
- A Phone Line supports any number of phones and phones networks.
- During the Combat Effects Phase a Phone line has the following chances of being cut:
  - 1-in-2 if on the same card as a Incoming! VOF.
  - 2-in-3 if on the same card as a Good Order Enemy unit but no Good Order Friendly unit.
- If the last step of a unit with a Field Phone becomes a casualty, there is a 1-in-2 chance that it will be destroyed.

9. Radios 4.3.5

- SCR536 allows communication within Line of Sight, ignoring visibility, but not from under a Cover marker.
- SCR300, PRC25, PRC77, PRC119 and Vehicle Radios can communicate anywhere on the map.
- ICOM, PRR, PRC148, PRC152 even allow communication between PLT HQs and Squads on adjacent cards.
- If the last step of a unit with a Radio becomes a casualty, there is a 1-in-2 chance that it will be destroyed.

10. Pyrotechnics 4.3.6

- Non-aerial devices can only be placed on the same card as the deploying unit.
- Aerial rocket devices (colored flares, illuminations) may also be placed on any adjacent card to the deploying unit.
- Units with LOS to the signal (Aerial devices are always visible) will attempt to perform the associated Action.
- Smoke and WP can also be used to provide concealment or combat effects: 4.3.6.C
  - Units must be able to trace a normal LOS to the Smoke in order for it to be used as a signal.
  - Smoke blocks LOS at all levels as it does billow up in significant quantity.
  - Unit in a card with Smoke cannot fire out of the card, but can fire within the card.
  - WP smoke can also be deployed in addition to any Grenade Attack, Fire Mission, Air Strike, Tanks… results.
- CS (Tear) gas screening effect is identical to Smoke, its combat effect is as above: 4.3.6.D
  - In the Enemy Activity Segment, all Good Order Enemy units in a card with CS are converted to Fire Teams.
  - They have a 2-in-3 chance of falling back, if they don't they are Pinned.
  - Or else they are marked Exposed and move in a card out of LOS of US units or with the highest Cover value.
  - CS gas can be deployed as hand Grenades, with 40mm or Rifle Grenades, or used by G! capable Squads.

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