

Definitions & Assumptions

Before discussing the sequence of a Battle Captains game or the specifics of the many interacting components, we will briefly go over the definitions. The rules governing each of these components will be gone over in depth in their respective sections. Additionally, as every game makes a series of assumptions, whether it is ground scale or time frame, it is important to discuss those assumptions prior to the specifics of the game.

Definitions

Combat Team

The forces that a player brings to a game, including all the sections, reinforcements, fire support assets, and the Army within which it operates, is known as a Combat Team. A Combat Team is a combined arms grouping of roughly company strength.

Section

The most basic component of a player's Combat Team is the section. A section is a single vehicle, an infantry squad, or a special team or crew. Players will, in the course of a Battle Captains game, move their sections and engage in combat against opposing sections. Every miniature on the Table will be a section or be on a stand representing a section. Both players should strive to unify the size of their section stands. A section is the basic unit of the game from which all others are built.

Platoon

The sections in a player's Combat Team will be organised into platoons. A platoon is the lowest level of command and organisation a player will contend with. Platoons will have a single leader around which the platoon is organised. Certain restrictions will be placed on the displacement, movement, and combat utilisation of a platoon by its leader.

Leader

A Leader is the lowest level command unit in a player's Combat Team. A leader is responsible for the tactical maneuvering of a platoon and the maintenance of order within it. Leaders will have a command quality which affects how many assets they can affect within their group at any moment and an initiative which affects how these assets will follow the player's orders. A leader is usually an officer but could also be a senior non-commissioned officer.

Company

The collection of all the platoons within a player's Combat Team is known as a company. The company is the formation the player commands as represented by the commanding officer (CO). A company can also have an associated support list, artillery support list, and air support list. These support lists will outline a number of additional sections available to the player for purchase at game time as well as artillery and air support assets dedicated to the company's efforts.

Commanding Officer (CO)

The CO represents the player along with a command team and associated orderlies. The CO of a unit will have a command quality which affects how much they can do at any moment but not an initiative; this is handled by the player's own personality.

Army

A player's company will fall under an Army which will inform the player as to the qualities of his or her artillery and air support, NCO corps, officer corps, troop quality, and doctrine. The Army, when using scenario play, will also have: a reinforcement table from which additional platoons and sections may be available; an artillery support table from which additional artillery support may be available; and an air support table from which additional air support may be available.