

GBACW LEADER RATING SUMMARY

See Standard Rules Section 17 for further explanation. Summary subject to change by individual game Exclusive Rules.

BRIGADE COMMANDERS

- # (#) ——— Divisional Integrity Radius if promoted to divisional command.
- # ——— Rally Rating: # of units rallied if within Effectiveness Rating.
Units stacked with leader do not count against this.
- # ——— Effectiveness Rating: # of hexes within which a leader's units are in command and may function normally. Units outside this radius may move one hex, may not initiate Melee, Offensive Fire, or change formation unless forced to do so by enemy fire. May initiate Defensive, Withdrawal, and Retreat Fire and exert ZOC.
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DIVISION COMMANDERS

- # # ——— Command Points: increases Brigade Commanders' Effectiveness Rating up to # of hexes for one commander, one hex each for # commanders, or any combination.
- # ——— Divisional Integrity Radius: # of hexes that Brigade Commanders must be within to function normally. If outside this radius, Brigade Commander may only move one hex although his units may function normally if they are within the Brigade Commander's own Effectiveness Rating during the Initial Command Phase.
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CORPS/ARMY COMMANDERS

- # ——— Command Points: increases the Divisional Integrity Radius of Division Commanders up to # of hexes for one commander, by one hex for # commanders, or any combination.
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Any Corps/Army Commander with two #'s is treated as an independent Division Commander. See Standard Rules and Exclusive Rules for chain of command, function, etc.