

MEDALS OF VALOR

Medals of Valor is our system for recreating skirmish and tactical combat during the 20th Century. These are low intensity rules designed for fast play and fun. We have tried to maintain a feel for realism while understanding that a comprehensive detailed system would be very slow and cumbersome. In order to achieve this balance several aspects of tactical combat have been generalized or even in some cases ignored. The system requires that castings be mounted on individual bases. This system uses an extended period of time for a turn which allows for the completion of an action. For example acts of reloading and changing positions as needed can be completed within a game turn. Moves are considered to be a change of position (standing), moving (running) and assuming a defensive position (kneeling). Firing distances are extensive considering the small scale. Soldiers are armed with the weapon with which they are cast. Extra castings should be available for weapon exchanges and casualties.

SEQUENCE OF PLAY

1. Issue Activity orders by using a chit or poker chip with the Activity code/number on it
2. Impact any Indirect Fire
3. Fire any Crew Served Machineguns
4. Fire any Crew served AT , Artillery direct fire and AFV systems
5. Roll Comparative Dice to see which section moves in what order.
6. Complete Activity Options in order of Comparative Dice Total
7. Conduct any needed Administrative Actions Including :
A...Morale Checks B...Call to Shift Indirect Fire C...Message Order Issuing

Command and Control

1.1 Players are encouraged to use historical Tables of Organization and Equipment (TOE) . Most countries used similar unit structures and chain-of-command. However due to the difficulties in receiving replacements, players can operate at a reduced force level. The following TOE example (1.2) is based on World War II forces.

1.2 Guidelines for Non-structured TOEs. A force is divided into five man (fireteam/ half-squad) OR one weapon system maneuver elements (MUs). Soldiers can be of different ranks but are grouped here according to function. There are five categories. These are :

EM= Enlisted Men - mainly privates

ASL= Assistant Squad Leaders- Corporals and Sergeants (E5)

SL= Squad Leaders- Staff Sergeants (E6)

PL= Platoon Leaders (01-02) or Platoon Sergeants (E7)..... Plt Staff= E7 and a E4

CO= Company Commander- Any Officer, Captain+ (03-06)

Co Staff= XO (02/01), 1SG (E8/7), 3 x Operations Sgts. and 2 Ems

1.21 Organization

Nomenclature	Size	LDR	PL	SL	ASL	EM
Fireteam.....	5	ASL...	0	0	1	4
Weapon System....	2-5	ASL+.	0	0	1	1-4
Squad.....	10	SL	0	1	1-2	7- 8

Platoon.....33 PL1 3 3-6.... 23-26

1.3 LEADERS

The highest ranking soldier in a unit is its leader. He will receive and issue all orders for that unit. A leader may have several assistants controlling elements of the MU. Company commanders, often Captains, are limited to one per player. Depending on the scenario, a player can be a sergeant, platoon leader or a company commander. If several players are on the same side, then the commander-in-chief will be the highest ranking casting. If more than one captain is present, then one player is promoted to Major.

1.31 Reorganization. Maneuver units without an operational leader will remain stationary until reorganized. Such units can be combined with an extra leader, from the command staff, OR attached to the command staff OR combined with another unit. The new leader must come within visual contact and within 20 yards of the leaderless unit. Reorganization is automatic.

1.4 ORDERS. Each player will receive orders prior to the start of the scenario. During the battle additional instructions can be issued under certain guidelines. Orders types are:

HOLD- A command must defend a terrain feature or area. A unit can perform those tasks necessary to control it's objective area. This may include a limited counter-attack.

ASSAULT- A command is given an objective to capture and secure. It must be easy to identify such as a building, bridge or emplacement.

DELAY- A command must disrupt enemy actions. You cannot counter-attack. Often you will remain in an area until told to withdraw.

PURSUE- A command must advance and move off a designated board edge as soon as possible.

1.41 Giving Supplemental Orders. Issued orders should be simple and restricted to Fire, Follow me, Withdraw, Move left/right, deploy, etc. . The method of giving orders can be :

Sound- voice, whistles, and bugles. These can be heard up to 30 yards;

Visual- signal flags, hand signals which must have a LOS established. Also colored flares can be seen over the entire board.

Radios- each MU in the same platoon will be on the same frequency. Only PLs can contact the CO or other PLs. Radios can be used to initiate or change an indirect fire mission.

MORALE

These rules limit the impact of morale on the battle. Detailed and realistic would slow down the flow of play and reduce the enjoyment level of the game. Every soldier is trained well enough to have a strong enough mental attitude as to last the entire length of the battle.

2.1 MENTAL ATTITUDE. Morale is expressed in terms of attitude. During a battle changes in the situation may cause a change in attitude. Some circumstances are automatic while others are variable. Attitudes are listed in order. You may assign the levels a numeric or letter code :

FANATIC- Determined to complete the mission at any cost.

STEADY- Able to act rationally and with aggression.

NERVOUS- Will not charge or move into the open while under fire.

PANIC- Unable to function. When it panics, it will retreat to cover or 20 yards away from the enemy. It will be suppressed until it improves attitude.

2.11 Automatic Attitude Shifts

The situations below will automatically cause the casting's morale level to shift. A plus is a positive, higher, shift and minus is a negative, down, shift.

Received a wound.....Minus

Caught in barbwire or minefield.....Minus

No friendly men, who are not wounded within 100 yards....Minus

Won a hand-to-hand melee.....Plus

In protective cover and/or manning a machinegun....Plus

2.2 Morale Check Causes

The following situations will cause a morale check. If the casting fails then its mental attitude level is reduced one level (ex. Steady to Nervous).

A. Artillery or mortar fire lands within 50 yards

B. A friendly soldier within 20 yards is killed

C. A PL, CO or higher is within 40 yards AND LOS becomes a casualty.

D. He is in the impact zone of a machinegun

E. The first time he sees an enemy tank

2.3 Morale Check Procedures

A soldier passes morale on a basic roll of 30 or higher. However the basic number is adjusted by certain conditions. (Ex. A nervous soldier needs a 40 to pass instead of a 30.) The player will roll percentage dice (d100) and sees if the number is higher than the needed number.

Modifiers to the Basic number to pass.

Soldier is in protective cover/ a building...-10

Soldier is a Fanatic.....-10

Soldier is Wounded.....+15

Soldier is Nervous.....+10

Soldier is Panicked.....+20

Soldier's unit leader is dead.....+10

2.4 Suppression

A soldier can have a good attitude but cannot function due to certain conditions. A suppressed soldier cannot move or fire. Causes of suppression are:

1 . Soldier is Panicked.

2. The first turn that a soldier becomes nervous

3. As long as the man is in the impact zone of artillery/ mortars

4. The turn that a soldier is wounded

5. As long as at least a BIR rating of or higher is fired at the soldier

ACTIVITY PHASE

3.1 Activity Options

During the Activity Phase, a soldier can perform a specific function or a combination of two actions. The activity options are based on a 15 second game turn. The extended time frame is to reduce bookkeeping functions and generally simplify play. A run is when the soldier moves his entire movement allowance. A walk is when only part of it is used OR another function is also preformed. Some actions are more dangerous than others and may result in a mishap. These actions are marked with a #. A soldier's can fire at the end of an action marked with a (&). The use of a code written on a round price sticker placed on a poker chip helps ID activity choices.

1. Walk up to 10 yards (&)
2. Crawl up to 6 yards (&)
3. Change Facing Direction (&)
4. Run/Walk up to 15 yards
5. Change Facing direction and walk/run up to 10 yards
6. Change Facing direction and crawl up to 6 yards
7. Remain Stationary and Fire (&)
8. Fire a Crew Served weapon
9. Load and assist with a crew-served weapon's system
10. Drive a vehicle
11. Mount or Dismount a vehicle
12. Swim up to 6 yards
13. Climb over a low wall, up to 4 feet
14. Climb to the top of a high obstacle, 5 to 8 feet, (#)
15. Climb an extended obstacle, over 8 feet, at 4 feet per turn, (#)
16. Jump from any height, falls over 20 feet are instant death, (#)
17. Prepare and throw a handgrenade or satchel charge
18. Attempt to free himself from an entanglement
19. Melee an enemy soldier
20. Move into contact and melee an enemy soldier
21. Remain Stationary and use Opportunity Fire (&)

3.2 Cautious Movement and Dangerous Actions (Optional)

Attempting to move without being spotted was a common tactic. In gaming there are not any truly hidden soldiers since they are deployed on the battleboard. Cautious actions are slow and deliberate and include crawling, walking in cover positions, and changing facing. Runs can not be cautious. Wounded, panicked, and nervous soldiers cannot attempt them. An unspotted soldier who moves must roll on the mishap table to see if they made any noise and were spotted. Once a soldier has been spotted or fired his weapon, he cannot use cautious actions.

3.21 Mishaps Effects table. Dangerous actions are marked on the activity list with a (#). Wounded, nervous and Panicked soldiers cannot attempt them. A roll is made on the mishap table which can result in no effect, an injury and/or noise. A silent result is a no injury and no noise result. A Noise result indicates that the soldier has been spotted but there was not an injury. An Injury result indicates that the soldier was both spotted and injured during the mishap. Roll a d10 and consult the table.

Die roll: 0 1 2 3 4-9

Cautious Action.....Noise...Noise....Noise....Noise....Silent
Dangerous Action....Injury...Injury...Noise....Noise....Silent

3.3 Spotting

Spotting is not always the act of actually seeing someone. It can include a glint of light, startled animals, or the noise of movement. As a result LOS is not required for spotting. Once a soldier is spotted it remains spotted for the entire battle. Spotting is automatic because of some actions.

- A. A vehicle that moves or fires on the battleboard
- B. Any soldier or weapon system that fires
- C. Cautious or dangerous movement which has a Noise/Injury mishap result
- D. Any soldier that moves in an enemy LOS

3.4 Line Of Sight (LOS). LOS extends for a distance of 400 yards. It is blocked by trees, buildings, walls, rocky areas and hills. Vehicles, planes and artillery guns will block LOS. Each soldier can see anywhere but the 30 degree fan directly behind the casting or through the rear hexside if using a hex map.

3.5 Sighting. Once a LOS has been established, then the firer/spotter determines if the target has been spotted. This step is ignored if the target has already been spotted. A soldier can attempt to spot once per turn. Roll a d10 and modify the roll by the following conditions. A casting is spotted on a roll of 4 + (0 is a 10). A spotted casting in the LOS can be sighted as a target by the firer.

Mounted on a transport or animal...+3	Prone.....-2
Standing on a Wall or roof...+2	Behind a wall, rocky area,trees....-2
Running or in the open...+1	
In a building, at a window or door; in an entrenchment/foxhole...-2	

3.6 Determining Order of Movement

The order of movement is determined EACH turn. The order is based on a modified die roll which is intended to reflect INITIATIVE. A combination of unit numbers, orders, morale and unknowns. A d10 die roll is made per fireteam or AFV or firing system. Yes this requires bookkeeping but it is the fairest way to determine Initiative movement. The use of dice or cards can help in marking the Initiative order. Each die roll is modified by the following factors ;

Each Fanatic soldier in MU...+1	Each Dead, Nervous or Panicked soldier in MU....-1
The MU has Hold Orders....-1	The MU has Charge Orders.....+1
The MU is a Vehicle/AFV...+4	

INJURIES and WOUNDS

A soldier's ability to fight will be reduced if he is injured. Injuries due to falls are rated as wounds. The severity of the wound(s) will determine a soldier's degree of incapacitation.

4.1 Injury Level

None- No Effect

Slight- No significant impairment except to morale/attitude.

Moderate- His ability to fire and move are impaired.
(Severe- Cannot move or fire. Campaign option only)
Dead- Killed in action

4.2 Cumulative Wounds (Option)

In the basic fast play version, two wounds of any type will kill a soldier. An advanced option is the cumulative table. It allows for minor wounds to be considered. If playing as part of a campaign, an extra level Severe can be added to the injury table.

Current Level + New Wound = New Level

None + Wound = Slight

Slight + Wound = Moderate

Moderate + Wound = Severe (Campaign Only)

Moderate/ Severe + Wound = Dead

4.2 WOUNDS. When a casting is hit due to the weapon effects chart, a roll is made to determine if he was wounded or a killed. A d10 is rolled with a result of 0 indicating a kill. Any other result is considered to be a wound. A roll is made when a casting is injured due to a fall .

4.3 Medical Aid is only used during campaigns. Each platoon will be assigned two medics. They can be attached to a maneuver unit or attached to the command staff. A soldier with a severe wound must be contacted, treated by a medic, in order to be evacuated and heal before the next battle. An severely wounded soldier who is untreated will die on the battlefield.

4.4 Casualty effects on a weapon system.

A weapon's system with HALF of its assigned crew wounded/killed will double the amount of time, turns, required to reload/fire the system. Animals are never wounded, always killed.

MELEES

A melee is when a casting is moved into base contact with an enemy casting. Each melee is resolved in a three segment process. These are Close Assault Fires, Melee Resolution and Wound Determination.

5.1 Charge Declaration Procedure

When a player intends to charge a casting into a melee, he must declare his intentions prior to moving that casting. A soldier which has been declared as the target can either Stand and Defend, Counter-charge, OR Flee. The maximum number of men who can melee a single enemy soldier is FOUR. This includes three frontal contacts plus one contact, maximum, to the rear. A counter-charging casting can only be contacted by a maximum of two frontal chargers and none to the rear. Any contact to the rear is adjusted to reflect a frontal contact.

5.2 Close Assault Fire

A defender with Stand and Defend orders can shoot at one charger with close assault fire. A defender armed with a bolt-action rifle, who fired as part of the activity phase, cannot use CAF.

Weapon	Missed	Slight Wound	Moderate Wound	Killed	(Roll a d10)
RIFLE.....	1-2-3-4.....	5-6-7.....	8.....	9-0	
Pistol.....	1-2-3.....	4-5-6.....	7-8.....	9-0	
SMG/SMP.....	1-2.....	3-4-5.....	6-7-8.....	9-0	

5.3 Melee Resolution

Melees are unpredictable. Anything from poor footing to unexpected actions can change the outcome of a melee. For playability purposes, a melee is a comparison of combatants weapons and condition. Other factors such as skill and unpredictables are reflected by the die rolls. Melee procedures are for each combatant in a melee to roll a d10 and adjust the number by the situation modifiers. The higher result is the winner, who makes a wound/kill roll. A tie result indicates that the struggle will continue for another turn. A soldier who is contacted by several chargers will make a Separate die roll for each attacker.

Situation modifiers to the Melee Die Roll

Sword.....	+3	Elevation Advantage.....	+1
Rifle as a club.....	+2	This Attacker contacting the rear...-	5
Rifle with bayonet...+	4	Panic or Nervous Attitude.....-	4
Knife, Improvised weapon...+	1	Fighting multiple opponents.....-	1
Moderate Wound.....-	4	Fanatic Attitude.....	+2
Prone.....-	4		

INDIVIDUAL WEAPON'S FIRE

The firepower available to the individual soldier increased as the 1900's progressed. Still by World War Two, the amount of ammunition fired at a single target to cause a casualty was very high. As a result, we consider the amount of firepower directed at a target as a key consideration for causing a hit. rather than the type of weapon or ammunition.

6.1 Spotting and Sighting. Before a casting can be fired at, it must have been spotted by anyone and then sighted by the firer. Spotting and Sighting rules are listed under rules 3.3, 3.4, 3.5.

6.2 Target Aquisition Rating

Once LOS has been established and a successful Sighting roll has been made, then the casting's target aquisition rating (TAR) is determined. The TAR is used to modify a firers' chance to hit a casting. The chart considers moving and stationary situations. The column used is based on the casting's status at the end of the activity phase. Crawls are rated as Prone. Open is no cover. Partial is being behind trees, wood fences. Extensive is being in a ditch, foxhole or rock wall. Heavy is being in a building, field fortifications or halftrack.

Terrain	Stationary	Moving	Prone
Open.....	A.....	B.....	C
Partial.....	B.....	C.....	D
Extensive.....	C.....	D.....	E

Heavy..... E.....D.....E

6.3 Cover and Concealment

Movement by soldiers is continuous throughout the turn. As a result, soldiers would expose themselves, even if only briefly, at some point during the turn. Even if it may not appear to be so on the battleboard. A hit on a casting indicates that a round from the volume of fire at a target did contact the target at some point during the turn.

6.31 Soldiers in buildings, transports and bunkers must expose themselves in order to fire.

6.32 A concealed soldier cannot fire or be targeted by fire. This includes drivers of halftracks, AFV crewmen in a buttoned vehicle, and unspotted soldiers. Concealed soldiers can still be wounded by fire from fire support and crew served weapons.

6.4 Weapon Ranges. The maximum range for all weapons will extend off the board.

6.5 Weapon Firepower Intensity rating (FIR). This evaluates the amount of ammunition placed into the target's area. This equals the number of d10 dice that the firer will roll.

Bolt action rifle, pistols.....1	Magazine rifle, machine pistol.....2
Submachine gun over 40 yds.....3	Sub-machine gun under 40 yds.....4
LMGs, BAR, Mortars.....4	MMGs LMGs mtd on vehicles..... 5
HMGs, Arty 105mm & less..... 6	Tank main gun, bombs, 105mm+ Arty....7

6.5 Direct Individual Fire Weapon Resolution Charts. Compares TAR with FIR to produce a chance to hit based on rolling a d10. On the E column it takes 2+ '0' for a hit. All mortars, artillery, bombs and tank main guns require TWO hits before a wound is inflicted and THREE hits on a D or E column.

FIR	TAR >	A	B	C	D	E
1.....	0,1.....	0.....	0.....	0.....	0.....	0
2.....	0,1,2.....	0,1.....	0.....	0.....	0.....	0
3.....	0,1,2.....	0,1.....	0,1.....	0.....	0.....	0
4.....	0,1,2,3.....	0,1,2.....	0,1.....	0.....	0.....	0
5.....	0,1,2,3,4.....	0,1,2.....	0,1,2.....	0.....	0.....	0
6.....	0,1,2,3,4.....	0,1,2,3.....	0,1,2.....	0,1.....	0.....	0
7.....	0,1,2,3,4.....	0,1,2,3.....	0,1,2.....	0,1,2.....	0.....	0

6.6 Opportunity Fire is allowed when a player selects activity option #21. This indicates that the soldier is scanning the area waiting for a target to expose itself. The firer can use the option for the entire turn and fire in the other player's activity segment. The firer may elect to go ahead and fire when his section's activity order sequence has been reached but cannot later engage a target of opportunity. If the firer has not fired by the end of the turn, then he cannot fire or move at all. His entire turn has been spent watching.

6.7 Indirect Fire Resolution Procedures

Indirect fire such as bombs, mortars and artillery inflict casualties on men located within the explosive radius of the impact point. Wounds are caused by both shrapnel and concussion

waves. The first step is to determine the point of impact for the shell. Second, use a 3" CD-Rom disk to represent the kill zone. Of course actual fragments would extend beyond this range but for game mechanics this range has been selected. Third, determine which men are entirely or partially inside the kill zone. Next determine if any of the men are casualties of the blast.

6.71 Determining Point of Impact. Prior to the battle each player can plot up to 5 registered fire coordination points. All shifts of a gun's impact point must be based on one of these. The player will state a shift of 2 directions (Normally focused from the gun's position to the fire point, but for simplicity use the base board edge as the focal point looking toward the fire point.). The shift is in Add = Away from the edge OR Drop = Toward the board edge AND Left or Right shifts. While shifting a round can land only once every third turn (which is actually faster than is realistic). Once the desired impact point is reached the call is "Fire for Effect" and around can impact each turn.

6.72 Determining Blast Casualties. (Optional to Kill Chart in 6.5) Roll a d10 and consult the chart. Die Roll is 1,2,3 = Killed; Die Roll is 4,5 = Moderate; Die Roll is 6,7,8 = Slight; Die Roll is 9,0 = None. Add One if the casting is in cover, building, or woods.

6.8 Indirect Fire Support

These are pre-planned bombardments by off-board artillery. There are no dedicated batteries for patrol operations, therefore such missions will not have "On Call" batteries available. Any on-board guns can use direct fire options. Attached mortars, tanks and guns are Organic support

6.8 Organic Fire Support. Once deployed mortars, artillery guns and heavy machine guns cannot move during the battle due to its short duration. Their fire can be adjusted off of a pre-plotted fire control point. These systems can only target buildings, entrenchments and crossroads. They cannot target an individual casting. We suggest that once guns and mortars have been given "Fire for Effect" orders that they cannot shift to a new fire control point.

Armored Fighting Vehicles Advanced Rules

7.0 The AFV class includes tanks, armored cars and other support vehicles with a crew-served weapon's system mounted. Vehicle mounted systems are treated the same as any other crew served system. However they may be subject to a negative modifier for firing while moving. Tanks can be dominating and as such should only be rarely used by experienced players. For assault scenarios, the side without a tank should have an AT system deployed. Many tanks will be allowed multiple systems such as a main gun and two or three MGs mounted. Except for firing a ring top mounted MG, most other systems can be fired without exposing the crew to small arms fire. The scenario designer must let both sides know the weapons mounted and possible crew exposure of any deployed AFV. Crews which are buttoned up receive a minus when attempting to spot non-vehicle/building castings.

7.1 The main gun can target only other vehicles, buildings, entrenchments or bunkers.

7.2 TANK-AFV ACTIVITY Options

1. Fire and not move
2. Fire while moving
3. Move and not Fire
4. Move and change turret direction

7.21 AFVs are considered to be in a cautious search mode when deployed on the board. This implies a slow methodical mode of movement. As a result the maximum movement rate is 40 yards for a wheeled vehicle, 30 yards for a halftrack and 20 yards for a Tank (tracked AFV). Add 10 yards if on a road and half the rate if in mud, deep snow, or deep sand.

7.3 AFV Damage Explanations

A track / wheel damage indicates that the vehicle is immobile for the rest of the battle. Hull hit indicates that the engine is damaged (immobile) and crew and passengers in the hull may be wounded. A Turret hit indicates that the weapon system is destroyed and any passengers or crew may be wounded. In a Halftrack, the crew is in the hull and the passenger area is the turret.

7.4 Infantry Assaults on AFVs

Infantry can attack AFVs with Squad AT systems, grenades or satchel charges. Grenades can destroy an open top vehicle but can only damage a track if thrown at an enclosed AFV. Satchel charges would destroy an AFV if it exploded while still attached to the target. Molotov Cocktails tended to make a crew remained buttoned up but often had little additional effect. Mines could be very effective in demobilizing an AFV.

Weapon	Damage Number	Type Damage (Roll 2 x d6)
Grenade	12	Track damaged = Immobile
Molotov	2 or 12	Roll again if 12 then fuel explodes
Satchel Charge	11,12	AFV Destroyed
Mine	10,11,12	Track Damaged = Immobile

7.5 AFV and AT Fire vs AFVs

This level of close combat implies that all main guns and AT guns are within the basic armor penetration range. The "Miss" possibilities include both misses and bounces.

7.6 Tank Crew Survival. Roll once per crew member for a destroyed AFV. Roll a d10.

None = 1,2 Slight = 3,4,5,6 Moderate = 7,8 Killed = 9, 0