

## REACTION TEST EFFECTS

Score	Effect
6 or more	Obey Orders
1 to 5	<b>Halt or move to cover:</b> Elements may either remain stationary (not an action) or take a first action to move to any cover which they can reach with one move action without going closer to any located enemy than they are at present. Elements may then carry out one action, excluding a move action.
0 to -4	<b>Cease fire / retire:</b> Elements may not shoot. Infantry support elements and non-AFV heavy weapons may, and other element types must, move to a position at least 100m, and up to a maximum of two moves (ignoring suppression), further away from all located enemy troops within 500m. If this movement is impossible, and there are enemy troops within 100m, troops will surrender. If this movement is impossible, and there are no enemy troops within 100m, affected elements will remain in place. Moving troops count as moving slowly. If there are no located enemy troops within 500m, this movement is optional. AFV: if the testing group contains one or more AFVs that suffered a hit but not a KO, the crews of one of these models (owning player's choice) abandon their vehicles and carry out a retire forced move as above (not applicable if AFVs under area fire in previous enemy bound).
-5 to -10	<b>Retreat:</b> All testing group elements within 100 metres of enemy AFV will surrender. All others must move two full moves (ignoring suppression) further away from all located enemy troops within 500m; equipment and weapons can be carried. Transport is allowed to pick up passengers and load equipment. Moving troops count as moving fast. The retreat continues until a new reaction result applies. If they are fired upon, they will ignore reaction test effects except for worse ones. If this movement is impossible, and there are enemy troops within 100m, troops will surrender. If this movement is impossible, and there are no enemy troops within 100m, affected elements will remain in place and attempt to rally next turn. If there are no located enemy troops within 500m, this movement is optional.
-11 or less	<b>Rout:</b> As Retreat, except that no new reaction test can be taken, and the retreat cannot be halted, except by surrender. All non-AFV heavy weapons and equipment are abandoned.

See overleaf for Reaction Test Adjustments.

## REACTION TEST TRIGGERS

- a) An AFV element in the group came under fire for the first time during the game from a weapon capable of knocking it out. Veterans and elite ignore this trigger.
- b) A non-AFV element in the group came under fire for the first time during the game. Veterans and elite ignore this trigger.
- c) An element in the group is suppressed or knocked-out. First suppression marker of the game is ignored by all except troops classed in a scenario as Raw or Green. Non-raw groups entirely in good cover, fortifications or field fortifications, and those classed in a scenario as Elite ignore one suppression marker per turn per element.
- d) An element was engaged by a previously un-spotted element using direct fire. Ignored by groups entirely in good cover, fortifications or field fortifications, and those classed in a scenario as Elite.
- e) Retreating group or separated element (that suffered a previous reaction test result of -5 or less) wishes to cease retreating.
- f) Any Raw element came under fire of any type.

## REACTION TEST ADJUSTMENTS

Roll 1d10 (or 1d20 & ignore 10s column on the number; 0 and 10 = 10) and modify as follows.

-4	Group is not elite & is out of command.		
	Group is raw.		
-3	Orders permit any form of withdrawal.	-1	Friendly element (including in testing group), other than empty soft vehicles or animals, moved away from any enemy within 250m for any reason during last friendly bound.
	Group contains soft vehicles or animals stationary in the open.		
	Under fire from AFV within 100m of group during enemy bound just ended or previous friendly bound.		
-2	Group is carrying out a "retreat" reaction (including self-preservation action).	+1	Under attack during enemy bound just ended from salvo rockets, flame throwers or aircraft.
	For each element in group eliminated since start of game (includes foot elements traded down for losses).		
	Under fire during enemy bound just finished from previously unlocated element.		
	Under fire from point nearer friendly base line than group's own most advanced element.		
-1	Enemy infantry known to be within 100m of group and were advancing when last seen.	+2	Orders require an advance.
	Group contains AFV within 100m of any of: woods, buildings, at night, in fog, in falling snow, and no friendly infantry within 100m.		
	Group is green.		
-1	For each element in group currently suppressed (including command element).	+3	Any enemy can be seen retreating (reaction test result of -5 or worse) by the testing group.
	Group is elite and is out of command.		
		+4	For each enemy AFV seen by an element of the group to be knocked out within 500m during last two bounds (one friendly one enemy).
		+2	All elements in group occupy partial cover or are concealed.
			At least 50% of group is hull down AFVs.
		+3	All elements in group occupy good cover or are in field fortifications.
			Higher level command element is within 250m.
		+3	Group is veteran.
			All elements in group occupy permanent fortifications
		+4	Group is elite.

See overleaf for Reaction Test Effects.