

COMBAT COMMANDER

20TH ANNIVERSARY EDITION



PLAYBOOK

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NOTE: Items in **blue text** indicate functional changes from the first edition of this playbook.
This booklet is version 1.1 of the playbook.

HISTORICAL SCENARIO SETUP

To set up and play one of the twelve pre-generated scenarios that follow – or any such scenario that may be released in the future – first select which one to play via any method agreeable to both players. Then perform the following sequence in the exact order shown.

Each player may wish to read the SITUATION REPORT at this point in order to get a feel for the scenario’s background.

HS.1 Axis and Allies

Side—Either player flips a coin: “heads” he will play the Axis side in the chosen scenario; “tails” the Allies.

Orders of Battle—Each player now gathers up all units and markers allotted to his side as shown in the two **FORCES** boxes on the left side of the scenario—the Axis box to the left and the Allied box to the right. The bold number to the right of each item shows how many are to be used (so **x3** means to gather up three of those particular pieces). The bold number shown to the right of each side’s “Surrender” marker indicates the space of the Casualty Track into which that marker is to be placed (on that player’s side of the **Weapons** Box). Any such item marked with a superscripted number (such as **x3**¹) indicates that that item has a special rule attached to it: all such special rules will be found in the large box at the bottom right of the scenario labeled (you guessed it) **SPECIAL RULES**.

HS.2 Battlefield

Map—The **MAPBOARD CONFIGURATION** in the upper right portion of the scenario will show which map is to be used (via the large number in the center of the hex-compass). Then, using that map’s hex compass, align it to the **AXIS** and **ALLIED** players as indicated in the diagram.

Track Display—Place the Track Display to the left or right side of the map where both players can reach.

Markers—To form two separate “draw cups” for random selection during play, place all of the Objective chits into one opaque container – such as a clean, dry coffee cup – and all of the Smoke/Blaze markers into another.

HS.3 The Setup Boxes

Locate the box labeled **YEAR MARKER** (with a red outline) underneath the **SITUATION REPORT**. There are a series of similar boxes, each with an arrow leading from it to another setup box. Players set up the game’s units and markers by following this path.

Again, any item within a setup box that is followed by a superscripted number indicates that that item has a special rule attached to it which will be found in the **SPECIAL RULES** box.

HS.3.1 Year Marker

Place the Year marker into the listed space of the Year Track.

HS.3.2 VP Marker

Place the VP marker into the listed space of the Victory Track (making sure it’s on the correct side of the “0” space, if appropriate).

HS.3.3 Time Track

Place both the Time and Sudden Death markers into the indicated spaces of the Time Track.

HS.3.4 Troop Quality & Number of Orders

Place each nationality’s OB Stats marker into the space of the OB Display matching the **TROOP QUALITY** and **# OF ORDERS** shown.

HS.3.5 Posture

This gives the Posture for each side, as well as showing which player will begin the game in possession of the Initiative card.

HS.3.6 Objective Chits

IMPORTANT: Quite often a scenario **SPECIAL RULE** will instruct the players at this point to remove one or more Objective chits from the draw cup. If so, make sure the appropriate chits have been removed before drawing any random Objectives.

This setup box indicates how many Objective chits will begin the game in play, as well as whether those chits will be drawn at random or specifically assigned.

First, if the **OPEN** row lists one or more Objective chits by their specific letter identification (for example: **OPEN — P**), search the cup for those particular chits and place them with their “open” side face up in the central section of the Objective Box on the Track Display.

Next, if the **OPEN** row indicates a “random” chit is to be drawn, either player draws a random Objective chit from the cup then places it with its “open” side face up in the central section of the Objective Box.

Finally, if “random” is listed on the **ALLIES** and/or **AXIS** rows, the player commanding that side draws a random Objective chit from the cup, looks at it, then places it with its “secret” side face up in his section of the Objective Box (unless it has no secret side; in which case it is placed with its “open” side face up in the central section).

Ownership of a secret Objective chit should be clear at all times so that the players know which one of them is allowed to peek at the underside during play.

If one or both players pull a random chit with no secret side, that player won’t get a secret Objective: it will have already been revealed at game start. Note that such an open Objective chit is placed in the central portion of the Objective Box as its ownership is not relevant.

The word “none” on either or both of the **ALLIES** / **AXIS** rows indicates that the controlling player will not get to draw a secret Objective at the beginning of that scenario.

IMPORTANT: The VP level given in step HS.3.2 already takes into account any open Objectives that may be indicated in the **OBJECTIVE CHITS** box. However, if a *random* chit draw results in an Open Objective being pulled, the VP marker should be adjusted accordingly in the direction of the player that begins the game in control of that mapboard Objective (as indicated in the next setup box).

HS.3.7 Objective Control

This box indicates which player controls which of the mapboard Objectives at the beginning of play. Place control markers as appropriate.

HS.3.8 Set Up

This box indicates the order of set up; as well as how deep each player may set up his allotted forces counted from those hexes along his friendly board edge, inclusive. *Don’t set up quite yet, though....*

HS.3.9 Special Rules

Players should now read and familiarize themselves with any special rules shown in this box that haven’t already been referred to by a superscripted number in a **FORCES** box or an earlier setup box.

HS.4 Deploy Forces

Players now set up their forces within the parameters given in the **SET UP** and/or **SPECIAL RULES** boxes. Stacking limits must be observed.

HS.5 Fate Cards

Once set up is complete, each player shuffles his nationality’s Fate cards together to form a face-down draw pile.

Each player then draws Fate cards from the top of his Fate Deck until his Posture’s hand size is reached: 6 if Attack; 5 if Recon; or 4 if Defend.

HS.6 H-Hour

Finally, see the **SET UP** box to determine which of the players will take the first Turn of the game.

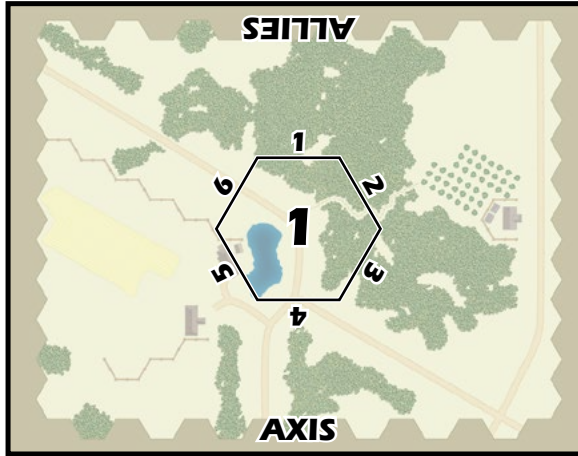
Scenario 1

FAT LIPKI

COMBAT COMMANDER



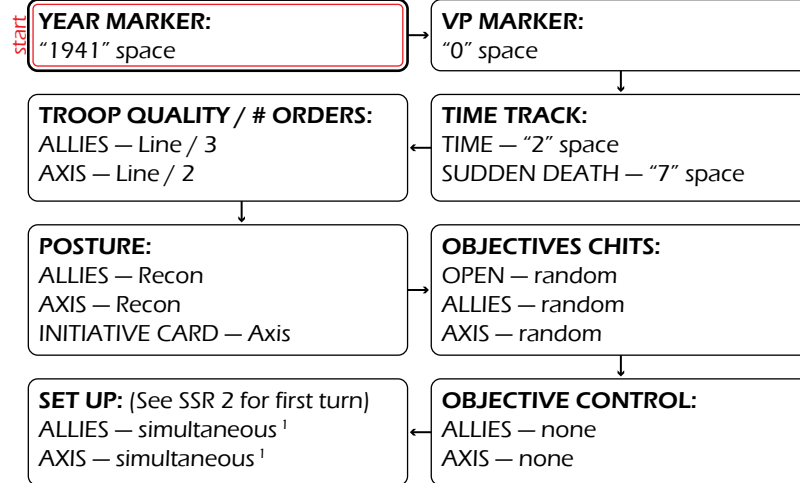
MAPBOARD CONFIGURATION



SITUATION REPORT

LIPKI, RUSSIA, JULY 3, 1941—As tanks of the 1st Moscow Motor Rifle Division clashed with the 18th Panzer Division’s armored spearhead north of Lipki, infantry elements from both divisions were tasked with securing their respective southern flanks.

One such encounter between these flanking forces occurred in a heavily-wooded hamlet south of town, where several Platoon-sized groups met while trying to secure an important crossroads.

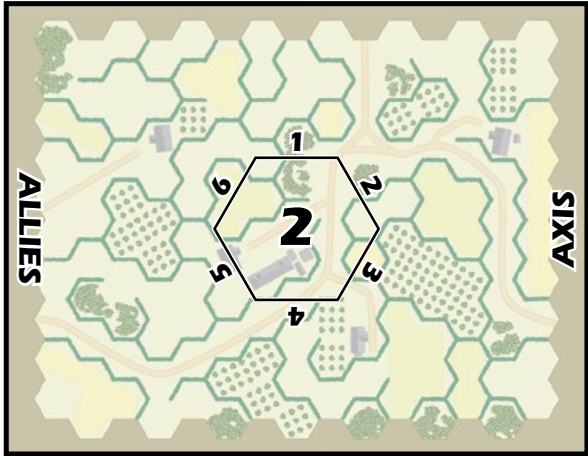


SPECIAL RULES:

1. Set up is simultaneous: fold another map in half and stand it up pup-tent-style across the middle of the board to hide each player’s set up from the other. Allied forces must set up in or adjacent to hexes A2 and O1. Axis forces must set up in or adjacent to hexes G10 and/or N10. When both players declare their set up to be complete, remove the screen.

2. After players draw their opening hands, the Allied player will take the first Turn unless the Axis player chooses to pass control of the Initiative card to the Allied player, in which case the Axis player will go first instead.





SITUATION REPORT

BOCAGE COUNTRY, NORMANDY, FRANCE, JULY, 1944—A few weeks after the D-Day landings, General Bradley was keen to choose a suitable place for a swift, decisive breakout with a minimum of casualties in order to get his armored forces into more tank-friendly terrain. The key ground to the south of US First Army, however, was the town of St. Lo along the Vire River – which could only be had via a tough slugging match through moors, marshes, and a patchwork of tiny fields surrounded by dense hedgerows.

One such skirmish occurred amongst the latter terrain on the outskirts of Pont-Hebert, just a few miles from the vital St. Lo–Coutances road.

YEAR MARKER:
"1944" space

VP MARKER:
"10" space (Axis side)

TROOP QUALITY / # ORDERS:
ALLIES – Line / 3
AXIS – Green / 4

TIME TRACK:
TIME – "0" space
SUDDEN DEATH – "8" space

POSTURE:
ALLIES – Attack
AXIS – Defend
INITIATIVE CARD – Axis

OBJECTIVES CHITS:
OPEN – T
ALLIES – random
AXIS – random

SET UP: (Allies will take first Turn)
ALLIES – first; 3 hexes deep¹
AXIS – last; 12 hexes deep

OBJECTIVE CONTROL:
ALLIES – none
AXIS – all

SPECIAL RULES:

- FORWARD OBSERVER:** Allied player may choose to set up Lt. Blankenship after the Axis player has finished setting up his forces, and he may be placed in any hex on the map not already containing a German unit.
- BOCAGE:** All Hedges have their Move and Cover numbers increased by one (to "+2" and "2", respectively).



German Forces

Lt. Schrader 9
1 1 6 x1

Sgt. Esser 8
2 1 6 x1

Sgt. Biermann 8
1 1 6 x1

Cpl. Rettenhaus 7
1 1 6 x1

Volksgrenadier 7
5 4 4 x3

Conscript 6
5 3 3 x5

Heavy MG
8 16 -1 x2

Light MG
4 8 - x2

SURRENDER "8"

American Forces

Lt. Blankenship 9
1 1 6 x1¹

Sgt. Smith 8
2 1 6 x1

Cpl. Hubbard 7
1 1 6 x1

Elite 7
6 6 5 x2

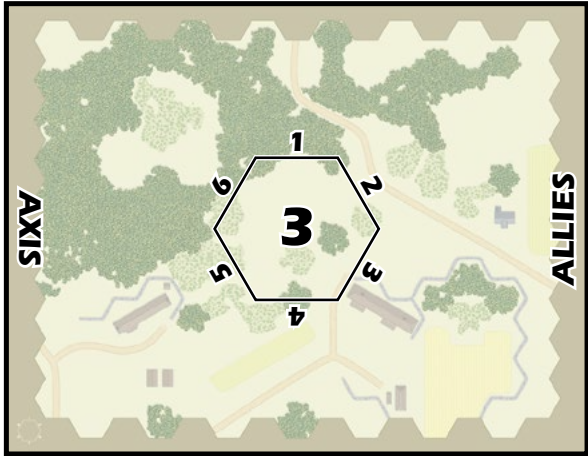
Line 6
6 6 4 x6

Weapon 7
2 2 4 x1

Medium MG
6 10 - x1

Light Mortar
7 2-16 -2 x1

Radio: 105mm Smoke
10 SURRENDER "9"



SITUATION REPORT

OUTSIDE BREST-LITOVSK, JUNE 24, 1941—A Soviet forward CP belonging to the retreating 133rd Infantry Regiment is to be abandoned by noon, but not before all communications equipment is smashed and documents burned – including detailed plans of much of the frontier fortifications in and around Brest-Litovsk several miles to the east.

A battered company of Russian militia must halt the German juggernaut long enough to affect a withdrawal to the relative safety of the Brest-Litovsk citadel.

YEAR MARKER:
"1941" space

VP MARKER:
"20" space (Allied side)

TROOP QUALITY / # ORDERS:
ALLIES – Green / 4
AXIS – Line / 3

TIME TRACK:
TIME – "0" space
SUDDEN DEATH – "7" space

POSTURE:
ALLIES – Defend
AXIS – Attack
INITIATIVE CARD – Axis

OBJECTIVES CHITS:³
OPEN – Q, R and S
ALLIES – none
AXIS – none

SET UP: (Axis will take first Turn)
ALLIES – first; 12 hexes deep²
AXIS – last; 3 hexes deep

OBJECTIVE CONTROL:
ALLIES – all
AXIS – none

SPECIAL RULES:

- COMMAND POST:** Cpt. Egorov must set up in hex N5.
- HIDDEN FORTIFICATIONS:** Allied player may choose to set up the Wire after the Axis player has finished setting up his forces.
- Do not add Objective chits V, W and X to the draw cup**—they are not used in this scenario.
- SAPPERS:** Axis player begins the game with card G-65 already in hand.



German Forces

Lt. Schrader 9
1 1 6 x1

Sgt. Ganz 8
2 1 6 x1

Rifle 7
5 5 4 x6

Weapon 8
2 2 4 x1

Heavy MG
8 16 -1 x1

Light MG
4 8 - x3

SURRENDER "7"

Russian Forces

Cpt. Egorov 10
2 1 6 x1¹

Sgt. Maisky 8
1 1 6 x1

Cpl. Gordov 6
1 1 6 x1

Militia 7
5 2 3 x10

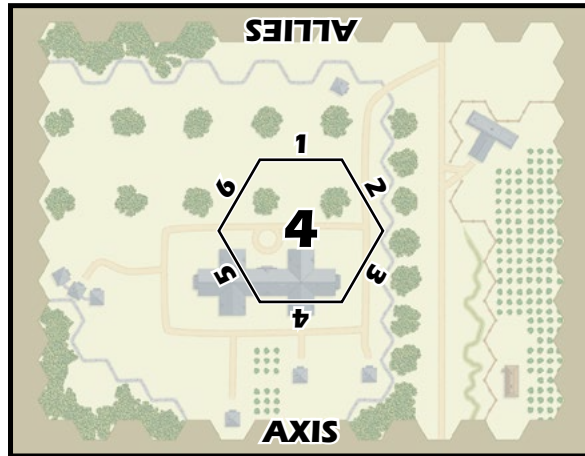
Green 6
3 2 3 x1

Medium MG
6 10 -2 x1

Light MG
3 6 - x1

WIRE -1
-1 -1 A x12²

SURRENDER "10"



German Forces

Lt. Lauerbach 9
1 1 6 x1

Lt. Schrader 9
1 1 6 x1

Elite Rifle 8
5 6 5 x6

Weapon 8
2 2 4 x3¹

IG 18 Gun
10 16 -3 x1¹

Heavy MG
8 16 -1 x2

Light MG
4 8 - x2

WIRE -1
-1 -1 A x5²

SURRENDER "8"

American Forces

Lt. Wray 9
2 1 6 x1

Sgt. Buehler 8
2 1 6 x1

Elite 7
6 6 5 x6

Line 6
6 6 4 x4

.50 cal MG
9 16 -2 x2

Medium MG
6 10 - x2

Satchel Charge
12 1 - x2

Radio: 75mm
8 x1

Sgt. White 8
1 1 6 x1³

Engineer 8
7 3 5 x2³

Flamethrower
11 1 - x2³

SURRENDER "11"

SITUATION REPORT

HUMAINE, BELGIUM, DECEMBER 27, 1944—After days of fierce combat and heavy bombardment, the town of Humaine was surrounded by forces of the US 2nd Armored Division. Most of the German defenders surrendered after some hard fighting. Remnants of 9th Panzer Division occupying a chateau on the north end of town refused to give up, however, and it fell to CCR to root out these stubborn troops.

YEAR MARKER: "1944" space

VP MARKER: "20" space (Axis side)

TROOP QUALITY / # ORDERS:
ALLIES — Elite / 4
AXIS — Elite / 3

TIME TRACK:
TIME — "1" space
SUDDEN DEATH — "7" space

POSTURE:
ALLIES — Attack
AXIS — Defend
INITIATIVE CARD — Axis

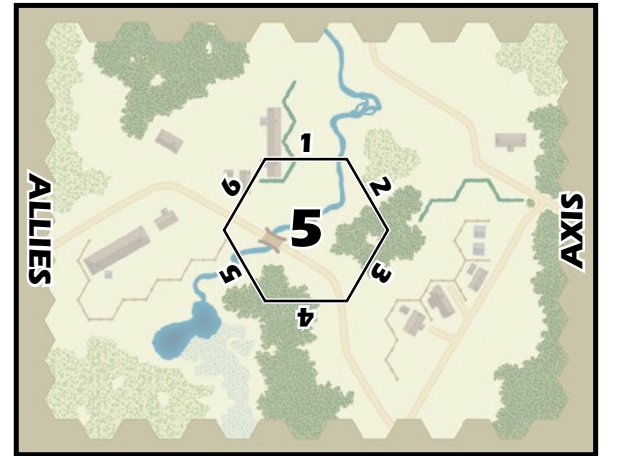
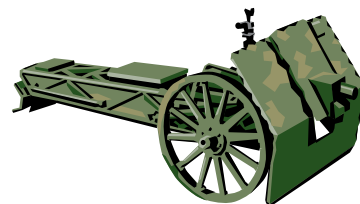
OBJECTIVES CHITS:
OPEN — O and R
ALLIES — none
AXIS — none

SET UP: (Allied will take first Turn)
ALLIES — last; 1 hex deep
AXIS — first; 9 hexes deep

OBJECTIVE CONTROL:
ALLIES — none
AXIS — all

SPECIAL RULES:

- HIDDEN GUN:** Axis player may choose to set up one of the Weapon Teams and the IG 18 Gun after the Allied player completes his set up.
- RUBBLE:** Axis player must place the Wire in or adjacent to building hexes.
- REINFORCEMENTS:** Place Sergeant White, the two Engineer Squads, and the two Flamethrowers into the "3" space of the Time Track.



German Forces

Lt. v. Karsties 9
2 1 6 x1

Sgt. Ganz 8
2 1 6 x1

Rifle 7
5 5 4 x3

Weapon 8
2 2 4 x1

Heavy MG
8 16 -1 x1²

Light MG
4 8 - x2²

Satchel Charge
12 1 - x1²

TRENCH
4 Cover x6

SURRENDER "5"

Russian Forces

Sgt. Bikovets 8
2 1 6 x1

Sgt. Kovalev 8
2 1 6 x1

Sgt. Kaminsky 8
1 1 6 x1

Sgt. Maisky 8
1 1 6 x1

Guards SMG 8
6 3 5 x12

SURRENDER "12"

SITUATION REPORT

STARITSA, RUSSIA, DECEMBER 30, 1941—When winter hit Eastern Europe with its full fury in late 1941, the German 26th Infantry was just one of many Axis Divisions halted more by the extreme weather than by the stubborn Russian defense. In the final weeks of 1941, the 31st Soviet Army—part of the Kalinin Front under General Yushkevich—received a large influx of Siberian troops. Clad in quilted jackets and fur hats and inured to the cold, they led many small-unit actions up and down the frozen front. One such attack took place near Staritsa, Northwest of Moscow, as German troops of Infantry Regiment 18 were fighting to stay warm in their trenches.

YEAR MARKER: "1941" space

VP MARKER: "9" space (Axis side)

TROOP QUALITY / # ORDERS:
ALLIES — Elite / 5
AXIS — Line / 3

TIME TRACK:
TIME — "5" space
SUDDEN DEATH — "13" space

POSTURE:
ALLIES — Attack
AXIS — Defend
INITIATIVE CARD — Allies

OBJECTIVES CHITS:¹
OPEN — W
ALLIES — none
AXIS — none

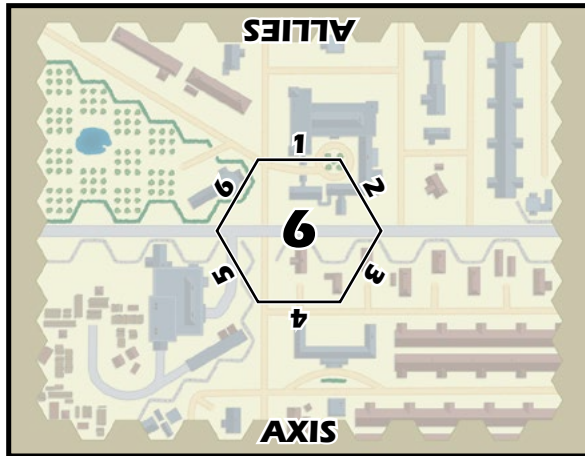
SET UP: (Allied will take first Turn)
ALLIES — first; 3 hexes deep
AXIS — last; 12 hexes deep

OBJECTIVE CONTROL:
ALLIES — none
AXIS — all

SPECIAL RULES:

- Do not add Objective chits **R**, **V** and **X** to the draw cup—they are not used in this scenario.
- DEEP FREEZE:** One of the four German Weapons – determined at random – begins the game broken. Also, once play begins, Fortifications can no longer be brought into play by any means: any Action or Event that would normally do so should be treated as a "Command Confusion" instead.
- SNOW:** The Move Cost for Open Ground is "1½" instead of "1".
- WINTER CAMOUFLAGE:** For the Allied player (only), a "Concealment" Action will reduce the Attack Total of an Axis Fire Attack by -2 in addition to its normal effect.





German Forces

Sgt. Esser 8
2 1 6 x1

Sgt. Biermann 8
1 1 6 x1

Parachute 8
5 4 5 x3

Rifle 7
5 5 4 x3

Conscript 6
5 3 3 x3

Weapon 8
2 2 4 x2

Heavy MG
8 16 -1 x2

Light MG
4 8 - x3

SURRENDER "9"

American Forces

Lt. Wray 9
2 1 6 x1

Sgt. Smith 8
2 1 6 x1

Cpl. Hubbard 7
1 1 6 x1

Paratroop 8
6 4 5 x10

Weapon 7
2 2 4 x2

Medium MG
6 10 - x2

SURRENDER "11"

SITUATION REPORT

ST. MERE-EGLISE, FRANCE, JUNE 7, 1944—In the evening on D-Day, the German 1058th Grenadier Regiment counterattacked St. Mere-Eglise and recaptured the edge of town. Elements of the US 505th Parachute Regiment were ordered to repulse this enemy force the following morning.

At dawn on June 7, an American Lieutenant by the name of Waverly Wray scouted ahead and came across several German soldiers around a radio, whom he promptly shot dead. Wray high-tailed it back to his company to begin the assault, unaware that he had just killed the eight officers in charge of the Grenadier Regiment's 1st Battalion.

YEAR MARKER: "1944" space

VP MARKER: "9" space (Axis side)

TROOP QUALITY / # ORDERS:
ALLIES — Elite / 4
AXIS — Line / 1-3¹

TIME TRACK:
TIME — "0" space
SUDDEN DEATH — "6" space

POSTURE:
ALLIES — Attack
AXIS — Defend
INITIATIVE CARD — Allies

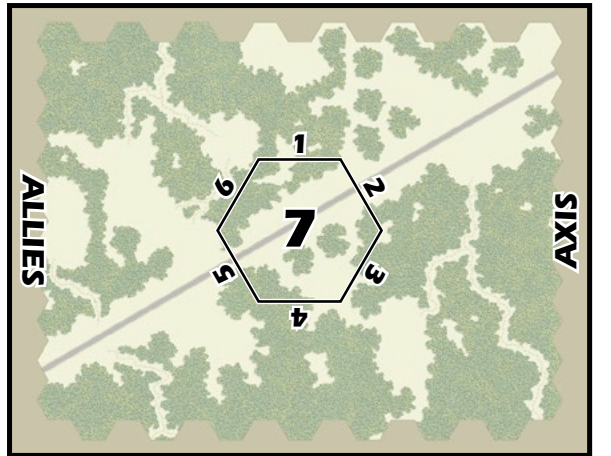
OBJECTIVES CHITS:
OPEN — V and X
ALLIES — random²
AXIS — none

SET UP: (Allied will take first Turn)
ALLIES — last; 2 hexes deep
AXIS — first; 8 hexes deep

OBJECTIVE CONTROL:
ALLIES — none
AXIS — all

SPECIAL RULES:

- Due to the confusion caused by the sudden death of 1st Battalion's CO and HQ staff, the Axis' "# of Orders" begins the game at "1". Whenever the Time marker is advanced along the Time Track, increase this number by one (that is, move the German OB Stats marker one space down on the OB Display), to a maximum of "3".
- Do not add Objective chit **W** to the draw cup—it is not used in this scenario.



German Forces

Lt. Schrader 9
1 1 6 x1

Sgt. Biermann 8
1 1 6 x1

Volksgrenadier 7
5 4 4 x6

Light MG
4 8 - x3

SURRENDER "8"

Russian Forces

Sgt. Maisky 8
1 1 6 x1

Cpl. Bulgadin 7
1 1 6 x1

SMG 8
5 2 4 x4

Militia 7
5 2 3 x4

Green 6
3 2 3 x4

Light MG
3 6 - x4

Satchel Charge
12 1 - x4

Light Mortar
6 2-13 -2 x1²

SURRENDER "14"

SITUATION REPORT

BESSARABIA, APRIL, 1944—By mid April of 1944, the southern front in Russia had seen Soviet troops on the offensive for four consecutive months. Zhukov's plan to attack beyond the Dneister River as far as Chernovtsy was approved by Stavka, with Russian troops finally reaching the Carpathian Mountains and cutting off German forces in Poland from the Axis armies in Southern Russia that were now backing up into Romania.

As constant harassment by partisan bands threatened both supply and communications to the forward German echelons, more and more rear-area troops were needed to quell these local upstarts.

YEAR MARKER: "1944" space

VP MARKER: "0" space

TROOP QUALITY / # ORDERS:
ALLIES — Line / 1
AXIS — Line / 3

TIME TRACK:
TIME — "0" space
SUDDEN DEATH — "5" space

POSTURE:
ALLIES — Defend
AXIS — Recon
INITIATIVE CARD — Axis

OBJECTIVES CHITS:
OPEN — V and X
ALLIES — random³
AXIS — random³

SET UP: (Allies will take first Turn)
ALLIES — first; 15 hexes deep¹
AXIS — last; 15 hexes deep¹

OBJECTIVE CONTROL:
ALLIES — depends on setup¹
AXIS — depends on setup¹

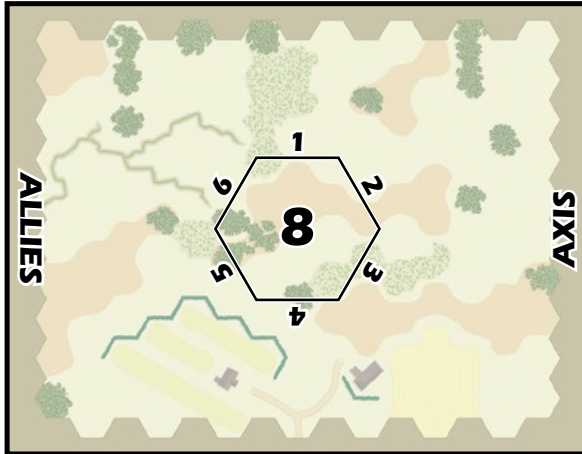
SPECIAL RULES:

- Allied player sets up first using the following method: for each Russian unit, determine a random hex using the Russian Fate Deck—that unit must set up in or adjacent to that hex. Weapons allotted to the Allied player are then assigned to Russian units. Axis player sets up second: German units must be set up so that they form a contiguous chain of Axis-occupied hexes. No German unit may set up in the same hex as a Russian unit.
- The German Light Mortar in the Allied OB represents a captured weapon. If it ever breaks, eliminate it instead.
- NO QUARTER:** Do not add Objective chits **R** and **W** to the cup—they are not used in this scenario. Additionally, neither player may gain Exit VPs: any unit exiting the map for any reason is eliminated.
- PARTISANS:** Allied units treat all terrain as if it had a Move Cost of "1".
- HIDDEN FORCES:** Allied player automatically begins the game with card R-31 in hand.

COMBAT COMMANDER



MAPBOARD CONFIGURATION



German Forces

Lt. Schrader 9
1 1 6 x1

Sgt. Ganz 8
2 1 6 x1

Rifle 7
5 5 4 x3

Light MG
4 8 - x3

FOXHOLES
3 Cover* x3

SURRENDER "4"

Russian Forces

Sgt. Kaminsky 8
1 1 6 x1

Sgt. Maisky 8
1 1 6 x1

Rifle 8
5 3 4 x10

Medium MG
6 10 -2 x2

Light MG
3 6 - x1

SURRENDER "9"

SITUATION REPORT

VELIKIYE-LUKI, RUSSIA, JANUARY 1943—As the Kalinin Front - led by several Soviet Shock Armies - drove westward they were able to completely encircle the German 277th Infantry Regiment at Velikiye-Luki. Outside relief for this surrounded force was not to be had, however, so orders were given for its units to effect a breakout.

The Soviet 129th Rifle Regiment held the line to the southwest on the road to Nevel. This force appeared to be the weakest, so it was in this sector that many attempts to exfiltrate were made. One such night-time attempt involved Lieutenant Schrader's platoon of 32 men, who had been hiding in brush-covered slit trenches throughout the day.

YEAR MARKER:
"1943" space

VP MARKER:
"2" space (Allied side)

TROOP QUALITY / # ORDERS:
ALLIES — Line / 1
AXIS — Line / 3

TIME TRACK:
TIME — "0" space
SUDDEN DEATH — "5" space

POSTURE:
ALLIES — Recon
AXIS — Recon
INITIATIVE CARD — Axis

OBJECTIVES CHITS:
OPEN — W
ALLIES — none
AXIS — none

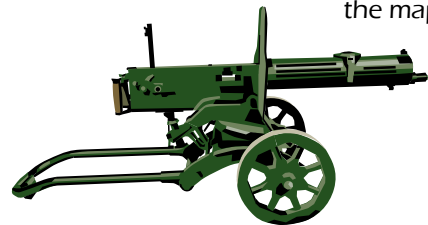
SET UP: (Axis will take first Turn)
ALLIES — first; 7 hexes deep
AXIS — last; 7 hexes deep

OBJECTIVE CONTROL:
ALLIES — #1 and 4
AXIS — #2, 3 and 5

SPECIAL RULES:

1. NIGHT ACTION: Axis player has his Discard Capability reduced to "1". In addition, all Fire Attack Totals are reduced by X, where X is the range between the targeted hex and the nearest firing hex.

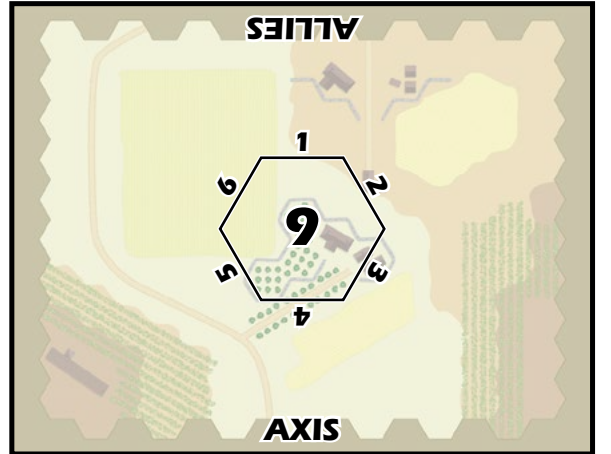
2. BREAKOUT: Only the Axis player may gain Exit Victory Points—any Russian unit that exits the mapboard for any reason is considered eliminated.



COMBAT COMMANDER



MAPBOARD CONFIGURATION



German Forces

Sgt. Pfeiffer 8
1 1 6 x1

Rifle 7
5 5 4 x1

Weapon 8
2 2 4 x3

Light MG
4 8 - x5

Radio: 81mm
9 Smoke x1

MINES
x3

Cpt. Wehling 10
2 1 6 x1

Sgt. Esser 8
2 1 6 x1

Sgt. Biermann 8
1 1 6 x1

Volksgrenadier 7
5 4 4 x8

Heavy MG
8 16 -1 x1

SURRENDER "11"

American Forces

Lt. Wray 9
2 1 6 x1

Lt. Esparza 9
2 1 6 x1

Cpl. Hubbard 7
1 1 6 x1

Paratroop 8
6 4 5 x12

Satchel Charge
12 1 - x3

Sgt. Smith 8
2 1 6 x1

Medium MG
6 10 - x1

Lt. Blankenship 9
1 1 6 x1

Lt. Thomas 9
1 1 6 x1

Radio: 105mm
10 Smoke x1

SURRENDER "13"

SITUATION REPORT

OUTSKIRTS OF HITDORF, GERMANY, APRIL 6, 1945—After crossing the Rhine, leading elements of Company A, 1st Battalion, 504th Parachute Regiment found themselves met by elements of the 62nd Volksgrenadier Division on the road to Hitdorf.

Both sides reported contact and immediately called for reinforcements.



YEAR MARKER:
"1945" space

VP MARKER:
"14" space (Axis side)

TROOP QUALITY / # ORDERS:
ALLIES — Elite / 6
AXIS — Line / 4

TIME TRACK:
TIME — "2" space
SUDDEN DEATH — "12" space

POSTURE:
ALLIES — Attack
AXIS — Defend
INITIATIVE CARD — Axis

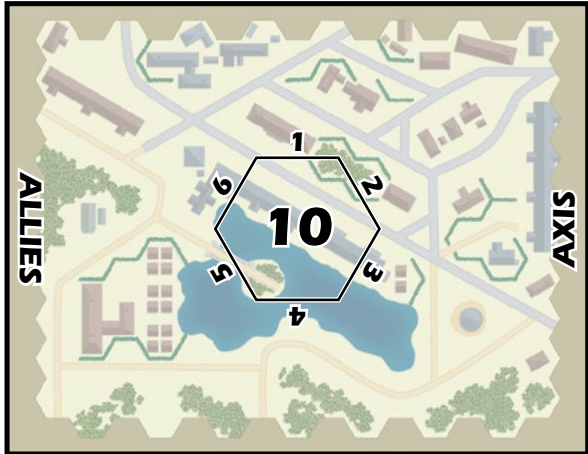
OBJECTIVES CHITS:
OPEN — U
ALLIES — random
AXIS — random

SET UP: (Allies will take first Turn)
ALLIES — first; 1 hex deep
AXIS — last; 9 hexes deep

OBJECTIVE CONTROL:
ALLIES — none
AXIS — all

SPECIAL RULES:

- Place the following German units in the "3" space of the Time Track: two of the three Weapon Teams, four of the five Light MGs, Cpt. Wehling, Sgt. Esser, Sgt. Biermann, eight Volksgrenadier Squads, and the Heavy MG.
- Place Sgt. Smith and the Medium MG in the "3" space of the Time Track.
- Place Lt. Blankenship in the "4" space of the Time Track.
- Place Lt. Thomas in the "5" space of the Time Track.
- Place the American Radio in the "6" space of the Time Track.
- Place six of the twelve Paratroop Squads on the Time Track: two in each of spaces "3", "4" and "5".
- Mines are at "8-FP" instead of the default 6-FP. However, prior to drawing his opening hand, the Axis player may choose to decrease the Mine strength to "7-FP" and begin the game with card G-32 already in hand.



SITUATION REPORT

NOVOROSSIIYSK, RUSSIA, FEBRUARY 4, 1943—To aid in the success of the Soviet amphibious operation launched against Kleist’s Army Group A near Novorossiysk, a Black Sea Fleet commando detachment landed a few miles further down along the Black Sea coast.

In order to protect the beachhead’s flank, the commandos hurriedly push into the town of Stanichka and holed up in a local university overlooking a manmade lake. Elements of the German 73rd Infantry Division quickly counterattacked in an attempt to roll up the flank and drive the invaders back into the sea.

start

YEAR MARKER:
“1943” space

VP MARKER:
“9” space (Allied side)

↓

TROOP QUALITY / # ORDERS:
ALLIES — Elite / 3
AXIS — Line / 4

↓

POSTURE:
ALLIES — Defend
AXIS — Attack
INITIATIVE CARD — Axis

↓

SET UP: (Axis will take first Turn)
ALLIES — first; 12 hexes deep
AXIS — last; 3 hexes deep

↓

SPECIAL RULES:
1. COMBAT ENGINEERS: The German Flamethrower and Satchel Charge must initially be given to the two Pionier Squads.
2. COMMANDOS: Allied player adds +1 to each of his Melee rolls.

↓

TIME TRACK:
TIME — “0” space
SUDDEN DEATH — “6” space

↓

OBJECTIVES CHITS:
OPEN — **W**
ALLIES — random
AXIS — random

↓

OBJECTIVE CONTROL:
ALLIES — #1, 3 and 5
AXIS — #2 and 4

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Scenario 11

HOLD THE LINE

COMBAT COMMANDER

MAPBOARD CONFIGURATION

SITUATION REPORT

ST. JEAN DE DAYE, FRANCE, JULY 8, 1944—July 7 saw a brief battle in which German forces were forcibly evicted from their hilltop defenses near the Vire River. The small American force that won the day — elements of the 743d Tank Battalion, including an immobilized M4 Sherman — was then tasked to hold the hills until reinforcements could arrive to relieve them. Sergeant White ordered his infantry to dig in atop the dominant hill as Sgt. Buehler prepped his shaken tank crew.

It is now just before dawn, July 8, and the dim morning glow is punctuated by a flare igniting over Hill 104. The expected German counterattack has arrived; the US reinforcements have not.

start

YEAR MARKER:
“1944” space

VP MARKER:
“10” space (Allied side)

↓

TROOP QUALITY / # ORDERS:
ALLIES — Line / 2
AXIS — Elite / 2

↓

POSTURE:
ALLIES — Defend
AXIS — Attack
INITIATIVE CARD — Axis

↓

SET UP: (Axis will take first Turn)
ALLIES — first; 10 hexes deep
AXIS — last; 1 hex deep

↓

SPECIAL RULES:
1. UNCLEARED FORTIFICATIONS: Place the Wire in hexes B2, B3, B5, B6, B8, B9, C8, D8, D5, E5, H5, G6, G8 and G9. Place the Mines in hexes C5, C6, D7 and E8. The Mines are at the default 6 Firepower.
2. IMMOBILIZED SHERMAN TANK: The Bunker, Sgt. Buehler with the .50 cal MG, and the Weapon Team with the Pack Howitzer, must set up together in an Open Ground hex that is not on a Hill. As long as the Bunker remains in play, its hex has a unit stacking limit of 4 instead of 7. The Howitzer — representing the tank’s main gun — cannot leave the Bunker hex and is eliminated if either its controlling unit or the Bunker is eliminated.
3. REINFORCEMENTS: Place the four American Line Squads into spaces 2 through 5 of the Time Track.
4. The two Satchel Charges represent captured German panzerfausts: they cannot make an attack on any hex with a Cover less than 2.

↓

TIME TRACK:
TIME — “1” space
SUDDEN DEATH — “6” space

↓

OBJECTIVES CHITS:
OPEN — **N** and **P**
ALLIES — random
AXIS — random

↓

OBJECTIVE CONTROL:
ALLIES — #1, 2, 4 and 5
AXIS — #3

German Forces

Lt. Lauerbach 9
1 1 6 x1

Sgt. Ganz 8
2 1 6 x1

SS 8
6 5 5 x4

Weapon 8
2 2 4 x1

Heavy MG 8
8 16 -1 x1

Light MG 4
4 8 - x2

WIRE -1
-1 -1 A x14¹

MINES
x4¹

SURRENDER
“6”

American Forces

Sgt. White 8
1 1 6 x1

Elite 7
6 6 5 x1

Line 6
3 4 4 x2

Satchel Charge
12 1 - x2⁴

FOXHOLES
3 Cover * x2

Sgt. Buehler 8
2 1 6 x1²

Weapon 7
2 2 4 x1²

.50 cal MG 9
9 16 -2 x1²

Pack Howitzer 10
10 16 -3 x1²

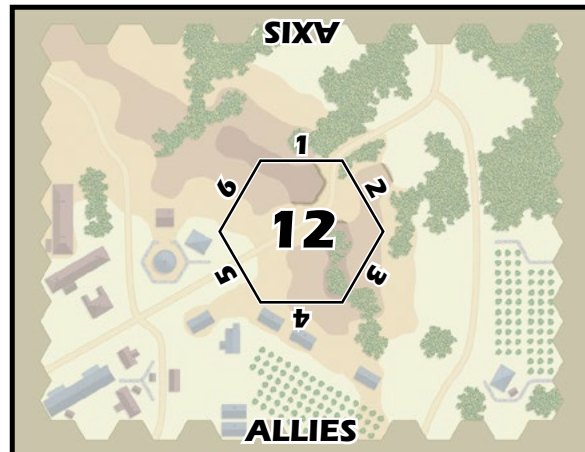
BUNKER 6
6 Cover * x1²

Line 6
6 6 4 x4³

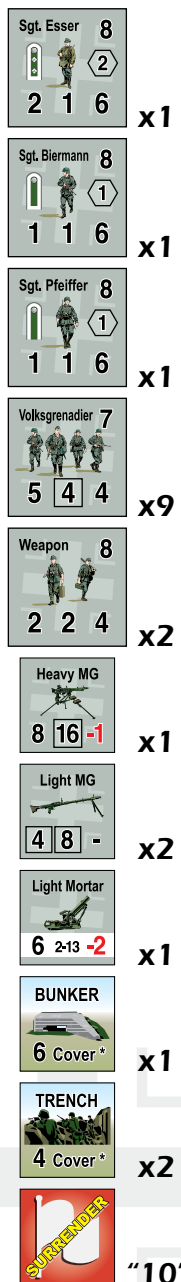
SURRENDER
“7”

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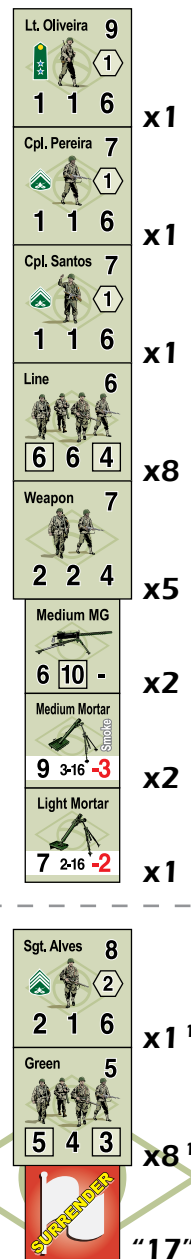
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German Forces



Brazilian Forces



SITUATION REPORT

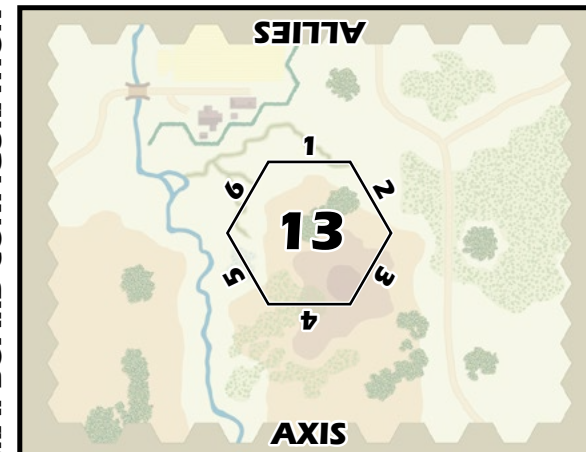
MONTE CASTELLO, ITALY, DECEMBER 12, 1944—Brazil declared war on the European Axis in August of 1942. Organized like the US forces and equipped with the latest American weaponry, the Brazilian 1st Expeditionary Division finally arrived in Italy in the Summer of '44. After helping to crack the Gothic Line in the Fall, elements of General de Moraes' division crossed the Reno Valley and assaulted Monte Castello on November 29, only to be bloodily repulsed.

Now, two weeks later, another attempt to take the heights overlooking Highway 64 is underway. A heavy fog shrouds the mountain as elements of the Syseno Battalion are given orders to advance—unfortunately, an untimely artillery bombardment on the next hill over alerts the defenders of the impending attack....

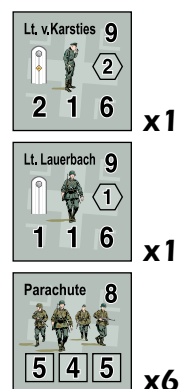
YEAR MARKER: "1944" space	VP MARKER: "16" space (Axis side)
TROOP QUALITY / # ORDERS: ALLIES — Line / 5 AXIS — Line / 4	TIME TRACK: TIME — "4" space SUDDEN DEATH — "12" space
POSTURE: ALLIES — Attack AXIS — Defend INITIATIVE CARD — Axis	OBJECTIVES CHITS: OPEN — N, Q and S ALLIES — none AXIS — none
SET UP: ALLIES — first; 2 hexes deep AXIS — last; 8 hexes deep	OBJECTIVE CONTROL: ALLIES — none AXIS — all

SPECIAL RULES:

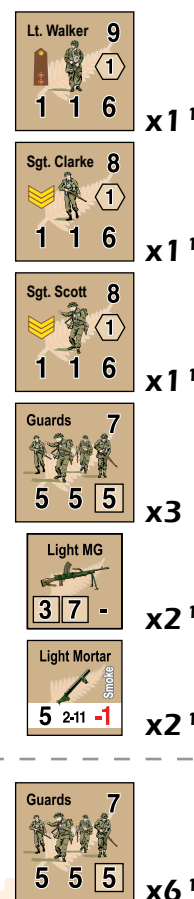
- REINFORCEMENTS:** Place Sergeant Alves and the eight Brazilian Green Squads in the "7" space of the Time Track. When these units enter play, any number of them may be set up in or adjacent to the A9 road hex.
- CAVES:** Due to pinning fire from machine guns hidden in caves, the Axis player's Snipers can break an enemy unit within 2 hexes of the random hex (instead of just in or adjacent to it, as normal).
- FOG:** Due to the effects of a thick early-morning fog, there is a -3 Hindrance in every hex of the map, regardless of elevation. This fog Hindrance is cumulative with normal Hindrances—Orchard or Smoke, for example. Reduce the Fog Hindrance by 1 each time a Breeze Event occurs (to "-2", then "-1" then "0"). Mark the Fog level by placing any unused marker on the "3" space of the Time Track then moving it one space to the left after every Breeze Event.
- If the Allied player needs addition units or weapons (for Light Wounds, Radio, etc.), use equivalent US forces.
- Allied player uses the US Fate deck and takes the first Turn.



German Forces



ANZAC Forces



SITUATION REPORT

NEAR MALEME AIRFIELD, CRETE, 21 MAY 1941—Captain Van Etten's parachutists had been in many chaotic skirmishes with Allied forces in and around Maleme Airfield since the airborne landing on Crete the previous morning. His forces wearing thin, he decided to temporarily reassemble in the high ground to the south.

As it happened, elements of the 5th New Zealand Brigade had decided to cross those very same hills in an attempt to withdraw southeast of the airfield for a future counterattack. Van Etten's depleted company attacked and surrounded a platoon of withdrawing New Zealanders belonging to the 22nd Battalion unaware that more were fast approaching.

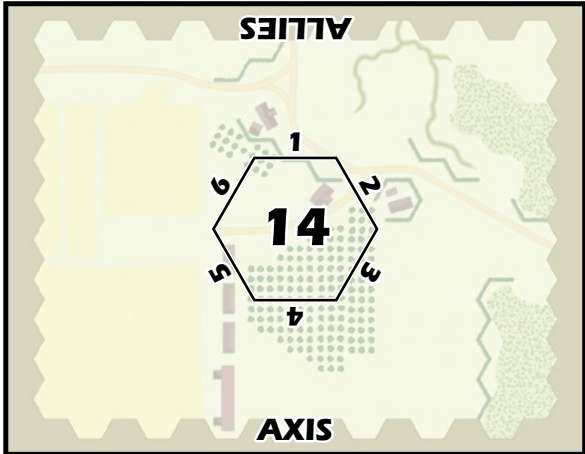
YEAR MARKER: "1941" space	VP MARKER: "3" space (Axis side)
TROOP QUALITY / # ORDERS: ALLIES — Elite / 4 AXIS — Elite / 3	TIME TRACK: TIME — "0" space SUDDEN DEATH — "6" space
POSTURE: ALLIES — Attack AXIS — Defend INITIATIVE CARD — Axis	OBJECTIVES CHITS: OPEN — W ALLIES — none AXIS — none
SET UP: (Axis will take first Turn) ALLIES — first ¹ AXIS — last ¹	OBJECTIVE CONTROL: ALLIES — none AXIS — all

SPECIAL RULES:

- Place six Guards Squads in the "1" space of the Time Track. Allied player may choose to place any number of his allotted Leaders and/or Weapons in the "1" space of the Time Track. The rest of the Allied forces must set up within three hexes of the J1 road hex. Axis forces must set up at least four hexes away from J1.
- WITHDRAWAL:** Only the Allied player may gain Exit VPs—any German unit that exits the map for any reason is eliminated.
- If the Allied player needs addition units or weapons (for Light Wounds, Radio, etc.), use equivalent British forces.
- COMMONWEALTH:** Allied player uses the British Fate Deck.

Surrender: 6

Surrender: 9



SITUATION REPORT

SOCHACZEW, POLAND, 15 SEPTEMBER 1939—On 9 September, the Polish Poznan Army, encircled by the rapid German advance, attempted to force a crossing of the Bzura River to the southeast. This attack inadvertently allowed time for the Polish Pomorze Army – also trapped in the pocket – to regroup further east near the Kampinos Forest. Many attempts were made by elements of the Pomorze Army to affect a withdrawal from the pocket east towards Warsaw; by the middle of the month, however, only two divisions had made the escape.

On September 15, one such skirmish saw a company of Polish regulars attempt a breakout along an infrequently-used farm road.

start

YEAR MARKER:
"1939" space

VP MARKER:
"3" space (Axis side)

TROOP QUALITY / # ORDERS:
ALLIES — Line / 4
AXIS — Line / 3

TIME TRACK:
TIME — "0" space
SUDDEN DEATH — "6" space

POSTURE:
ALLIES — Attack
AXIS — Defend
INITIATIVE CARD — Axis

OBJECTIVES CHITS:
OPEN — W
ALLIES — random
AXIS — random

SET UP: (Allies will take first Turn)
ALLIES — last; 2 hexes deep
AXIS — first; 8 hexes deep

OBJECTIVE CONTROL:
ALLIES — none
AXIS — all

SPECIAL RULES:

- MORTAR SPOTTER:** Any attack made by a German Mortar may have its LOS traced from Sergeant Biermann instead of from the Mortar itself. This activates Biermann for the Turn. The Targeting Roll must still use the actual range from the Mortar to the target hex but any Hindrance modifying the roll will be based upon the LOS from Biermann.
- REINFORCEMENTS:** Place the German Reinforcements into the "3" space of the Time Track.
- If the Allied player needs addition units or weapons (for Light Wounds, Radio, etc.), use equivalent French forces.
- ALLIED MINOR:** Allied player uses the French Fate Deck.

German Forces

Sgt. Biermann 8

1 1 6

x1¹

Rifle 7

5 5 4

x4

Weapon 8

2 2 4

x1

Light MG

4 8 -

x2

Light Mortar

6 2-13 -2

x1¹

FOXHOLES

3 Cover *

x1

Reinforcements²

Lt. Lauerbach 9

1 1 6

x1

Rifle 7

5 5 4

x3

Light MG

4 8 -

x1

Surrender: 7

Polish Forces

Lt. Szymański 9

2 1 6

x1

Sgt. Wójcik 8

1 1 6

x1

Sgt. Nowak 8

1 1 6

x1

Line 8

5 5 5

x2

Regulars 7

5 4 4

x9

Light MG

3 6 -

x2

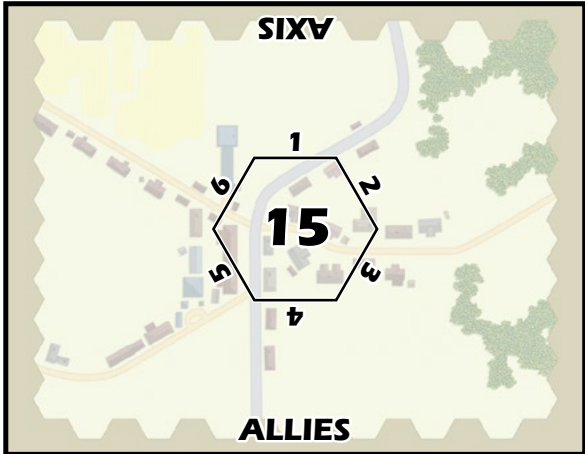
50mm Mortar

6 3-14 -1

x1



Surrender: 10



SITUATION REPORT

BESSARABIA, 7 JULY 1941—After forcing a crossing of the River Prut at Falcui earlier in the week, the Rumanian Army was on the move across Bessarabia.

In the afternoon of July 7, elements of the Rumanian 6th Infantry Division attempted to clear one of many Russian-held villages on the road to Moghilev. Due to the need for a rapid advance, the Rumanian columns were lackluster in their scouting efforts. In this case, the town defenders were members of the "elite" 74th Rifle Division which had just received a smattering of conscripted replacements to bolster the body count.

start

YEAR MARKER:
"1941" space

VP MARKER:
"12" space (Allied side)

TROOP QUALITY / # ORDERS:
ALLIES — Line / 3
AXIS — Line / 5

TIME TRACK:
TIME — "0" space
SUDDEN DEATH — "7" space

POSTURE:
ALLIES — Defend
AXIS — Attack
INITIATIVE CARD — Axis

OBJECTIVES CHITS:
OPEN — T
ALLIES — random
AXIS — random

SET UP: (Axis will take first Turn)
ALLIES — first; 8 hexes deep¹
AXIS — last; 2 hexes deep²

OBJECTIVE CONTROL:
ALLIES — 1, 2, 4 and 5
AXIS — 3

SPECIAL RULES:

- HIDDEN UNITS:** Up to six Allied units (and their possessed Weapons) may begin the game in the "1" space of the Time Track rather than set up on map. If so, when these units enter play, they may be placed into any original set up hex (that is, up to eight hexes deep counting from the Allied friendly board edge) that has at least "1" Cover and is devoid of enemy units.
- REINFORCING COLUMN:** Up to eight Axis units (and their possessed Weapons) may begin the game in one or more spaces on the Time Track rather than set up on the map.
- If the Axis player needs addition units or weapons (for Light Wounds, Radio, etc.), use equivalent Italian forces.
- AXIS MINOR:** Axis player uses the Italian Fate Deck.

Rumanian Forces

Lt. Coroamă 9

1 1 6

x1

Sgt. Rozin 8

2 1 6

x1

Sgt. Stoica 8

1 1 6

x1

Cpl. Popescu 7

1 1 6

x1

Rifle 8

5 4 5

x6

Line 7

4 4 4

x14

Medium MG

6 10 -1

x2

Light MG

3 6 -

x3

Brandt Mortar

7 2-16 -2

x1

Surrender: 17

Russian Forces

Lt. Gulkevich 9

1 1 6

x1

Cpl. Krylov 7

1 1 6

x1

Guards Rifle 8

5 5 5

x3

Rifle 8

5 3 4

x6

Militia 7

5 2 3

x3

Medium MG

6 10 -2

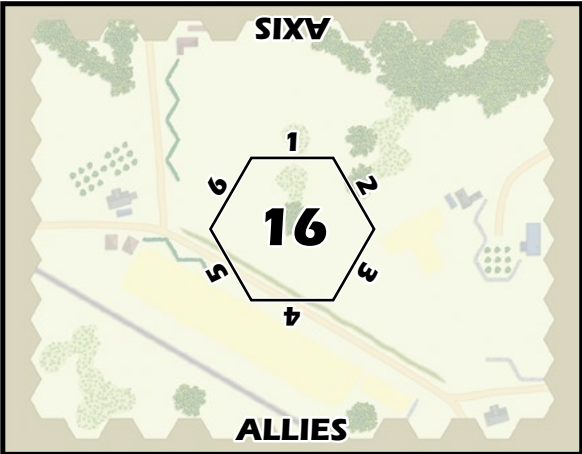
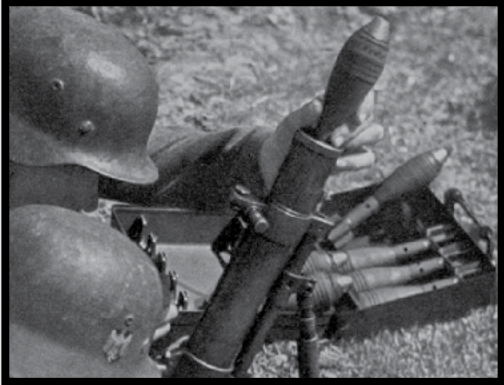
x2

Light MG

3 6 -

x2

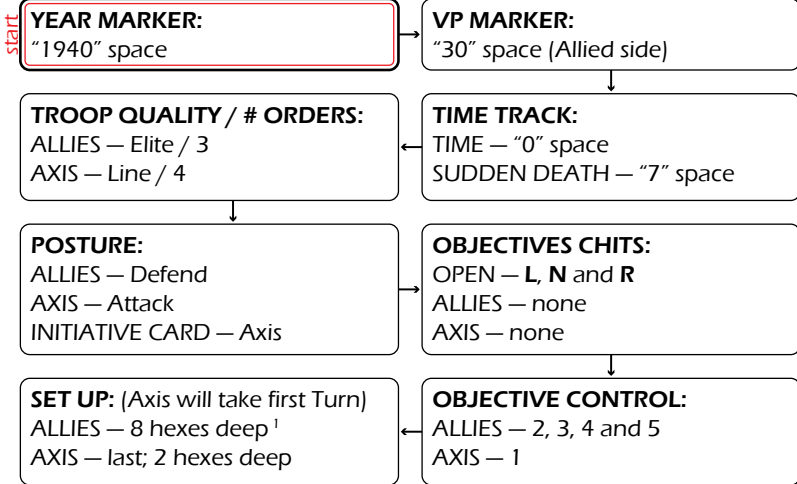
Surrender: 10



SITUATION REPORT

GEMBLOUX, FRANCE, 15 MAY 1940—As French forces fought the Germans to a near standstill in and around Gembloux, infantry forces belonging to the attacking 3rd Panzer Division were tasked with taking a nearby sunken road.

Led by the determined Captain Grudler, a battered company of the Moroccan RTM fiercely defended the road – called the Chemin Creux, or “Hollow Road” – for many hours and, in the end, to the very last man.



SPECIAL RULES:

- HIDDEN EMBLEMENTS:** Allied player sets up his Squads first. He then sets up his Concealed forces after the Axis player has set up his forces.
- FANATICAL DEFENSE:** Due to the “hold the road at all costs!” mentality amongst the Moroccan defenders, whenever a German unit exits the map off the Allied board edge, the Allied player may choose to either Rally a broken French unit or place a Veteran marker on a French unit without one.
- SUNKEN ROAD:** The Gully represents the sunken road. The normal Gully rules are modified as follows: units in a Gully hex have a clear LOS into any other Gully hex; units in the two crossroads hexes (D5 and M10) have a clear LOS into every Gully hex, and vice versa.

German Forces

Lt. v.Karsties 9
2 1 6

x1

Sgt. Ganz 8
2 1 6

x1

Cpl. Winkler 6
1 1 6

x1

Elite Rifle 8
5 6 5

x3

Rifle 7
5 5 4

x6

Weapon 8
2 2 4

x2

Heavy MG 8
8 16 -1

x1

Light MG 4
4 8 -

x2

Light Mortar 6
6 2-13 -2

x1

Surrender: 10

French Forces

BAR 8
5 5 5

x4

Concealed¹

Cpt. Gough 10
2 1 6

x1

Cpl. Besson 7
1 1 6

x1

Weapon 8
2 1 4

x2

Heavy MG 7
7 12 -2

x1

Light MG 3
3 6 -

x1

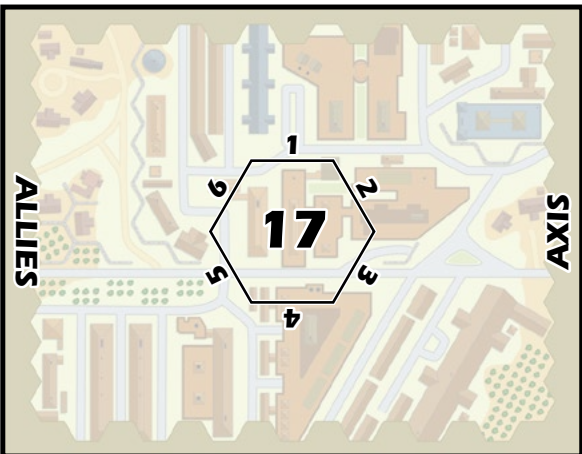
60mm Mortar 7
7 2-16 -2

x1

FOXHOLES 3
3 Cover *

x2

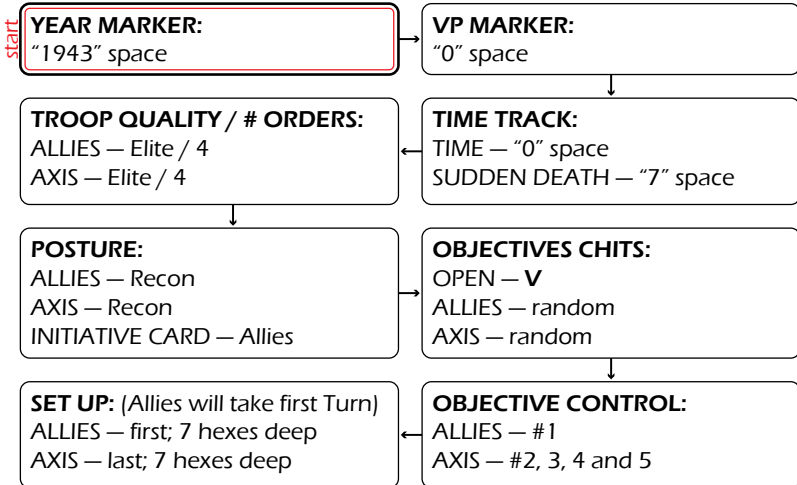
Surrender: 8



SITUATION REPORT

ORTONA, ITALY, 24 DECEMBER 1943—On December 21, house to house fighting began in earnest in the Adriatic seaport of Ortona. It was during the next seven days that the Canadian 1st Infantry Division literally rewrote the book on close-quarters city fighting techniques. More than one thousand Canadians had lost their lives by the time the German defenders withdrew from the city on the 28th.

Here we have a typical situation amongst the densely packed buildings of this otherwise idyllic town, where elements of Germany’s 1st Parachute Division fight to hold ground against the relentless advance of a company of Seaforth Highlanders.



SPECIAL RULES:

- MOUSE-HOLING:** The Canadians utilized an infiltration technique whereby they would use beehive-shaped charges and PIATs at point-blank range to blast holes through building walls. To simulate this, the Allied player may treat any Move Order as if it were an Advance Order instead if one of the units that will be activated is carrying a Satchel Charge.
- BOOBY TRAPS:** Axis player may play the Hidden Mines Action as if he were a scenario Defender. Mine Strength for this scenario is “8” instead of the default “6”. Axis player begins the game with card G-32 already in hand.
- If the Allied player needs addition units or weapons (for Light Wounds, Radio, etc.), use equivalent British forces.
- COMMONWEALTH:** Allied player uses the British Fate Deck.

German Forces

Lt. Bolter 9
1 1 6

x1

Lt. Schrader 9
1 1 6

x1

Sgt. Ganz 8
2 1 6

x1

Parachute 8
5 4 5

x9

Weapon 8
2 2 4

x1

Heavy MG 8
8 16 -1

x1

Light MG 4
4 8 -

x3

Surrender: 9

Canadian Forces

Lt. Petticlerc 9
1 1 6

x1

Sgt. Poutré 8
2 1 6

x1

Smith, King's Hero 9
2 4 7

x1

Guards 7
5 5 5

x6

Line 7
5 5 4

x3

Weapon 8
2 2 4

x1

Elite 7
3 3 5

x3

Heavy MG 7
7 14 -2

x1

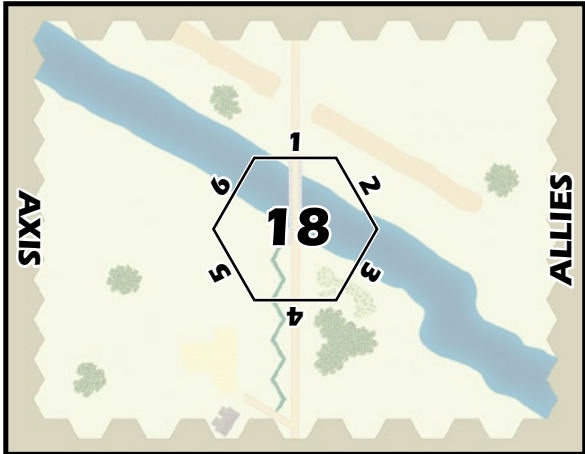
Light MG 3
3 7 -

x3

Satchel Charge 12
12 1 -

x4

Surrender: 12



German Forces

Lt. Lauerbach 9
1 1 6 x1

Sgt. Biermann 8
1 1 6 x1

Rifle 7
5 5 4 x8

Light MG
4 8 - x6

Radio: 75mm
8 x1²

Surrender: 7

Yugoslav Forces

Rifle 6
5 3 3 x11

Hidden Forces¹

Lt. Đorđević 9
2 1 6 x1

Sgt. Jovanović 8
2 1 6 x1

Green 6
3 2 3 x2

Heavy MG
7 12 -2 x1

Light MG
3 6 - x1

Surrender: 10

SITUATION REPORT

NISAVA RIVER, YUGOSLAVIA, 7 APRIL 1941—A day after the attack on Yugoslavia commenced, von Kleist's 1st Panzer Group found many of the bridges across the Nisava River to be blown or in flames, holding up his vital armored forces. The German 23rd Infantry Regiment was thus one of several battle groups sent forth ahead of the armored spearhead in order to secure bridges over the otherwise unfordable river obstacle.

One German detachment found such a bridge – apparently unguarded – near the town of Bela Pelanka. Its supporting tanks set to refuel, the infantry casually advanced across empty fields to secure the crossing. A sudden burst of machine-gun fire from the low hills opposite the river, however, indicated to the grenadiers that this bridge may be heavily defended after all....

YEAR MARKER: "1941" space

VP MARKER: "16" space (Allied side)

TROOP QUALITY / # ORDERS:
ALLIES – Green / 3
AXIS – Line / 3

TIME TRACK:
TIME – "0" space
SUDDEN DEATH – "6" space

POSTURE:
ALLIES – Defend
AXIS – Attack
INITIATIVE CARD – Axis

OBJECTIVES CHITS:
OPEN – R
ALLIES – random
AXIS – random

SET UP: (Axis will take first Turn)
ALLIES – last; 10 hexes deep¹
AXIS – first; 2 hexes deep

OBJECTIVE CONTROL:
ALLIES – all
AXIS – none

SPECIAL RULES:

1. **HIDDEN FORCES:** For the Allied player, only the eleven Rifle Squads are initially set up on map. The Hidden Forces are kept off to the side. Each of these six pieces may later be "set up" during normal play by being placed directly into a friendly-occupied hex (stacking limits must be observed). This placement can be done by the Allied player at any time once play commences. Weapons may be given

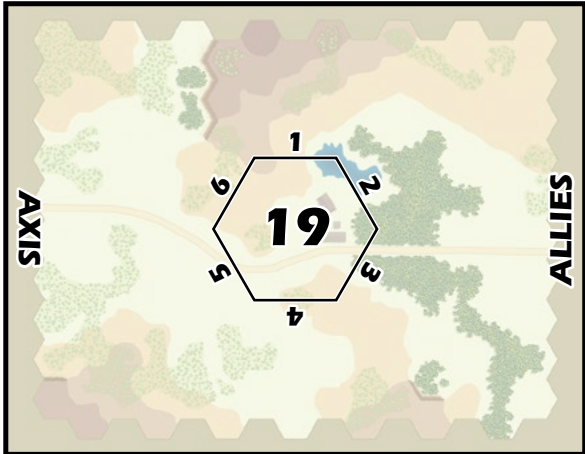
to a piece entering play with it or to a unit already in the hex.

2. **ARMOR:** The German Radio represents direct fire support from several Mk IV panzers located on a hill just off-map. As such, the radio only has a 1-hex blast area (the hex occupied by the SR) rather than the normal 7 hexes. However, if the Radio's Targeting Roll is a "hit", you do not check for drift (the SR lands directly on target); and if the Target-

ing Roll is a "miss", the SR will only drift as if it were a normal "hit" (that is, it will drift one hex in the direction of the white die then one hex in the direction of the grey die).

3. If the Allied player needs addition units or weapons (for Light Wounds, Radio, etc.), use equivalent French forces.

4. **ALLIED MINOR:** Allied player uses the French Fate Deck.



German Forces

Cpt. Wehling 10
2 1 6 x1

Lt. Huntziger 9
1 1 6 x1

Pionier 8
7 3 5 x3

Elite Rifle 8
5 6 5 x4

Weapon 8
2 2 4 x1

Light MG
4 8 - x3

IG 18 Gun
10 16 -3 x1

Flamethrower
11 1 - x1

Satchel Charge
12 1 - x2

Surrender: 7

Greek Forces

Lt. Aivaliotis 9
1 1 6 x1

Sgt. Samaras 8
2 1 6 x1

Garrison 7
5 4 4 x5

Weapon 8
2 1 4 x1

Heavy MG
7 12 -2 x2

French '75'
9 16 -4 x1³

Bunker Complex
x1¹

Reinforcements²

Sgt. Giannidis 8
1 1 6 x1

Garrison 7
5 4 4 x3

Light MG
3 6 - x1

Radio: 75mm
8 x1

Surrender: 8

SITUATION REPORT

KILKIS, GREECE, 7 APRIL 1941—The Metaxas Line was a 90-mile chain of fortifications built by the Greeks in the 1930s along their border with Bulgaria. In the spring of 1941, it fell to the German XVIII Corps to assault the Metaxas Line at the outset of hostilities against Greece and Yugoslavia. The defenses were too tough to affect a worthwhile breakthrough for the bulk of the attacking armies so – as with the Maginot Line in France a year earlier – it was eventually just outflanked through southern Yugoslavia.

Here we have elements of the 5th Mountain Division assaulting yet another fortified position held by garrison troops of the 2nd Greek Army.

YEAR MARKER: "1941" space

VP MARKER: "12" space (Allied side)

TROOP QUALITY / # ORDERS:
ALLIES – Line / 4
AXIS – Elite / 3

TIME TRACK:
TIME – "0" space
SUDDEN DEATH – "7" space

POSTURE:
ALLIES – Defend
AXIS – Attack
INITIATIVE CARD – Axis

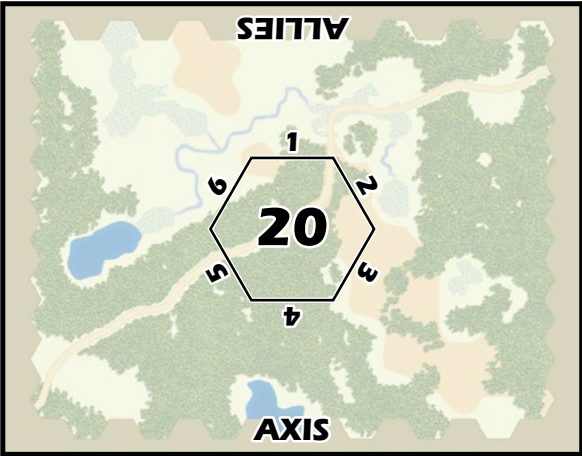
OBJECTIVES CHITS:
OPEN – K, N and Q
ALLIES – none
AXIS – none

SET UP: (Axis will take first Turn)
ALLIES – first; 12 hexes deep
AXIS – last; 3 hexes deep

OBJECTIVE CONTROL:
ALLIES – all
AXIS – none

SPECIAL RULES:

- METAXAS LINE:** After all set up is complete but before players draw their opening hands, the Allied player receives a Bunker Complex (as per the Fortification OB in the Playbook: 3x Bunker; 3x Trench; 3x Wire; 3x 8-FP Mines). He places these Fortifications on the map anywhere within his setup area, observing normal stacking limits.
- REINFORCEMENTS:** Place the Greek Reinforcements in the "3" space of the Time Track.
- PRE-DESIGNATED TARGETS:** When not firing Smoke, the French '75' is allowed to make up to two Fire Attacks when activated by a single Fire Order.
- If the Allied player needs addition units or weapons (for Light Wounds, Radio, etc.), use equivalent French forces.
- ALLIED MINOR:** Allied player uses the French Fate Deck.



Finnish Forces

Cpt. Pajari 10
2 1 6 x1

Lt. Järvinen 9
1 1 6 x1

Sgt. Virtanen 8
1 1 6 x1

Sissi 8
5 4 6 x15

Light MG
3 6 - x3

Mol. Cocktail
6 1 - x8

Russian Forces

Sgt. Kovalev 8
2 1 6 x1

Cpl. Krylov 7
1 1 6 x1

Cpl. Gordov 6
1 1 6 x1

Rifle 8
5 3 4 x15

Medium MG
6 10 -2 x2¹

Light MG
3 6 - x2¹

SITUATION REPORT

TOLVAJÄRVI, FINLAND, 12 DECEMBER 1939—As two battalions of Belyayev's 139th Rifle Division skirted the north end of Lake Hirvasjärvi in an attempt to outflank the Finnish defenders of Tolvajärvi, one company was sent forward along a forest path to the southwest. As discipline within this group slackened and they began singing patriotic marching songs – likely brought on by the extra vodka rations issued just that morning – nearby elements of Task Force Pajari were alerted to their imminent arrival and set up an ambush for the unsuspecting Soviet force.

YEAR MARKER: "1939" space

VP MARKER: "4" space (Allied side)

TROOP QUALITY / # ORDERS:
ALLIES – Line / 4
AXIS – Elite / 3

TIME TRACK:
TIME – "0" space
SUDDEN DEATH – "7" space

POSTURE:
ALLIES – Recon
AXIS – Attack
INITIATIVE CARD – Axis

OBJECTIVES CHITS:²
OPEN – X
ALLIES – none
AXIS – none

SET UP: (Axis will take first Turn)
ALLIES – first; 9 hexes deep¹
AXIS – last; 9 hexes deep¹

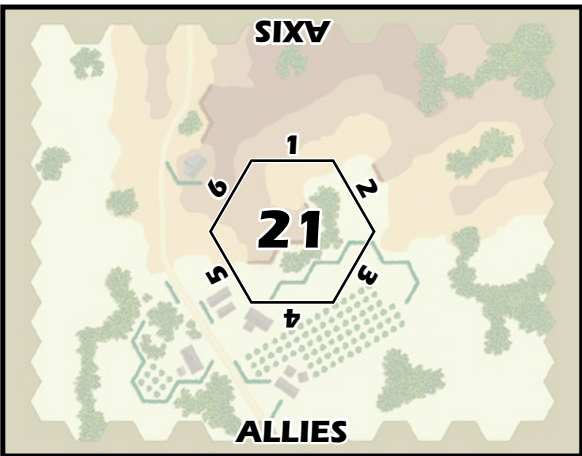
OBJECTIVE CONTROL:
ALLIES – all
AXIS – none

SPECIAL RULES:

1. MOTTI TACTICS: Allied units must set up first and only on Road hexes. Axis forces then set up and only in Woods hexes not containing a Road. Allied player then assigns his Weapons to his units.
2. Do not add Objective chits **R**, **V** and **W** to the draw cup.
3. SISSU: During Turns in which the Axis player performs one or more Orders he may still discard up to one card from his hand.
4. RAID: Axis units may not voluntarily exit the map as long as there is at least one Allied unit on the map possessing a Weapon. Once there are no Allied-controlled Weapons on the map, Axis units may Move or Advance off of any map-edge hex numbered 6 or less (gaining normal Exit VPs for doing so).
5. If the Axis player needs addition units or weapons (for Light Wounds, Radio, etc.), use equivalent Italian forces.
6. AXIS MINOR: Axis player uses the Italian Fate Deck.

Surrender: 13

Surrender: 13



Italian Forces

Sgt. Ottolini 8
2 1 6 x1¹

Cpl. Brachette 7
1 1 6 x1¹

Fucilieri 7
4 4 4 x12¹

Medium MG
6 10 -1 x1

Light MG
3 6 - x2

Brixia Mortar
4 2-12 -1 x1

FOXHOLES
3 Cover* x5

MINES
x3²

Surrender: 10

American Forces

Sgt. Buehler 8
2 1 6 x1

Sgt. White 8
1 1 6 x1

Line 6
6 6 4 x8

Heavy MG
8 12 -2 x1

Medium MG
6 10 - x2

Light Mortar
7 2-16 -2 x1

Surrender: 7

SPECIAL RULES:

1. HIDDEN UNITS: Axis player may choose to place up to four Axis units (and their possessed Weapons, if any) in the "2" space of the Time Track rather than set them up on map. If he does, when these units enter play they may be placed into any original set up hex (that is, up to eight hexes deep counting from the Axis friendly board edge) that has at least "1" Cover and is devoid of enemy units.
2. MINES: Axis player may place the three Mines on the map after the Allied player has finished setting up his forces. Axis player begins the game with card I-32 already in hand. Axis player treats all Hidden Wire Actions as if they were Hidden Mines Actions instead. Mine strength for this scenario is "7" instead of the default "6".

SITUATION REPORT

NORTHERN SICILY, 8 AUGUST 1943—While elements of the 15th and 30th Infantry Regiments of the US 9th Division seized a key hill along the San Fratello Line, Lt. Col. Lyle Bernard led a reinforced Battalion in an amphibious landing at Sant' Agata, a few miles behind San Fratello. This assault force quickly blocked the coastal highway—unfortunately the Germans had already selected that night to withdraw from the area.

Taking advantage of the constricting terrain and armed with a plethora of mines, General Hube deftly withdrew XIV Panzer Corps toward Messina. As the American forces pursued, however, they came upon innumerable blocking forces – both German and Italian – at every twist and turn of the narrow roads cutting through the rough Sicilian countryside.

YEAR MARKER: "1943" space

VP MARKER: "12" space (Axis side)

TROOP QUALITY / # ORDERS:
ALLIES – Line / 3
AXIS – Line / 3

TIME TRACK:
TIME – "1" space
SUDDEN DEATH – "7" space

POSTURE:
ALLIES – Attack
AXIS – Defend
INITIATIVE CARD – Allies

OBJECTIVES CHITS:
OPEN – **U** and **W**
ALLIES – random
AXIS – random

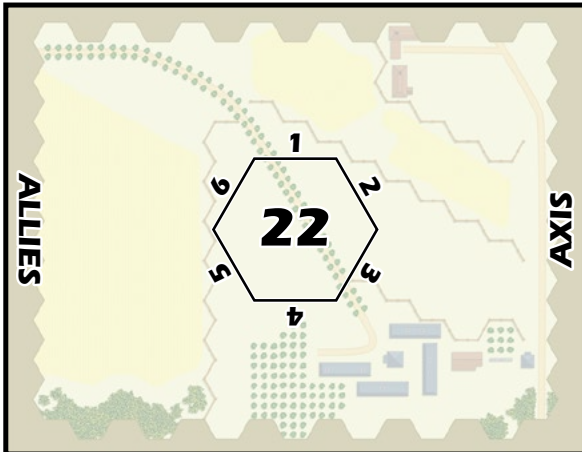
SET UP: (Allies will take first Turn)
ALLIES – last; 2 hexes deep
AXIS – first; 8 hexes deep¹

OBJECTIVE CONTROL:
ALLIES – 1
AXIS – 2, 3, 4 and 5

COMBAT COMMANDER



MAPBOARD CONFIGURATION



German Forces

Lt. Lauerbach 9
1 1 6 x1

Sgt. Biermann 8
1 1 6 x1

Volksgranadier 7
5 4 4 x2

Conscript 6
5 3 3 x7

Heavy MG
8 16 -1 x1

Light MG
4 8 - x2

Medium Mortar
9 3-16 -3 x1

TRENCH
4 Cover* x6¹

WIRE
-1 -1 A x6¹

Surrender: 6

British Forces

Lt. Forbes 9
2 1 6 x1

Lt. Chatham 9
1 1 6 x1

Sgt. Casey 8
1 1 6 x1

Line 7
5 5 4 x9²

Weapon 8
2 2 4 x2

Heavy MG
7 14 -2 x1

Light MG
3 7 - x3

Light Mortar
5 2-11 -1 x1

Surrender: 12

SITUATION REPORT

SOUTH OF GOCH, HOLLAND, 17 FEBRUARY 1945—
Operation Veritable – Montgomery’s push to the Rhine – was encountering fanatic German resistance for every square mile of Holland. Having just about secured the town of Goch, the 1st Gordon Highlanders were ordered to continue the advance south and east. The next obstacle for Company A turned out to be the hamlet of Thomashof: a gathering of stone buildings and farmland interlaced with wire fences. The German defenders enjoyed both wide fields of fire and the element of surprise as the “Spandaus” – the British nickname for the German MG42 machine gun – opened up....

YEAR MARKER:
“1945” space

VP MARKER:
“16” space (Axis side)

TROOP QUALITY / # ORDERS:
ALLIES – Line / 4
AXIS – Green / 3

TIME TRACK:
TIME – “0” space
SUDDEN DEATH – “6” space

POSTURE:
ALLIES – Recon
AXIS – Defend
INITIATIVE CARD – Axis

OBJECTIVES CHITS:
OPEN – U
ALLIES – random
AXIS – random

SET UP: (Allies will take first Turn)
ALLIES – first; 3 hexes deep¹
AXIS – last; 12 hexes deep¹

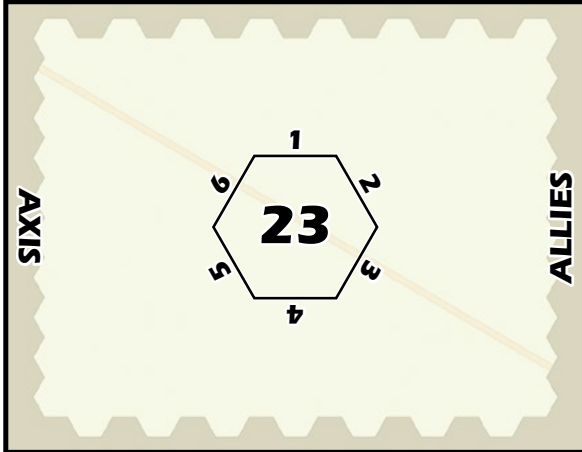
OBJECTIVE CONTROL:
ALLIES – none
AXIS – all

- SPECIAL RULES:**
- AERIAL RECONNAISSANCE:** Axis player must set up his Fortifications before the Allied player sets up his forces, but these Fortifications may be placed up to 15 hexes deep.
 - PINNING FIRE:** All British Squads begin the game with Suppressed markers attached.
 - DUSK:** Every hex contains a Hindrance equal to the number in the space of the Time Track containing the Time marker. This dusk Hindrance is considered to fill the entirety of every hex, including hexsides. As usual, this dusk Hindrance is not cumulative with normal Hindrances (such as Field or Smoke).

COMBAT COMMANDER



MAPBOARD CONFIGURATION



Italian Forces

Lt. Pani 9
1 1 6 x1

Sgt. Rovena 8
1 1 6 x1

Fucilieri 7
4 4 4 x6

Weapon 8
1 1 4 x1

Light MG
3 6 - x2

Medium Mortar
9 3-16 -3 x1

TRENCH
4 Cover* x10

MINES
x5¹

Surrender: 7

British Forces

Lt. Chatham 9
1 1 6 x1

Line 7
5 5 4 x3

Light MG
3 7 - x2

Light Mortar
5 2-11 -1 x1

Radio: 88mm
9 Smoke x1³

TRENCH
4 Cover* x10

Sniper Group²

Cpl. Singh 6
1 1 6 x1

Heavy MG
7 14 -2 x1

FOXHOLES
3 Cover* x1

Surrender: 4

SITUATION REPORT

SOUTHERN DESERT, EGYPT, 11 AUGUST 1942—Unaware of the preparations being made by Rommel’s Afrika Korps for an attack later in the month, life in the Italian trenches along the Alam Halfa Line was hot, dusty and boring, and punctuated by timely British artillery attacks every two hours around the clock. On the morning of the 11th of August it was discovered that, during the previous night, a British sniper team had apparently infiltrated to an abandoned truck in no-man’s land. One unlucky Italian sentry had already suffered the ultimate fate so an 81mm mortar was called forward to deal with the intruders.

YEAR MARKER:
“1942” space

VP MARKER:
“0” space

TROOP QUALITY / # ORDERS:
ALLIES – Line / 2
AXIS – Line / 2

TIME TRACK:
TIME – “6” space
SUDDEN DEATH – “12” space

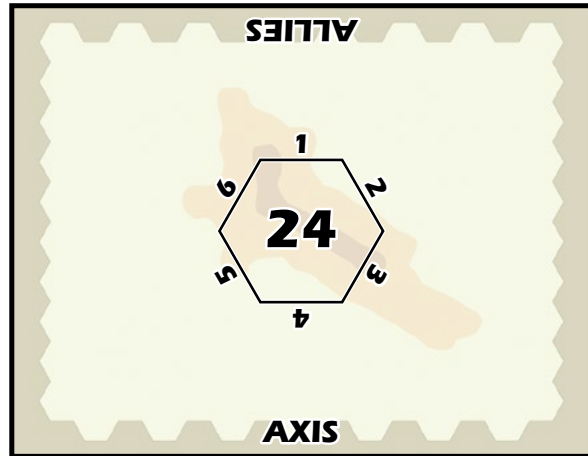
POSTURE:
ALLIES – Recon
AXIS – Recon
INITIATIVE CARD – Axis

OBJECTIVES CHITS:
OPEN – S
ALLIES – random
AXIS – random

SET UP: (Allies will take first Turn)
ALLIES – first; 3 hexes deep
AXIS – last; 3 hexes deep

OBJECTIVE CONTROL:
ALLIES – #3
AXIS – #4

- SPECIAL RULES:**
- MINEFIELD:** Axis player may place the Mines up to 7 hexes deep (that is, as far as hexrow G). Mines have a strength of “7” instead of the default “6”.
 - SNIPER GROUP:** The Sniper Group must set up in either of hexes H1 or H10.
 - SPORADIC HARASSING FIRE:** Axis player may choose to treat any Artillery Request Order in his hand as an Artillery Denied Order instead.



Italian Forces

Lt. Visconti 9
2 1 6 x1

Cpl. Radovic 7
1 1 6 x1

Fucilieri 7
4 4 4 x9

Weapon 8
1 1 4 x2

Heavy MG
8 12 -2 x1

Light MG
3 6 - x2

Brixia Mortar
4 2-12 -1 x1

Radio: 105mm
10 Smoke x1

Reinforcements²

Sgt. Marcello 8
1 1 6 x1

Guastatori 8
6 2 5 x2

Satchel Charge
12 1 - x2

Surrender: 12

Indian Forces

Lt. Lyndhurst 9
1 1 6 x1

Cpl. Singh 6
1 1 6 x1

Territorial 7
5 4 3 x6

Weapon 8
2 2 4 x1

Heavy MG
7 14 -2 x1

Light MG
3 7 - x1

Light Mortar
5 2-11 -1 x1

FOXHOLES
3 Cover * x6

Surrender: 7

SITUATION REPORT

TUG ARGAN PASS, SOMALILAND, 12 AUGUST 1940—On August 11, Italian General de Simone’s assaults on three of the six hills overlooking Tug Argan Pass had been less than spectacular. Only one hill was taken before the attacks were called off for the night. Eager to reach the coast and the important British port at Berbera, a heavy bombardment was ordered for the morning of the 12th before the assaults were to recommence.

Elements of the 15th Punjab Regiment were defending one such height when the Italian guns opened up, signalling the start of the day’s hostilities.

YEAR MARKER:
“1940” space

VP MARKER:
“16” space (Allied side)

TROOP QUALITY / # ORDERS:
ALLIES — Green / 3
AXIS — Line / 4

TIME TRACK:
TIME — “0” space
SUDDEN DEATH — “7” space

POSTURE:
ALLIES — Defend
AXIS — Attack
INITIATIVE CARD — Axis

OBJECTIVES CHITS:
OPEN — U
ALLIES — random¹
AXIS — random¹

SET UP: (Axis will take first Turn)
ALLIES — first; 8 hexes deep
AXIS — last; 2 hexes deep

OBJECTIVE CONTROL:
ALLIES — all
AXIS — none

SPECIAL RULES:

1. Do not add Objective chit **R** to the draw cup.
2. ASSAULT ENGINEERS: Place the Italian Reinforcements in the “1” space of the Time Track.
3. BOMBARDMENT: Axis player begins the game with cards I-33 and I-34 already in hand. During any Artillery Request Order, the Italian Radio is considered to not have Smoke-making capabilities unless Sergeant Marcello is the Leader activated as spotter.
4. COMMONWEALTH: Allied player uses the British Fate Deck.

DESIGN & DEVELOPMENT NOTES

What follows are some design insights and development tidbits from both myself and John Foley for *Combat Commander: Mediterranean*. We also include in this section some hints, tactics and strategies that we have learned along the way which may be of help in both your enjoyment and mastery of *CC*. John’s walkthrough of the Random Scenario Generator (beginning on page 4) should be of particular interest for those of you wishing to try out that system for the first time.

Chad says:

Playing the British & Commonwealth—

“We were at the very peak of enthusiasm, fitness, training.”

Major Dick Gosling

In World War II, the well-trained soldiers of the UK and their dominions were often characterized as being stolid when on the defense and methodical when attacking. Made up largely of volunteer forces – Britain herself notwithstanding – there appeared a slightly higher percentage of elite formations within the Commonwealth nations, though not quite of the elite standard generally assigned to a German SS or Russian Guards unit. However, the other side of the same coin shows that green formations belonging to the Commonwealth nations weren’t exactly folks stripped from their homes and handed a rifle and a few rounds as they boarded a truck heading to the front lines. Even the newest recruits fighting for the Crown rarely upped and ran at the first nearby shell burst as many German Volksgrenadiers did; nor did they surrender en masse like the Russian masses in the first months of Barbarossa. To this end – with the exception of specialized units such as Airborne and Engineers Squads or the Weapon Teams – I have assigned Morale values of 7 to unbroken British Squads and Teams, eschewing the “normal” 8 or 6 Morale of an elite or green unit, respectively. The broken side of British elite and green units are then used to emphasize their relative eliteness or greenness.

How this translates to game play is: Treat your elite Guards units with a bit more care and consideration as they will break more readily than any other nation’s elite squads (other than the Americans). Your Territorial units, however, can be thrown about with a bit more abandon than you can with most other faction’s green units (similar to the Russian’s Militia Squads).

The British Leader-to-Squad ratio of 1:3 ties Germany for best in the game. However, British OBs tend to favor a higher percentage of 1-Command Leaders so your formations will need to be a little tighter on the map in order to maintain command over as many friendly troops as possible. So a British OB will likely have a good number of quality officers and NCOs (compared to the number of non-Leaders) but not many outstanding ones.

As far as the British & Commonwealth Fate Deck is concerned, it has some interesting pluses and minuses. It has two fewer Fire Orders than average (16) but sports six Marksmanship Actions—so you will be taking fewer shots but of generally higher quality. This reflects the British emphasis on personal marksmanship as well as their particular form of steadfastness under fire. The renowned British honor, courage and dash on the battlefield is represented by having one extra Recover Order

in the deck (10 instead of the nominal 9) while also being able to generate more Heroes and suffer fewer Cower and Prisoners of War Events than the other factions.

Finally, with regards to weapons note that the British faction possesses the only Light Mortar capable of laying Smoke. Do not underestimate this ability, especially when on the attack and short of hexes possessing decent Cover (*cough* scenario 22 *cough*).

Playing the French & Allied Minors—

German conquest of Norway: April 9-June 9—sixty-one days
German conquest of France: May 10-June 21—forty-two days
German conquest of Greece: April 6-April 30—twenty-four days
German conquest of Belgium: May 10-May 28—eighteen days
German conquest of Yugoslavia: April 6-April 14—eight days
German conquest of Holland: May 10-May 14—four days
German conquest of Denmark: April 9—priceless

Based upon the above, it’s not hard to see why this faction is assigned the unfortunate discard capability of only 1 card per Turn; the lowest in the game. One of the largest, most well-armed armies in the world – that of France – capitulated in only six weeks due in great part to a lack of élan, effective leadership at Staff rank and higher, initiative amongst NCOs and junior officers, and proper training in the art of modern warfare. The other nations listed above suffered more or less from the same maladies but also succumbed quickly due to the inconvenience of their small size and/or their positioning on the map of Europe: both of which were militating factors in their downfall. Finally, none of these nations had the luxury of time; of being able to learn from their political and military mistakes in order to create a more formidable army with which to fight back like the British did post Dunkirk, the Soviets after the winter of ‘41, or the US following the battle for Tunisia.

So how does a person playing the French lessen the impact of this rather severe drawback? First, if assigned the French & Allied Minors faction during a roll-your-own scenario, purchase an expensive Company: this will make it more likely that you are on the offense and thus get to fight with a six-card hand. If you find yourself as the scenario Defender, however, don’t panic just yet: you *do* have quality units and a decent Fate Deck. One key is to spend cards for their Actions whenever possible! Burning through a card in this manner if you don’t really need the Order on it is a good way to get a “free” discard and allow an extra card draw at the end of your turn. To this effect, note that most of the French Command Confusion Orders share their card with a Sustained Fire Action—so fire your MGs often and hold that trigger down! Also, don’t be afraid to give unspectacular Orders. For example, Move one unit only one hex, or play Recover when it will only remove a lone Suppression marker. This allows the cards to flow through your hand that much quicker. When playing as the scenario Defender, a good rule of thumb – *especially* for the French faction – is to not give any Fire Orders on your own Turn unless you have a backup Fire card for your opponent’s Turn in case he Moves: If you only have the one Fire card in hand, it is much more efficient to save it for Op Fire where you’re likely to be able to get multiple shots off, thus increasing the potency of the single action. In this manner it is

often advantageous to just discard on your Turn and act on your opponent’s.

Having said all this of course, you *will* eventually get stuck with a hand-o’-crap. At this point just grin and bear it as you discard one card at a time and hope that your opponent doesn’t simultaneously have the über-hand with which to decimate your forces. Oh, and congratulations: you’ve just been forced to enter the mind-set of your real-world counterpart....

As alluded to already, the French forces in **CC** are no slouches: their unit and weapon stats are for the most part on par with those of the major factions from **CC:Europe**—especially in the all-important Morale department. The French Fate Deck is a bit weaker as far as Artillery goes; has little smoke-making capability; has little chance of getting air support; and will generally see a higher incidence of its weapons breaking when firing. It also has a high number of Command Confusion Actions, though most of these are paired with Rout Orders: so if there’s a broken unit in play – enemy or friendly! – play the Rout just to cycle that weak card if nothing else. Who knows: you may actually be able to Retreat one of your own endangered units back into better Cover. Despite these minor drawbacks, the rest of the deck is quite robust when compared with the other nationalities.

Playing the Italians & Axis Minors—

...*At a prewar diplomatic conference, German Foreign Minister Ribbentrop “sniffed” to Eden and Churchill that if there was another war, the Italians would be on Germany’s side!*

To which Churchill supposedly replied: “That seems only fair, we had them last time!”...

Ah, yes, the much maligned Italian troops of WWII. The truth is that man-for-man the average Italian soldier carried within himself the potential to display the same courage and derring-do as his counterparts. He just wasn’t allowed much of a chance to do so given the rampant ineptitude of his nation’s officer corps, lack of combat training, and a dearth of quality weaponry. The same can pretty much be said of Germany’s Balkan allies – Rumania, Bulgaria and Hungary – which all fall under the umbrella of Axis Minors.

So how does this play into the Italian faction in **CC**? The Italian player will be saddled with a discard capability of only “2”—second worst after the French & Allied Minors. Their leader-to-squad ratio of only 1:6 is worst in the game. This means that there are likely to be plenty of Italian Squads and Teams outside Command Radius of a friendly Leader at any given moment, diluting the power of having the quantitative advantage over most foes. This drawback is felt less acutely when the Italians are assigned as the scenario Defender, so when selecting an OB for this faction during a roll-your-own scenario think “small and cheap”.

The Italian Fate Deck is the weakest amongst the Factions and should be played with care and thought. Your useful Orders and Actions are scarcer than for your opponent. You have one fewer Move Order (“we’re staying put!”) and one fewer Rout Order (who runs from the Italian Army?). You dislike Melee with your units’ smaller Firepower and fewer Ambush Actions. Your weapons will jam more often (6x **Jammed!**) and your sharpshooters will miss more often (only 5x **Sniper!**). Your Events are more likely to cause an Italian unit to Suppress or become a

P.O.W. while giving them fewer chances to become Veteran or to generate a Hero.

In **CC**, Italian Squads and Teams will tend to have standard Morale on their unbroken side but less-than-average Morale while broken. This – coupled with a high rate of Cower and Prisoners of War Events in their Fate Deck – reflects the Italian soldier’s propensity for ducking out of a fight once the brown stuff hits the fan. Their lower overall Firepower and Range speak to their aforementioned shortage of quality weaponry as well as their serious lack of military training—something that was nowhere close to being on par with what a German, British or US soldier went through before seeing their first combat situation. What this means in game play is this: keep your units in Cover more often than you would for other factions; keep your units away from enemy units—they are usually the underdog in Melee and, when broken, are more likely to become POWs; and try to always keep at least one Recover Order in hand as you will soon discover that a scenario utilizing Italian forces where there isn’t at least one broken Italian unit at any given moment is a rare thing indeed.

The Italians had some of the worst-designed weapons of WWII and this is reflected in their **CC** arsenal. For example, many of their machine guns used the weak 6.5mm round rather than the 7.62mm or 7.92mm bullet favored by other nations. Their light mortar – the Brixia model 35 – was similarly undersized at only 45mm compared to other countries using 50-60mm squad mortars. Another example is that Italian machine guns had a problem with the extraction of spent cartridges. Their answer for this was a self-oiling mechanism for each shell as it entered the gun: not the best solution as this made it so that the slickened rounds brought grit and mud and dirt into the chamber with them, causing all sorts of short-term jams and long-term wear. This is part of the reason for the Italian Fate Deck’s high number of **Jammed!** results; that and their chronic lack of ammunition—a functioning gun is a useless gun with no more bullets to feed it.

Now with all this doom-and-gloom concerning the Italian faction you’re probably thinking “why would anyone want to play them?” For the sake of a good challenge, of course! Just kidding. The main benefit of playing the Italian & Axis Minor faction is that all of their pieces are *cheap* (take a look at the VP costs for their units, weapons and radios as compared to everyone else’s on page 6 of this booklet). What this means is that they are usually the scenario Defender, with all of its inherent strengths tailor-made for the Italian faction: one free VP each Turn; fewer dead cards in hand as all of those “Defender Only” Actions become usable; don’t need to do too much moving and advancing so get to sit tight in hexes with high Cover; sheer numbers that make it that much harder for the scenario Attacker to get by you for Exit VPs; extra units lying about in a quiet sector so that you can sneak one off of the Attacker’s board edge for a some Exit VPs of your own.

Is it difficult to play the Italian Faction well? Yep. Is it possible to win with them? Absolutely; and you’ll have a heck of good time finding out how to do so.

Playing the Finns—The glaring exception to much of the above negativity are the Finnish forces that are also found within the Italian & Axis Minor faction (as they were, technically, an Axis Minor nation). The Finns fought gallantly and skillfully

and – though usually outnumbered – bested the Russian juggernaut time and time again. To help reflect their quality within a faction geared for quite the opposite I have allowed a player commanding a Finnish OB to discard up to one card *even if he has given one or more Orders during the same Turn!* Fans of the card wargame **Up Front** will recognize this ability for what it is: powerful, versatile, flexible. This ability is coupled with the minor drawback of getting one fewer allowed Orders than a similarly-sized OB. These two special rules taken together help reflect the Finnish soldier’s unique trait of “sissu”—roughly translated as individualism and initiative.

The Finnish Army’s predilection for hit and run tactics rather than fighting pitched battles is further reflected in the Movement rate of 6 for this faction’s “Sissi” Squad: the highest in the game for any non-Leader unit. This means that a Sissi can traverse three Woods hexes in the time it takes their Russian adversary to cross two, helping to reinforce their familiarity with skis, inurement to harsh winter conditions, and overall stealthy demeanor. Note also the broken-side Movement stat of 2 for the Sissi Squads. This allows them to Move into a Woods or Building hex even when broken. The Sissi Squad also has an unbroken/broken Morale arrangement of 8/9—it’s hard to break them and then, if you do and they’re in any sort of cover, are likely to rally right back.

Using Molotov Cocktails—Finally, note that a Finnish OB comes complete with everyone’s favorite psuedo-weapon: the Molotov Cocktail. This is a tasty little piece that can be quite dangerous when used intelligently. Note that MCs negate all Cover like a Flamethrower *and* are single-use weapons like a Satchel Charge; but MCs lack a white band and therefore are *not* Ordnance. This means that an MC can be used in a Fire Group to negate the defending units’ Terrain (even if only that once) or could perform its own Fire Attack with the attendant Command bonus provided by a friendly Leader stacked in the same hex. Some may cry foul at the notion of an MC having a Range of 3 when it’s possessing unit happens to be stacked with a 2-Command Leader (“nobody can throw a lit vodka bottle 100 meters!”)—my response is three words long as I wring my hands together in evil glee: *prepared booby trap*.

And why, you may wonder, are the Molotov Cocktail counters a different color than any other piece in the game?

I’m not telling.

Yet.

John says:

Key Tools—

Initiative—The Initiative card is your friend but if you don’t let it go, you’ll smother it. It was not meant to sit chained to your side of the board although there are plenty of times when you need to keep it near you. Here’s an example: if you are likely to lose a Melee but it’s not a game-breaker to lose it, you shouldn’t automatically hold the Initiative. There are other factors to consider. Do you have a Weapon in that Melee (losing Weapons is serious)? Do you have at least an even chance of rolling a better result (play the odds)? Which of you stands to lose more positional energy with the loss (if the hole in his line will be worse than the hole in your line)? If you find any edge in these other factors, you should use the Initiative to force the re-roll. If the odds are longer than you’d like but the loss of that Melee is going to seriously compromise your position, you probably have to use the Initiative. Naturally you’ll prefer to use it to turn the tables at just the right moment. You’ve got to practice using it a lot in order to be able to discern those right moments.

Card Flow—Effective flow of cards through your hand is the key to developing sufficient command energy to accomplish your mission. The emphasis on card flow in this design reveals how the classic OODA loop (Observe, Orient, Decide, Act) of command decision is not a static idea. You are released from seeing command problems in phased steps. However, without practice in playing, discarding or saving your options in rapid sequence you can bog down and drown in your decision making processes—and your opponent will have gotten inside your OODA loop. If your plans have gone awry, insisting on only one way out will end your game. Developing effective card flow through repeated play will break you out of the traps that you place in front of yourself. *Go with the Flow*.

Combat School—

It is likely that tournaments will use published scenarios that develop a reputation over time as being very balanced (after being played countless times by many people). In any one given playing, however, you will be subjected to a wide variety of variations and changes to that scenario.

Q: How do you prepare yourself?

A: You go to Combat School.

Q: And how do you apply to this prestigious learning institute?

A: By using the **CC** Random Scenario Generator (RSG).

The RSG allows you to test yourself with historically tailored forces in diverse settings and encounters. The forces range from Platoon to Detachment to Company formations appropriate for different nationalities, levels of training and time periods during the war. This means that you can try platoon-to-platoon meetings or find out whether a French platoon can defeat a German company in 1939. You can find out how different kinds of terrain will suit the force you have and whether some forces are more effective on the defense than on the attack—perhaps you’ll discover some of your own leadership style as well.

When you first try out the RSG, you might not want to subject yourself to just any nationality that gets rolled up so, by all means, if you and your opponent think something you just

rolled up is guaranteed to be a failure avoid the potential aggravation and don’t play it out. Just start over!

That said, here are some tips for those of you that are new to the **Combat Commander** system to help you get started in Combat School. At first, I recommend that you guide or even predetermine some of the choices you make as you randomly generate your scenarios. Later on, when you’ve gained competence, you can look forward to working with more difficult situations.

RS.1 Battlefield—Don’t pick a map you are not interested in or that represents more difficult terrain-type challenges than you want to handle at the moment. Save the desert or the heavy mountains or the bocage for Advanced Combat School.

RS.2 Axis & Allies—Try a particular nationality or avoid a specific nationality. At first, the Axis player should perhaps pick Germany (but still roll for the year) and then the Allied player should pick America, Britain or Russia. By all means, choose the nationality you want to play and avoid the ones you don’t. There may be times when you simply don’t want to have the Axis be German and the Allies Russian *again*. There are other times when the thought of playing the valiant Poles against the German machine is depressing. Don’t get stuck, pick the sides.

RS.3 Troop Quality—Roll for troop quality normally, but perhaps decide to re-roll if you get Green. It’s hard enough working with Line troops, but Green troops are very brittle and require a lot of expertise to command effectively. Avoid frustration; save them for later.

RS.4 Objectives—This is one step in which you should follow the procedure as written—just pick ‘em from the draw cup. Almost every historical scenario faces you with randomized objectives, so you should need to face them in Combat School as well.

RS.5 Orders of Battle—This requires judgment; unless both players want to try platoons, agree to skip platoon formations at first so you can both work with two or three leaders—save the single leader stuff for Advanced Combat School. If you really want to keep parity in the experience, decide on Company-to-Company or Detachment-to-Detachment sized OBs. However, you might be pleasantly surprised to discover that the Company-vs-Platoon engagements are very exciting to play, giving a definite Attacker and a definite Defender. The Attacker will have the chance to receive Artillery (RS.11) and the Defender is likely to have fun purchasing from the Fortification table (RS.9). If the VP value of both OBs is very close, the Support Rolls (RS.7) may change the player roles from Attacker to Defender and vice versa.

RS.6 Leaders—Just as with Objectives, you should avoid picking your favorite and just roll for your Leaders per the procedure. You’ll need to find out how to command forces with Corporals Cassidy, Singh, Boudreau, Winkler, Aprile and Gordov at one time or another.

RS.7 Support Rolls—You may end up disliking the results but I would say “just roll ‘em”. I rarely found that I got exactly what I wanted on this roll. Treat this area as one of your key learning variables in Combat School. Think about the strengths and weaknesses of the options you have, and then make choices for a reason and test how they works out. I’ve been placed on the horns of a dilemma at this step, with lower grade troops or fewer tools than I want. Sometimes one more Squad is more

valuable than another Weapon; sometimes one more leader is more valuable than a Weapon Team with a Mortar. Accepting the results at this point is an important step in your training.

RS.8 Posture—This step was already determined by which OBs were chosen and how you and your opponent decided to spend your available VPs on Support Rolls. Later on, you might try your hand at forcing a Recon situation with two smaller sized OBs of similar VP cost.

RS.9 Fortifications—The Defender goes to the big department store on the back page of this booklet. You have to decide whether the situation and forces merit spending your VPs to get fortifications to channel the attack and strengthen key points—or saving them all as a bank fund to put pressure on the Attacker. That’s often a hard choice to make. The key variables here have to do with how great the disparity is between the flexibility and resilience of your force versus that of your opponent. If you have a somewhat rigid and brittle force compared to your opponent, you’ll need to consider investing in fortifications very seriously. If you’re more evenly matched, you may value VPs in the bank more readily.

RS.10–RS.13 Set Up—This leaves one last challenge in Combat School. The scenario you and your opponent have just created is one you have not seen before. You are familiar with the elements of the situation—the nationalities, the types of units available in the OBs, the maps. You are *not* familiar with the combination of these elements. The challenge is to develop your assessment ability by deciding to set up as rapidly as you can. Sorting units into groups led by Leaders is rather simple, but it depends on how you read the situation presented to you by the dice. Make it your goal to evaluate your force and mission and deploy in five minutes or less.

RS.11.1 Asset Request—Time to beef up the Attacker’s arsenal a bit. Note that this step is not a one-sided benefit to the Attacker. While Artillery can be very powerful, it can distract an Attacker into waiting for a successful result before moving forward. If you do not want to play a scenario with Artillery, simply pass on this option. Your Order of Battle will have already been set at this point, so following this step is a matter of your interests and of course training goals. There are challenges playing scenarios with and without Artillery.

RS.14–RS.16—These last steps in the RSG process are straightforward and should be followed literally.

RS.16+—Finally, remember the most important rule: understand your purpose and use the RSG to support that purpose. If you’re testing certain terrain conditions or certain forces or disparities in forces, it makes sense to pre-designate your choices. If you’re looking for hardboiled preparation for tournament play, take what you get and make it work. If you’re just looking for some light fun for an afternoon, make sure to agree with your opponent on parameters that you’ll both enjoy.

Follow the unofficial official *CC* motto: *Go with the Flow*.

RANDOM SCENARIO GENERATOR

*Note that the three factions included in **Combat Commander: Mediterranean** are actually made up of several nations.*

*For example: If a table on this page assigns a player the role of “France”, it is actually allowing the player to select any of the OBs belonging to the various nationalities found on the **French (& Allied Minor) Order of Battle** player aid sheet. Similarly, a player assigned the role of “Britain” may select any nationality found on the **British (& Commonwealth) Order of Battle** table, while a player assigned the role of “Italy” may select any OB found on the **Italian (& Axis Minor) Order of Battle** table.*

Thus throughout this playbook and the player aids “British”, “French” and “Italian” are each used solely as terms of convenience to represent a larger body of nations.

To generate a random scenario utilizing both Volume I *and* Volume II, players should shuffle up a couple of Fate Decks to use for die rolls (or just grab a couple of dice from another game). Then perform the following sequence in the exact order shown.

RS.1 Battlefield

Have one player make a roll: if “even” that player selects any one available map to use; if “odd” the other player chooses the map. Then the player who *did not* select the map places it in the center of the playing surface and makes another roll, selecting either the white die OR the colored die. He then rotates the map so that the compass direction matching the chosen die faces him (which will become his friendly board edge).

So a chosen die showing 2 or 3 puts the map’s right side closest to him; 5 or 6 gives him the map’s left side; 1 is the top edge; 4 is the bottom.

Place the Track Display along the side of the map. Place the VP marker on the “0” space of the Victory Track.

RS.2 Axis and Allies

RS.2.1 Year & Axis Nationality

Either player flips a coin: “heads” he plays the Axis; “tails” the Allies.

The Axis player then makes a roll to determine his nationality: “2-9” he will play Germany; “10-12” Italy.

The Axis player then makes a roll to determine the year:

- | | |
|--------|-----------------------------|
| 2. | Germany: 1939 / Italy: 1942 |
| 3. | Germany: 1943 / Italy: 1943 |
| 4. | Germany: 1940 / Italy: 1939 |
| 5. | Germany: 1945 / Italy: 1944 |
| 6. | Germany: 1941 / Italy: 1943 |
| 7. | Germany: 1942 / Italy: 1940 |
| 8. | Germany: 1943 / Italy: 1941 |
| 9. | Germany: 1944 / Italy: 1942 |
| 10. | Germany: 1944 / Italy: 1941 |
| 11-12. | Germany: 1944 / Italy: 1942 |

Place the Year marker on the appropriate space of the Year Track.

RS.2.2 Allied Nationality (Axis is Germany)

Allied player rolls on the following table to determine his side’s nationality if the Axis player is Germany:

vs Germany							
Roll:	1939	1940	1941	1942	1943	1944	1945
2	France	France	France	Russia	France	France	France
3	France	France	France	Russia	America	Russia	Russia
4	France	France	France	Russia	America	America	America
5	France	France	Russia	Russia	America	America	America
6	France	France	Russia	Russia	Russia	America	America
7	France	France	Russia	Russia	Russia	Russia	Russia
8	France	France	Russia	Russia	Russia	Russia	Russia
9	France	Britain	Britain	Britain	Russia	Russia	Russia
10	France	Britain	Britain	Britain	Britain	Britain	Britain
11	France	Britain	Britain	Britain	Britain	Britain	Britain
12	France	Britain	Britain	Britain	Britain	Britain	Britain

RS.2.3 Allied Nationality (Axis is Italy)

Allied player rolls on the following table to determine his side’s nationality if the Axis player is Italy:

vs Italy (& Axis Minors)						
Roll:	1939	1940	1941	1942	1943	1944
2	France	France	France	Britain	Britain	Russia
3	Russia	France	France	Britain	Britain	Russia
4	Russia	France	France	Britain	Britain	Russia
5	Russia	France	Britain	Britain	America	Russia
6	Russia	France	Britain	Britain	America	Russia
7	Russia	Britain	Britain	Russia	America	Russia
8	Russia	Britain	Britain	Russia	America	Russia
9	Russia	Britain	Russia	Russia	Russia	Russia
10	Russia	Britain	Russia	Russia	Russia	Russia
11	Russia	Russia	Russia	Russia	Russia	Russia
12	Russia	Russia	Russia	Russia	Russia	Russia

RS.3 Troop Quality

RS.3.1 Axis Quality

Axis player rolls on the appropriate table below to determine the Axis OB’s quality:

German Troop Quality				
Roll:	1939-41	1942	1943-44	1945
2-4	Elite	Elite	Elite	Elite
5	Elite	Elite	Elite	Line
6	Elite	Elite	Line	Line
7-8	Line	Line	Line	Line
9-10	Line	Line	Line	Green
11	Line	Line	Green	Green
12	Line	Green	Green	Green

Italian (& Axis Minor) Troop Quality				
Roll:	1939 vs non-Russian	1940-43 vs non-Russian	1939-40 vs Russia	1941-44 vs Russia
2-4	Elite	Elite	Elite	Elite
5	Elite	Line	Elite	Elite
6-8	Elite	Line	Elite	Line
9-11	Elite	Green	Elite	Line
12	Elite	Green	Elite	Green

RS.3.2 Allied Quality

Allied player rolls on the appropriate table below to determine the Allied OB’s quality:

American Troop Quality			
Roll:	1943	1944	1945
2-3	Elite	Elite	Elite
4	Line	Elite	Elite
5-8	Line	Line	Elite
9-10	Green	Line	Line
11	Green	Green	Line
12	Green	Green	Green

British (& Commonwealth) Troop Quality					
Roll:	1940	1941-42	1943	1944	1945
2-4	Elite	Elite	Elite	Elite	Elite
5	Elite	Elite	Elite	Elite	Line
6	Line	Elite	Elite	Elite	Line
7	Line	Line	Elite	Elite	Line
8	Line	Line	Line	Elite	Line
9	Line	Line	Line	Line	Line
10-11	Green	Line	Line	Line	Green
12	Green	Green	Green	Green	Green

French (& Allied Minor) Troop Quality				
Roll:	1939	1940	1941	1943-45
2-5	Line	Elite	Line	Elite
6-7	Line	Line	Line	Elite
8-9	Line	Line	Green	Elite
10-12	Line	Green	Green	Elite

Russian Troop Quality						
Roll:	1939-40	1941	1942	1943	1944	1945
2-3	Elite	Elite	Elite	Elite	Elite	Elite
4	Elite	Line	Elite	Elite	Elite	Elite
5	Line	Line	Line	Elite	Elite	Elite
6	Line	Line	Line	Line	Line	Elite
7-8	Line	Line	Line	Line	Line	Line
9	Line	Green	Line	Line	Line	Line
10	Line	Green	Green	Line	Line	Line
11	Line	Green	Green	Green	Line	Line
12	Line	Green	Green	Green	Green	Line

RS.4 Objectives

To form a “draw cup” for random selection, place the 22 Objective chits into an opaque container (such as a clean, dry coffee cup).

Either player draws one (face-up) “open” Objective at random. Place it in the central section of the Objective Chits box on the Track Display.

Then each player draws one (face-down) “secret” Objective at random. Place them in their appropriate sections of the Objective Chits box.

RS.5 Order of Battle

Each light-gray OB chit lettered *A* through *J* matches one specific OB on both the German and Italian Order of Battle tables. Each dark-gray OB chit lettered *R* through *Z* matches one specific OB on each of the American, British, French and Russian tables.

Each player refers to his assigned faction’s Order of Battle Table and secretly selects *one* OB that he wishes to play; finding the OB chit with the same size and letter designation as the chosen OB and hiding it behind his cupped hand. Players then simultaneously reveal their selections. The chosen OB must match the nationality, year and troop quality as determined on this and/or the previous page.

Alternately, players could just jot down their selections on a scrap of paper.

The Axis player moves the VP marker a number of spaces along the Victory Track towards his opponent using the listed **Point Value** of his purchased OB. The Allied player then does the same with the VP marker but in the opposite direction.

RS.6 Leaders

Each side rolls once on its column of the Leader Table (located on the back page of this booklet) for *each* Leader listed in its OB, reading the *white die only*. For each Leader roll, add or subtract any relevant modifiers listed below the Table. If a player’s subsequent Leader roll results in a Leader with the same name as one gained with a previous roll, re-roll until the result is an unused Leader.

Players now gather up their rolled Leaders as well as all allotted units and markers listed in the column of their purchased OBs. Place these off to the side for now—they will be set up shortly.

RS.7 Support Rolls

If the VP marker is in the “0” space, skip this step and proceed directly to step RS.8. Otherwise:

First, the player with the lower-cost OB (that is, the VP marker is on his side of the “0” space) makes a roll: he then *must* purchase one or more available units – *not* Radios – from that column of his nationality’s Support Table. Purchased unit(s) must match the scenario’s year and must still be available in the countermix.

Note that multiple purchases are now allowed – even of the same unit – but that Radios can no longer be selected (which are now available only during step 11 on the following page).

He then moves the VP marker a number of spaces towards his opponent as the total listed cost of any purchased unit(s) (the **bold** number above the date).

Then, if – and *only* if – the second player now has the most VPs (that is, the marker *passed by* the “0” space onto that other player’s side of the Victory Track), the second player makes a roll and *must* purchase one or more available units from that column of his nationality’s Support Table. Purchased unit(s) must match the scenario’s year and still be available in the countermix. He then moves the VP marker a number of spaces towards his opponent as the total listed cost of any purchased unit(s).

Finally, both players gather up any purchased Support units (and their assigned Weapons, if any) and place them alongside their existing pile of OB counters. During initial setup, a Weapon acquired via a player’s Support Table must be assigned to its accompanying unit, while any lone unit acquired via a player’s Support Table cannot have an OB Weapon assigned to it.

RS.8 Posture

The player with the higher VP count at this point (that is, the one that has spent the fewest VPs so far, leaving the VP marker on his side of “0”) becomes the “Defender” and the other player becomes the “Attacker”. If the VP marker occupies the “0” space, both player’s Posture will be “Recon” instead.

Each player should now find his faction’s OB Stats marker listing the appropriate Posture and place it on the space of the OB Display (bottom left of the Track Display) that coincides with the listed **Orders** and **Quality** of his purchased OB.

To serve as an easy reminder during play, each of the OB Stats markers included in CC:M show one of the three Postures. Replacement OB Stats markers have also been provided for Germany, America and Russia (found on the back of the Italian, British and French OB Stats markers, respectively).

RS.9 Fortifications

The Defender (only) may now spend up to X points on one or more Fortification OBs (on the back page of this booklet), where X equals the Defender’s current VP total. Any mix of Fortification OBs may be purchased – countermix permitting – with the exception of Minefields of *differing* strengths: if multiple Minefields are purchased they must be of the same strength. VPs spent on Fortification OBs are subtracted from the Defender’s VP total (that is, move the VP marker towards the Attacker).

RS.10 Defender Sets Up

The Defender now sets up his purchased units/Weapons within 8 hexes of his friendly board edge (that is, within the first 8 hex rows) if the board orientation is ‘wide’; or up to 12 hexes deep if the board orientation is ‘narrow’. Stacking restrictions must be observed. *Keep any Fortifications set aside for now: they will be set up in a later step.*

Place a control marker (Defender’s side up) in *every* Objective on the map. Adjust VPs accordingly for any open Objective(s).

RS.11 Attacker Sets Up

RS.11.1 Asset Request—First, the Attacker may choose to make a roll on his faction’s Support Table. If he does, he *must* purchase one available *Radio* (only) from that column of the Support Table, if possible (that is, if the Radio on that column matches the scenario’s year). If a Radio is purchased in this manner, the Attacker moves the VP marker a number of spaces towards his opponent as the listed cost of that Radio.

RS.11.2 Deployment—The Attacker now sets up his purchased units/markers within 2 hexes of his friendly board edge (that is, within the first two hex rows) if the board orientation is ‘wide’; or up to 3 hexes deep if the board orientation is ‘narrow’. Stacking restrictions must be observed. Any acquired Radio is placed in his Artillery Box.

If the Attacker sets up in any Objectives that are *not* also occupied by an enemy unit, flip the Control marker therein over to the Attacker’s side. Adjust VPs accordingly for any open Objective chit(s).

RS.12 Fortification Setup

If the Defender purchased any Fortifications, he sets them up now—up to 8 hexes deep for a wide map, 12 hexes deep if narrow.

RS.13 Recon Sets Up

In a Recon scenario, the player with the higher **Initiative** (listed within his purchased OB on his nation’s OB Table) must set up his forces first. He sets up his purchased units/markers within 4 hexes of his friendly board edge (that is, within the first 4 hex rows) if the board orientation is ‘wide’; or up to 6 hexes deep if the board orientation is ‘narrow’. Then the player with the lower Initiative sets up; and up to 4 or 6 hexes deep, as appropriate. Stacking restrictions must be observed.

Each player then places a control marker (his side up) in any Objective in which he has a unit and his opponent does not. Adjust VPs accordingly for any matching open Objective chit(s).

RS.14 Markers

- **Time:** Place the Time marker in the “0” space of the Time Track.
- **Sudden Death:** Determine the possible Game End by adding the number of Axis Orders allowed to the number of Allied Orders allowed (as marked earlier on the OB Display)—this will result in a number between 3 and 10. Place the Sudden Death marker into this space of the Time Track.
- **Surrender:** Each player places a Surrender marker in the space on his side of the Casualty Track matching the number indicated at the bottom of his purchased OB.
- **Mines:** If the Defender purchased one or more Fortification OBs containing 7- or 8-strength Mines, place the Minefields marker – with the appropriate “7” or “8” side face-up – so that it covers up the default “6-FP” box on the Track Display (adjoining the Mines data box).
- **Smoke/Blaze:** To form a second draw cup, place all of the Smoke/Blaze markers into an opaque container in order that they may be randomly drawn when needed during play.

RS.15 Cards

- **Initiative:** The player with the higher Initiative (listed in his purchased OB on his faction’s Order of Battle Table) begins the game in control of the Initiative card. Place the Initiative card in front of that player as a reminder of initial ownership.
- **Fate:** Each player shuffles his nationality’s 72 Fate cards together to form a face-down draw pile. Any OB selected off the “British (& Commonwealth)” OB chart uses the tan British Fate Deck. An OB selected off the “French (& Allied Minor)” OB chart uses the blue French Fate Deck. An OB selected off the “Italian (& Axis Minor)” OB chart uses the light green Italian Fate Deck. Each player then draws a number of Fate cards off the top of his deck equal to his Posture’s matching hand size: 6 if Attack; 5 if Recon; or 4 if Defend.

RS.16 H-Hour

Finally, the side in possession of the Initiative card takes the first Turn of the game.

Design-your-own Point Values						
piece	America	Britain	France	Germany	Italy	Russia
<i>Leader-to-Squad ratio</i>	<i>1:4</i>	<i>1:3</i>	<i>1:4</i>	<i>1:3</i>	<i>1:6</i>	<i>1:5</i>
Captain	443	561	371	597	246	344
Lieutenant [2-Cd]	382	484	320	515	212	296
Lieutenant [1-Cd]	304	385	254	409	169	236
Sergeant [2-Cd]	326	413	273	439	181	253
Sergeant [1-Cd]	252	320	211	340	140	196
Corporal [7-Mr]	206	261	172	277	114	160
Corporal [6-Mr]	164	208	137	221	91	127
Private	228	288	191	307	126	177
Hero	336	425	281	452	186	260
“Elite” Squad	137 [Engineer] 141 [Paratroop] 125 [Elite]	139 [Engineer] 131 [Airborne] 97 [Guards]	101 [BAR] 92 [Legionnaire]	154 [SS] 148 [Pionier] 125 [Elite Rifle] 123 [Parachute]	106 [Sissi] 98 [Guastatori] 79 [Bersaglieri]	139 [Assault] 115 [Guards SMG] 103 [Guards Rifle]
“Line” Squad	114 [Line]	84 [Line]	69 [Chasseur]	100 [Rifle] 83 [Volks.]	58 [Fucilieri]	89 [SMG] 79 [Rifle]
“Green” Squad	78 [Green]	70 [Territorial]	52 [Reservist]	63 [Conscript]	42 [Blackshirt]	61 [Militia]
Weapon Team	73	78	66	83	50	79
Elite Team	96	69	71	86	57	71
Line Team	73	59	49	64	34	54
Green Team	52	50	34	45	22	40
Light MG		44	30	62	30	35
Medium MG	84				65	74
Heavy MG	108	101	81	123	86	105
.50cal MG	125					122
Light Mortar	87	62	59 [50mm] 73 [60mm]	71	46 [Brixia] 56 [GrW] 71 [Brandt]	79
Medium Mortar	105	86	88	107	86	102
Gun	119 [Pack Howitzer]	109 [25-Pounder]	88 [French ‘75’]	137 [IG 33] 111 [IG 18]	80 [Mountain Gun]	110 [Infantry Gun]
Satchel Charge	37	36	31	38	30	36
Flamethrower	79	76		81	65	77
Molotov Cocktail	23	22	19	23	18	22
13-FP Radio	700	575				
12-FP Radio	700	496	418	510	326	334
11-FP Radio		429		440		334
10-FP Radio	521	429	262	380	243	
9-FP Radio	439	361	262	320	205	243
8-FP Radio	364	300	217	265	138	201
Foxhole	31					
Trench	62					
Bunker	124					
6-FP Mines	60					
7-FP Mines	90					
8-FP Mines	120					
Wire	33					

SCENARIO DESIGN HINTS

Situation Report—Determine your scenario’s date and location based upon the battle you have chosen to depict. Write a short historical introduction.

Map—Use one of the existing CC maps or devise one of your own design. A CC map must *always* have:

- 150 hexes in a 10x15 grid, lettered A through O and numbered 1 through 10
- five Objectives numbered 1 through 5

Assign the Axis one map edge as “friendly” (the other side will be friendly to the Allies).

Squads—For Company-sized formations, German and British OBs should have about 9 Squads; American and French, 12; Russian, 15; and Italian 18. Two-thirds of these numbers would represent a Detachment and one-third a Platoon. A mix of Squad types is often advantageous in representing a particular formation’s OB. The battle being depicted will, of course, dictate variance from this norm but these figures are still a good starting point.

Leaders—You will need to select specific Leaders for your forces. You usually want to assign three Leaders to a Company-sized force, two for Detachment and one for a Platoon. This gives a 1:3 Leader-to-Squad ratio for Germany and Britain; 1:4 for America and France; 1:5 for Russia; and 1:6 for Italy. When multiple Leaders have identical stats but different names, first select those listed on the Leader Table before choosing Leaders listed on that nation’s Support Table (this will allow for the greatest number of possible Leaders to be available during Reinforcements / Infiltration Events).

Teams & Weapons—Determine any Weapons you want to include in the OB. One Weapon Team should usually accompany every HMG, Medium Mortar or Gun assigned. Elite, Line and Green Teams can be assigned based upon the hisorical content of the Company being modelled. Your sum total of non-Weapon Teams should usually not exceed roughly one-fourth of your Squad count; and even then only in Elite formations.

Artillery—In battles of the size portrayed in *CC*, artillery should be a rare occurrence. If you do decide on including artillery, try not to give a Radio to the side that will be the Scenario Defender as most every “Scenario Defender Only” Action share its card with Artillery Request Orders.

Surrender—The basic Surrender level for each side is a percentage of that side’s total number of units (Leaders + Squads + Teams):

- 70% for a Company-sized formation;
- 75% for a Detachment-sized formation;
- 80% for a Platoon-sized formation.

Round to the nearest whole number (halves rounding as you see fit). This final number can of course be adjusted up or down based upon historical considerations.

Beginning VPs—Add up the total Point Values of each unit, weapon, radio and fortification for each side (including reductions for any **Reinforcements**, below) then divide these sums by 100 to arrive at the two sides’ final “Point Totals”. The

difference between these two Point Totals is the number of VPs the lower side will begin the game with (round fractions down).

Initiative & Posture—The Initiative card should be assigned to the side with the higher Point Total, which should also usually be assigned the “Attack” Posture (and the opposing side “Defend”). If there is *less than* 1 difference between the Point Totals, both sides should usually be assigned the posture of “Recon:” in this case the Initiative should be given to the side having the *lower* Point Total and the VP marker will begin in the “O” space. Based upon the situation being depicted, however, there is nothing to stop you from assigning Recon vs Defender or Defender vs Defender or any other combination.

Quality—A side’s Troop Quality should match its most common quality of Squad (elite, line or green; as indicated on the table to the left). For example, a German force comprising 5x SS Squads and 6x Rifle Squads would be deemed to have a “Line” Troop Quality.

Orders—The “Order Limit” for each side should generally be the number of Leaders it possesses, +1.

Time—You usually want to have the Time marker start in the “O” space of the Time Track. The Sudden Death marker should then be assigned to the space of the Time Track equal to 2 plus the sum of the number of Leaders on both sides.

Reinforcements—Any piece that will begin a scenario on the Time Track has its Point Value adjusted as follows: multiply its base Point Value (as given in the table to the left) by X-Y, where X is the number in the space of the Time Track where the Sudden Death marker is to be placed and Y is the space where the piece is to be placed; then divide *this* result by X to arrive at the unit’s final adjusted Point Value.

For example, a German Rifle Squad (100 points) that will be placed on the 3 space with the Sudden Death marker in the 7 space will have an actual cost of 57:

(100*(X-Y))/X = (100*(7-3))/7 = (100*4)/7 = 400/7 = 57.

Objective Chits—Any known Objectives that you would like for the scenario should be assigned as “Open”. Assign “random” chits to one or both sides if you wish the scenario to have more open-ended victory goals. Note that any open Objectives beginning in one side’s set up area will cause the VP marker’s starting space (as determined above) to be adjusted.

Set Up—If your mapboard is to be “wide” with respect to the players, the Defender usually sets up 8 hexes deep and the attacker 2. For a “narrow” board, this changes to 12 and 3, respectively. For a Recon scenario, both sides should be assigned equal, fairly shallow depths (be careful about assigning a depth where they could theoretically begin the game set up adjacent to each other—“5” and “5” on a wide map, for example).

Special Rules—This is where you season your scenario and give it its flavor. Use this space for everything subtle and overt; weak and near-broken; flavorful and mechanical. Don’t be afraid to bend and break one or more basic rules of the game here; just don’t go overboard with this as basic play balance could become an issue. As far as quantity goes, a few good special rules always trumps a lot of mediocre ones. Also note that many Special Rules will be powerful enough to cause an adjustment in the starting VPs—use your best judgment here.

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This list would not be complete without my acknowledgment of the many inspirations for *Combat Commander* stemming from three fantastic games also covering tactical warfare in WWII: *Up Front* and (Advanced) *Squad Leader*, both originally published by the Avalon Hill Game Company and now under the Multiman Publishing label; and that old Victory Games favorite *Ambush!*. These game systems have provided me many hours of gaming enjoyment.

DEVELOPMENT & PLAYTEST NOTES

“My primary design intent was to create a fun, playable game that would be an interesting challenge for relative novices as well as very good players. Historical accuracy was a secondary consideration and realism came third. The objective was to create a game that was a reasonable approximation of the [Battle of the Bulge].”

—Ray Freeman

In the above quote from Ray Freeman’s wonderful game, *Tigers in the Mist*, replace the words “Battle of the Bulge” with “chaotic battlefield of WWII Europe” and you will begin to understand my thought process throughout the design and development of *Combat Commander*. *CC* was born of a desire to make a game about WWII tactical infantry warfare that had more feeling and flavor to it than pedantic historical detail. This is not to say the game is unrealistic; just realistic in a broader, more visceral manner while abstracting things like caliber, rate of fire and muzzle velocity into a more streamlined presentation.

CC began life many years ago as a straight card game (originally called *Fire For Effect*); but after almost two years of testing something didn’t quite click, and the game was left to literally wallow in dust. In December of 2004, I decided that I would take the core mechanics of *FFE* and add them to a traditional hex-and-counter framework to create a “new” game (and a new title to help remove any stigma from the previous incarnation). One month later – New Year’s Day of 2005 – we played our first game of *CC* and never looked back. It worked!

What follows are some design notes as well as hints, tactics and strategies that we have learned along the way which may be of help in both your enjoyment and mastery of *CC*.

Chad says:

Playing the Germans—

“Part of the German...genius for war was a readiness to seize opportunities with both hands, swiftly to exploit weakness before the enemy could reinforce a threatened spot.”

—Max Hastings

By the end of WWII, the German Army was considered by many to have been the finest example of a fighting force in history. The average Wehrmacht soldier’s grasp of mobility and flexibility on the battlefield presaged today’s accepted norm. This is one reason why German Orders of Battle in *CC* generally have a Leader-to-Squad ratio of around 1:3—the best in the game.

To further reflect this quality in game terms without resorting to the creation of “super-

men”, the German player will find that his forces don’t quite excel at anything, but are average or above-average in everything that counts. The most important example of this is the German discard capability: no matter what your posture – Attack, Recon or Defense – you will always be able to discard every card in your hand should you wish. This ability should not be underestimated! When on the Attack, it takes a Russian player two full Turns to sweep a hand full of junk, whereas the German player only loses a single Turn.

Another subtlety is the fact that most scenarios allow the German player to set up last – even if on the Defense – and will give the German player the Initiative card at the beginning of the game more often than not.

As far as Orders go, the Germans possess one more Rout than their enemies. To this effect, note that in addition to making your opponent’s units run away, a Rout Order can also be used to get your own broken troops out of harm’s way until a precious Recover Order can be drawn.

In the Events department, the Germans have a slightly greater chance of becoming Veteran, deploying a Squad, or creating a Hero; while having a lesser chance of Cowering or becoming Prisoners of War.

The two German machine guns are also the best in the game. Even their Light MG (representing the vaunted MG34 on a bipod mount) can, when firing alone at 4 FP, have a decent chance (23%) of breaking an enemy unit with 7 Morale and no Cover.

Finally, the German units themselves tend to have average or above-average stats, most of them boxed (all but the Weapon Team are capable of using the Spray Fire Action due to having boxed Range, for example). The elite SS Squad is likely the most powerful single unit in the game—an SS Squad stacked with a 2-Command Leader is frightening in what it can accomplish on the battlefield.

Playing the Americans—

“It wasn’t that the [Americans] were cowardly – they just didn’t need to take chances. Slow? They were careful.”

—Sergeant Helmut Gunther, 17th SS Panzergrenadiers

I have generally given unbroken American units in *CC* higher average FP/Range and lower average Morale: the former mainly due to the Browning Automatic Rifle (BAR), which was inherent in every US Squad and acted much like the light machine gun of other nationalities; the latter due in no small part to the quote above.

What this means in play terms is “shoot often; move less often”. So, as was done historically, you will want to use Americans cautiously when unbroken enemy are lurking about. In other words, the American player

wants to use his superior firepower (two extra Fire Orders in the American Fate Deck help here) to break those enemy units that can interdict his movement. In this way, the lower morale of the US units that *do* end up moving doesn’t cause too many of them to become broken via Op Fire.

Additionally, the American player’s preponderance of Smoke Grenade Actions (nine of them) should not be underestimated in helping to get US units from point A to point B safely. Further, because all US Squads and most Teams have boxed FP, always be on the lookout for Assault Fire Actions whenever moving American units—so “fire from the hip” often and see what gets hit!

If one of your Yanks does become broken, however, don’t panic; their broken-side Morale is usually above average. The reasons for this are two-fold: first (in strictly game terms), to help compensate for their lower unbroken Morale and, second (in more historical terms), due to the fighting GI’s tendency to go to ground quickly (break) but then recover and “get on with the fight” just as fast—soaking up a valuable battlefield lesson or two along the way.

Another thing to keep in mind is that an unbroken US Squad adjacent to an enemy unit is a scary thing for your opponent, as your unit’s higher – and boxed – FP makes it powerful in melee; not to mention the possibility of an opportune White Phosphorus Event occurring.

The American discard capability of “5” (second-best) is mostly a measure of their vast material advantages over their historical counterparts, as well as a function of the longer average training time of the American GI. What this means in game terms is that, other than when on the Attack, you can dump your entire hand at once if need be—use this capability! It is worth repeating the fact that knowing which Turns to use for discarding and which to use for Orders is one of the keys to victory.

Playing the Russians—

“The Russians were not good soldiers. But they had very good generals, and they had mass.”

—Rolf-Helmut Schröder

Russian units and cards have few tricks and should be played very simply as a consequence. Basically, the standard Russian soldier was poorly trained but highly determined: in *CC* this translates into non-elite Russian units being assigned a higher unbroken Morale but lower Range. In game terms, this tends to manifest itself as the opposite of how you would approach playing an American force: Russian troops are less fearful of having to cross open ground in the face of enemy firepower and, indeed, will need to get rather close to the enemy in order to

effectively bring their own firepower to bear. Their higher Morale also means that rooting out Russian units holed up in buildings or fortifications will be an unpleasant chore for Axis troops, at best.

The Russian OBs are the largest in the game in terms of quantity (at least until the Italians show up in Volume II). When on the attack, you will likely be fielding two, three or even four times as many Squads as your German counterpart. So – considering the Russians’ greater mass coupled with their enhanced Morale – it is okay to charge the enemy with half a dozen Russian Squads: if even one makes it to the Objective, you’ve likely achieved a small victory of sorts. Use your surplus of Concealment and Light Wounds Actions to keep that human wave flowing. A timely Entrench Event (unique to the Russian Fate Deck) has also saved many a Russian unit from oblivion.

The Russian player is not without options, however: your deck includes additional Move and Advance Orders. Use them! Snuggle up next to the enemy with a Move and then, on the next turn, Advance in with bayonets fixed. You are usually on equal terms with your German adversary in Melee, and are generally willing to trade Squads with him on a one-for-one basis all day long. And if you win the Melee, be sure to search your hand for one or more No Quarter Actions for a nice victory point boost.

On time management & Fire Groups—The Defender is usually the one with the victory point buffer, so he wants the game to end ASAP. Games end sooner the more cards get drawn/revealed. To this effect, the Defender may want to take “stupid” shots – like multiple 4- and 5-FP shots at Elite units in a building – in order to get a lot of cards flopped for die rolls (along with their attendant triggers). The Attacker, on the other hand, generally wants to take fewer shots of higher quality in order to see less cards being dumped into the discard piles. Fire Groups are therefore an Attacker’s best friend.

Use your discard capability—If you’re in command of a large force, performing only one Order per Turn (and thus drawing only one card at the end) will usually result in a loss of tempo to your opponent. In this case, spend a turn or two to discard the chaff spoiling your hand in order to acquire a more-powerful hand that can lay waste to your opponent all at once. Further, keep the following rule of thumb in mind as you play: If the Order and Action on a card in your hand isn’t usable *now*, it’s probably worth getting rid of in order to possibly draw a card that *is* immediately beneficial.

Keep the cards flowing through your hand: card advantage wins games.

Keep constant watch for useful Actions—I’ve witnessed many Actions go to waste in a player’s hand because he didn’t

realize he had it until after the time to use it had passed. Light Wounds is a classic example: If one of your broken Squads is about to die by breaking again, look through your hand first! If you have a Light Wounds there, you just saved yourself a VP and half a unit. Another oft-missed opportunity is the Defender forgetting to play Mines and Wire on his opponent’s moving units because he’s *only* thinking of looking for Op Fire possibilities. So scan your Actions in hand constantly and think about how you can use them in combination with Orders, other Actions, and situations that occur on the map.

Use the Initiative but don’t waste it—When your broken Leader is going to die because you just rolled 3 for its Defense Roll and it only needs 5 or higher to survive, check to see if you have the Initiative card. If so, re-roll to save that Leader! However, if that Leader rolled 3 but actually needs a 10+ to live, don’t bother: *If* the re-roll is 10, 11 or 12 (only a 1-in-6 chance), your opponent is likely to just give the Initiative right back and now you’d have to roll 10+ a second consecutive time (1-in-36 overall). The end result of this is that you will most likely have a dead Leader *and* your opponent will control the Initiative—not a good place to be. Also keep in mind that the Initiative can be used for *any* roll; even one like, oh, Sudden Death....

Fire discipline—When you find yourself on the Defense in a scenario, you’ll want to hold off on using your Fire cards proactively during your own Turn in order to instead use them on your opponent’s units as they Move. It is the Attacker who needs to take what you already own, so he is far more likely to Move than you. And the fact that it is easier to break a moving unit than a stationary one reinforces this important rule of thumb.

Run for your lives!—Check your Surrender level from time to time. When your body count rises, your concern for the safety of your troops should rise along with it. You don’t want to catch yourself making a foolhardy Advance into Melee, for example, when you are one unit away from your Surrender marker. On the other hand, when you have troops to spare and your opponent is one unit away from Surrendering to you, put on your Elmer Fudd hat and go hunting!

Mark says:

Player morale—While thinking about the most important piece of advice I could offer anyone about to embark on their first *CC* scenario, I thought I should communicate *how* to play the game. What I mean by this is the frame of mind one can get into while playing, and the effects of morale on the players.

CC is a game of skill: the more skilled the player the more often he will win. That said, there are random elements that affect the flow and direction of the game. The more a player learns how to manage that flow – to adapt to

the unexpected battlefield occurrence – the better able they become to influence the direction.

From what I understand about the nature of randomness and random occurrences, it is inevitable that events will happen in clusters. The way this manifests itself in *CC* is a series of fortunate events and outcomes for a player. The fact that a series of fortunate events and outcomes has graced a player also means that a series of unfortunate results has just blindsided his opponent. I have found that being on either side can, if you let it, severely affect one’s morale—more so in *CC* than in other games. I am a fairly level-headed person, I think, most of the time (just ask Chad!). However, when I first started playing this game I allowed myself to be swept up in the drama of it all. I saw most everyone else also responding in a similar way! When on the receiving end of a series of bad outcomes I would feel depressed and hopeless when considering my possibilities to actually win a particular scenario. This would cause me to make foolish mistakes—meaning the situation could easily get much worse and become a self-fulfilling prophecy. On the other hand, one can almost feel invulnerable when experiencing a run of good luck. Everything you try seems to work (and you watch your opponent’s shoulders droop ever lower). This is also a dangerous time for the player. With this seeming invulnerability you may be tempted to try something very foolish, thinking that as the “golden child” you can accomplish anything. Well, you might; but if your string of luck doesn’t hold you can also get severely spanked!

So, as you first start playing this game watch out! You may experience the same sort of emotions I described and they can lead to poor decisions which may start the pendulum swinging further away from you. Watch, too, for signs in your opponents: if you enjoy playing with them and you want to *continue* playing *CC* with them you will want to gently warn them should they get in a funk. They may complain loudly about the luck factor after losing a melee with their best leader and squad and crew against your broken crew after being ambushed. (It could happen; not likely, but it could). Just remind them that the gods of chance are fickle and not to stay attached to anybody for very long.

Kai says:

Sergeant Rock—If you get a Hero, let him do heroic things: his death will cost you nothing. Heroes love to hunt down lone Weapon Teams manning powerful Weapons, or charge that Objective that your opponent blithely left ungarrisoned. Sometimes a Hero can change the tide of a game, sometimes not—but it will always be fun to watch.

Smoking is allowed—If you have a Radio or Mortar capable of laying Smoke, some situations will benefit more from that Smoke

than from making a big noise and some new foxholes. Don’t always take the “Fire For Effect” if laying an effective smoke screen will get your units where they need to go safely. Yes, “safely” is a relative term—but if it’s all you’ve got, lay it on thick and hope it’s not a breezy day.

Watch for combos—After setting up a heavy fire base, check your hand for useful Actions to enhance your Fire Order. For example, keep your eyes open for Hand Grenades when adjacent to the enemy, or Crossfire to assist your attacks against moving targets.

Get your Leaders to the front—Not only will they be able to activate more units to be in positions to work effectively toward your goals, but they will also boost the ever-important Morale and Firepower of friendly units they are stacked with. A “Leader” hiding in the back ranks is no such thing.

Keep your eyes on the prize—Know what your Objectives are and keep them in mind during every Order you play. If the Order you are about to play is not getting you closer to obtaining an objective or otherwise earning VPs, you need to stop and think about what you are trying to accomplish. You can’t cover everything—that’s life. Keep your mind clear on what you need to get done or what chunk of real estate you need to capture/hold. Which all leads to...

Give your opponent something “bright and sparkly” to distract him—A well-placed Hero, Reinforcement unit or Walking Wounded unit can sometimes get your opponent to forget all about his objectives in order to deal with your pesky soldiers who popped up where he wasn’t expecting. The more resources your opponent spends trying to deal with these units, the fewer cards he has left with which to drive his forces toward the main Objective.

Sal says:

Get over previous wargame preconceptions—*CC* is a great game but it can be frustrating if you have entrenched ideas based on playing games with Zones of Control, absolutely fixed objectives, and godlike ability to know everything possible. One of my own misconceptions was that having lots of weak units was obviously superior to a few strong units. Even given good leadership ratings (and, therefore, a good ability to activate many units), I got bogged down trying to move enough of these weak units up to make effective ranged attacks. Once I did, however, my large number of units were a great boon.

Also be cognizant of the fact that the game is objective heavy: if you lose a lot of units but end up in control of all five Objectives, then you may still win the game. Those of us who are used to games that award heavy VP for the destruction of enemy units may need to greatly adjust our styles of play.

Be card wary—You should be aware of the relative amounts of Orders and Actions you possess compared to your opponent. It might make sense to hoard that Advance (being relatively scarce) but not a Fire (being so many)—if you can’t immediately use it, you will likely waste your time holding on to it, giving your opponent an edge. Knowing roughly what the various card counts are in each nationality’s deck (that is, knowing their strengths and weaknesses) can help your overall strategy. And to maintain good sportsmanship, don’t card count or keep track of cards played via note taking: if you want to do that, go to Vegas...its annoying and boring and breaks the spirit of a simulation.

Seize tempo—Tempo is a Chess term referring to game play that forces the opponent to respond with a predictable move—in effect causing him to waste a move. A player who can seize one or more of these (tempi), dictates the course of play. *CC* has a time limit (a fluid one but a limit nonetheless) and you must maximize your activities. It seems that this is especially true with discarding. Hoarding a bunch of cards in the hopes of maybe using them four turns from now is wasteful. *CC* is a game of strategy: the more skilled player (the one who maximizes his potential while taking advantage of the immediate situation) will likely win most of the time. However, the game is also highly fluid and most all of the conditions can change at a moment’s notice. So hoarding four cards while discarding only two is a grand waste of tempi: you’ve burned a turn while the clock is ticking and you have given your opponent some time not to sweat. Again, some cards may very well be worth keeping from turn to turn – such as an Ambush Action when your opponent has a powerful force adjacent to one of yours. A way to make your opponent lose tempi is to dangle a seemingly tasty unit of yours in his or her LOS (thus getting him or her to use up a vital Fire card). This seems to work especially well if he has the smaller hand size.

Sun Tzu says:

Opportunities multiply as they are seized.

Pretend inferiority and encourage his arrogance.

Strategy without tactics is the slowest route to victory. Tactics without strategy is the noise before defeat.

The quality of decision is like the well-timed swoop of a falcon which enables it to strike and destroy its victim.

All men can see these tactics whereby I conquer, but what none can see is the strategy out of which victory is evolved.

Miyamoto Musashi says:

Do nothing which is of no use.

EXAMPLE OF PLAY

This extended example of play is intended to demonstrate the function of many of the game’s mechanics, as well as giving some hints on tactics and highlighting the general flow of the game.

It is intended that you set the game up as indicated below then ‘play along’ by drawing cards and moving pieces around in accordance with the narrative.

Set Up

(Also shown graphically on the next page.)

Place map #1 in the middle of the table, oriented so that it is 10-hexes wide (compass direction 2-3 towards one player who will take the role of the Allies, and 5-6 towards the other player who will command the Axis).

Place each of the German and Russian Fate decks off to the side. Both should be *face-up* and in numerical order.

This will help you find the specific cards that are listed throughout this example.

Place the Track Display to the left of the map, with the “bottom” of the it facing the map (so that the Victory Track points towards each player).

The Axis player is the scenario “Defender” (4-card hand).

The Allied player begins the game with the Initiative card; will take the first Turn; and is the scenario “Attacker” (6-card hand).

Place the following markers on the Track Display or map, as indicated:

- Objective chits **G**, **R** and **V** (“open” sides face up) – in the Objective Chits box

For our example we assume that “G” was the open chit draw, the Axis player randomly drew the “R” chit, and the Allied player the “V” chit; the latter two having to be revealed rather than stay hidden.

- Place German control markers into each of the five Objectives on the map
- **Year** marker – “1943” space of the Year track
- **VP** marker – “12” space of the Victory Track (on the Axis’ side of “0”)

This takes into account the fact that the German player, being the Defender, begins the game in control of all Objectives.

- **Attack Total** marker – somewhere near the Victory Track
- **Time** marker – “0” space of the Time Track
- **Sudden Death** marker – “4” space of the Time Track

- **Surrender** markers – one in the “4” space of the Casualty Track (in the Track’s top row) and one in the “5” space (in the Track’s bottom row)
- German **OB Stats** marker – “Line/2” space of the OB Display
- Russian **OB Stats** marker – “Elite/2” space of the OB Display
- Place the following German units and Weapons on the map:
- Rifle Squad – D3
- Rifle Squad w/Light MG – F6
- Rifle Squad w/Light MG – H8
- Sergeant Ganz – H8
- Place the following Russian units and Weapons on the map:
- Sergeant Kaminsky – M5

2019181716151413121110987654321

VP

Attack Total

2019181716151413121110987654321

2019181716151413121110987654321

Casualty Track

Time

2019181716151413121110987654321

Year

OB Display

1939194019411942194319441945

OB Stats

Objective Chits

Objective: R
5 = 10VP
Objective: G
3 = 2VP
Objective: V
all S.D. win

Mines

Wire

Foxholes / Trench

Pillbox / Bunker

Flamethrower

Satchel Charge

Artillery

Mines

Wire

Foxholes / Trench

Pillbox / Bunker

Flamethrower

Satchel Charge

Artillery

COMBAT COMMANDER

Track Display

COMBAT COMMANDER

Artillery Box

COMBAT COMMANDER

COMBAT COMMANDER

Artillery Box

- Guards Rifle Squad w/Light MG – M5
- Guards Rifle Squad w/Light MG – M4
- Guards Rifle Squad – M6
- Guards Rifle Squad – N5 (this immediately flips the German control marker there over to its Russian side)

The VP total would have changed had an open Objective chit listing #4 been in play.

- Weapon Team w/Infantry Gun – O10

Place the following Fate Cards into the players’ opening hands:

Germany—G-3, G-15, G-51, and G-70.

Russia—R-7, R-19, R-20, R-32, R-33, and R-65.

From this point on, cards that are drawn or revealed will be listed within {curly brackets}. Die rolls will be shown as 3•5. Verbal communication between the players will be within “quotation marks”.

You may want to look up specific Actions and Events in the rulebook as and when they appear in the narrative.

The following was conducted by two of our playtesters: Kai (taking the role of Russia) and Alex (playing Germany). Neither player claims to be an expert on strategy and, in any case, this game was played more as an exercise in game mechanics than to “win”. I have included my own comments where procedure or tactics may not be obvious.

Turn 1 – Russia

Kai wants her Infantry Gun to make an attack on the German Leader’s hex so she makes a LOS check: a string is stretched taut between the center dots of O10 (the sighting hex) and H8 (the target hex). The string does not touch the physical depiction of any Obstacle in an intervening hex, so the LOS is clear and the Fire Order can be announced.

If this LOS had been blocked, Kai could have then checked the LOS to the German unit in F6. If this too was blocked, the Weapon Team could not be activated to Fire.

Kai plays a Fire Order {R-65}—“Activate the Weapon Team in O10”. This also automatically ‘activates’ the Team’s Weapon, so she declares a shot with the Gun at hex H8.

The Gun is an Ordnance Weapon so it must hit its target before it can attack it. The range to the target is 7 hexes so Kai’s Targeting Roll must be 8 or greater to hit (multiplying the two dice together instead of adding). The roll {R-6} is 2•1: miss! There are no enemy-occupied hexes within range of the Team itself so this Order is over.

Kai plays a Move Order {R-20}—“Activate Kaminsky, who then activates the four Russian Squads within his Command Radius.”

Kaminsky and the Squad stacked with him move first, going to L4 “one;” K5 “two;” J5 “three;” and I5 “four.”

She briefly pauses in between each MP expenditure in case Alex has an Op Fire or Hidden Mines/Wire Action to announce.

The Squad in M6 moves to L5 “two;” K5 “four;” and J5 “five.”

The Squad in M4 moves to L4 “one;” K5 “two;” and J4 “four.”

The Squad in N5 moves to M5 “two;” L4 “three;” and K5 “four.”

“Done.” Draw {R-18} and {R-61}.

Turn 2 – Germany

Alex plays a Fire Order {G-51}—“Activate the Squad in H8. Declare a shot at O10 using just the Squad.”

Alex plays a Marksmanship Action {G-70}— This increases the Squad’s FP to 9 (5; +2 Command; +2 Marksmanship).

The Fire Attack Roll {G-35} is 3•4–Event! for an Attack Total of 16. Place the Attack Total marker on one of the 16 spaces of the Victory Track to indicate this, as the game must pause for the Event to resolve.

Players would do well to get in the habit of marking every Fire Attack Total, Mine Attack Total, Artillery Impact Total and Melee Total with this marker.

Alex reveals the top card of his Fate Deck {G-20}: the Event there is **Blaze**. The random hex on the next card of his Fate Deck {G-42} is 17. Place a (random) Blaze marker in 17.

This hex is now impassable and will block all LOS through it for the rest of the game.

Kai now makes the Russian Team’s Defense Roll against the pending Attack Total of 16. Its Morale is 9 (9; +0 Cover for Open Ground) which is added to a roll of 2•3 {R-15} for a Defense Total of 14 – not enough to match the Attack Total so the Team breaks: flip it to its broken side.

“Now the Light MG carried by the activated German Squad fires at O10.” FP is 6 (due to Ganz’s Command) which is added to a roll of 2•1 {G-5} for an Attack Total of only 9.

Kai must make another Defense Roll for the Russian Team. Its Morale is now 8 which is added to a roll of 4•3–Event! {R-38} for a Defense Total of 15: the Team won’t break again (which would have eliminated it for having already being broken), but there is another Event to resolve.

Kai reveals {R-67} for the **Prisoners of War** Event. There are no broken Russian units adjacent to enemy units so this has no effect.

Alex plays a Rout Order {G-15}—“Activate you.” He makes a roll for the broken Russian Team in order to try to retreat it off the map.

The roll is 1•3 {G-8} which is less than its Morale so there is no effect.

“Done.” Draw {G-17}, {G-23} and {G-28}.

Turn 3 – Russia

Kai plays a Recover Order {R-7}—“Activate me.” She has no Suppressed markers to remove so she just makes a Rally Roll for her broken Team, getting 3•2 {R-17}. This is less than its Morale so it Rallies and is flipped back to its front (unbroken) side.

Kai plays a Fire Order {R-61}—“Activate the Team.”

She can do this as the Recover and Rout Orders activate players, not units.

Kai declares a shot with the Infantry Gun at H8. Targeting Roll (range 7 again) is 2•5–Event! {R-34}. This hits the target (total of 10 after multiplying) but the Event must be resolved first.

The Event is **Scrounge** {R-57}. There are no eliminated Weapons so this has no effect.

Because the Gun hit its target, it now gets to make a Fire Attack Roll against it. The roll is 6•3 {R-59} which is added to its FP of 10 for an Attack Total of 19.

Alex plays a Concealment Action {G-28}— The Fire Attack Total is reduced by 2 (the Cover of the Woods) to 17.

Alex now makes his Fire Defense Rolls for everyone in the targeted hex. He chooses the Squad first with a Morale of 11 (7; +2 Command; +2 Woods) which is added to a roll of 3•5 {G-46} for a total of 19: safe. Ganz starts with a 10 Morale (8; +2 Woods) and adds 1•6 {G-32} for a total of 17. A tie result against an unmoving target causes Suppression so a Suppressed marker is placed on Ganz.

Note that had the Concealment Action not been played – and the Attack Total remained at 19 – Ganz would have broke and the tying Squad would have become Suppressed.

“Done.” Draw {R-16} and {R-25}.

Turn 4 – Germany

“Discard three cards.” {G-3}, {G-17} and {G-23}.

Good call. Even with Ganz being Suppressed, those Orders and Actions aren’t immediately useful so best to get rid of them for some that might be.

He draws {G-2}, {G-26}, {G-31} and {G-44}.

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Turn 5 – Russia

Kai is similarly unhappy with her Russian hand and so chooses to discard {R-16}, {R-18} and {R-32}.

As the Russian player she is allowed a maximum of three discards at a time.

In response to Kai’s discard, **Alex plays a Hidden Unit Action {G-31}**—He rolls **1•3** {G-7}. Grabbing the German Support Table, he peruses the ‘4’ column of the German Support Table looking for anything matching the scenario’s date (1943 in this case). He selects the “Weapon Team w/Light MG”, placing it in I9.

Kai’s Turn now officially ends and she draws {R-29}, {R-55} and {R-60}.

Turn 6 – Germany

Alex plays an Advance Order {G-44}—He activates the newly-placed Weapon Team, which promptly advances into H8.

“Done.” Draw {G-41} and {G-50}.

Turn 7 – Russia

Kai plays a Fire Order {R-60}—“Activate the Weapon Team in O10. Declare another shot with the Gun at H8.” The Targeting Roll is **3•1** {R-12}: missed again.

She’s been quite unlucky with the Infantry Gun thus far, as the average total when multiplying two six-sided dice together is greater than 10.

Kai plays a Move Order {R-25}—“Activate Kaminsky and the three Russian Squads within his Command.” Squad in J5 moves to I5 “one;” to H4 “three.” Alex announces “wait!”

Alex plays a Fire Action {G-50}—“Activate Ganz and his two buddies.” Shooting at hex H4 (the one in which the last MP expenditure was made), he makes a Fire Group using the Squad as the base (FP of 7) adding +3 for the Team and two Light MGs (+1 each). To this FP of 10 he adds a roll of **5•5–Sniper!** {G-64} for an Attack Total of 20: Good shot!

Apropos of nothing, the highest Attack Total we achieved during playtesting was 32. this was accomplished via a multi-hex Fire Group led by a very angry American .50 cal, several helpful Actions, and a large die roll. Yeah; the opposing units broke on that one.

The Sniper is resolved first and the random hex is D9 {G-19}. No Russian units are in or adjacent to D9 so the German Sniper has no effect.

Kai makes a Fire Defense Roll for the moving Squad (Morale of 10: 8; +2 for Woods) and rolls **6•5** {R-70} for a Defense Total of 21. He made it! The Squad continues into G4 “five.”

“Stop.” Alex fires his activated units again.

They are considered activated and eligible to fire once at each MP expenditure for the duration of the current Move Order.

This time the Team doesn’t quite have the range to G4 so the Fire Group’s FP is 9. This is added to a roll of **1•1–Jammed!** {G-1} for an Attack Total of 11. The “Jammed” trigger breaks both firing Weapons.

The moving Squad must make another Fire Defense Roll and gets **3•3–Sniper!** {R-26} for a total of 16: safe again. The Sniper check ends up in E6 {R-22} which allows Kai to break the German Squad in F6. The number on the Sniper’s random hex is also checked against all broken Weapons in play – in this case, ‘6’ fixes both broken German Light MGs, which are flipped back over to their front sides.

Must have just needed a new belt of ammo.

Kaminsky and the Squad stacked with him move next into H4 “two.” Alex says “wait!”

Alex plays a Hidden Wire Action {G-41}—Place a Wire marker in H4. This halts those two units’ movement.

“And shoot.” Alex then fires at hex H4 with the usual 10-FP Fire Group.

Alex plays a Crossfire Action {G-26}—This adds +2 to the FP, making it 12. To this he adds a Fire Attack Roll of **3•2** {G-18} for an Attack Total of 17.

Looks like Alex was saving up his good Actions to try and nab the Russian leader.

Kai rolls for her moving Squad first. Its Morale is 10 (8; +1 for Kaminsky; +2 for Woods; -1 for Wire) which is added to a roll of **3•4–Event!** {R-35}. Because the Squad is Moving it will break due to the tied totals, but technically not before the Event is resolved.

Its possible that an Event could come up that affects a broken unit, for example, and in such a case the moving Squad couldn’t be affected by it because it hasn’t officially broken yet....

Kai draws a **Hero** Event {R-69}. She chooses to place the Russian Hero in G4.

*....so putting the Hero in H4 would **not** allow the moving Squad there to Rally (via the second half of the Hero Event) as it technically hasn’t yet broken.*

Now that the Event is resolved, flip the moving Squad in H4 over to its broken side.

Kaminsky rolls next with a Morale of 9 (8; +2 Woods; -1 Wire). The roll is **6•4** {R-66} which is gives a high enough total to keep him unbroken.

Next, the Russian Squad in J4 moves to I5 “two,” where it will end its movement.

“Done.” Draw {R-28} and {R-49}.

Turn 8 – Germany

Alex plays a Recover Order {G-2}—He first removes the Suppressed marker from Ganz. He only has one broken unit to make a Rally Roll for: the Squad in F6 with a Morale of 10 (7; +3 for building). The roll is **6•2** {G-52} so it Rallies and is flipped to its unbroken side.

“Done.” Draw {G-13}, {G-56}, {G-62} and {G-68}.

Turn 9 – Russia

Kai plays a Move Order {R-49}—“Activate the Hero.” Grechko moves into F4 “one;” then F5 “two.”

Expecting a possible subsequent Advance into the key building, it looks as though Alex decided to hold off on Op Fire here because of the Ambush and No Quarter Actions on those cards. Grechko’s high Morale was likely also a contributing factor.

Kai plays an Advance Order {R-28}—“Activate the Hero.”

One of the special rules for Heroes is that they can be activated more than once per turn.

Grechko Advances into the F6 building.

Melee now ensues. Ambush Actions are played first, by either or both players.

Alex plays an Ambush Action {G-56}—This forces the Russian Hero to break.

Kai plays an Ambush Action {R-55}—This forces the German Squad to break.

Now Alex (inactive player) determines his participants’ FP to be 2, which is added to a roll of **4•5** {G-55} for a Melee Total of 11. Kai doesn’t like this high roll so gives up the Initiative card to her opponent to have the roll canceled and re-rolled. Alex’s new roll is **6•4** {G-65} for a new total of 12 – oh, well!

Kai will need to make a Melee Roll of 11 to tie and 12 to win. She gets the eleven! {R-68}. Alex quickly passes the Initiative back to Kai to force a re-roll.

A good German player rarely wants to trade 1-for-1 when facing Russian forces.

Kai rolls a **1•1–Jammed!** {R-2} to become soundly beaten. The Jammed trigger has no effect because no Weapons were being fired.

Kai correctly decides to hold onto the Initiative here and take the loss, as the odds of her getting another roll high enough to tie or win is extremely slim. Plus, the loss of a “free” Hero isn’t much of a loss at all.

Kai’s side in the Melee is eliminated for having the lower Melee Total: remove the Hero from the map and place it back in the countermix.

Heroes never visit the Casualty Track.

Alex plays a No Quarter Action {G-62}—Worth 2 VPs – move the VP marker to the **14** space.

Another good reason for Alex to have given up the Initiative and not allow the tie result, as the play of the No Quarter Action requires that a friendly unit survives melee.

“Done.” Draw {R-31}, {R-41} and {R-71}.

Turn 10 – Germany

Alex plays a Rout Order {G-13}—“Activate you.” Alex makes a Rout Roll for the broken Russian Squad in H4. The result is **5•1** {G-30} for no effect.

“Done.” Draw {G-11}, {G-47} and {G-54}.

Turn 11 – Russia

Kai plays a Rout Order {R-19}—“Activate you.” Alex’s only broken unit is in F6 with 10 Morale. Kai’s Rout Roll is **6•6–Time!** {R-72}.

Good thing Kai chose to keep the Initiative, as Alex would love to have this one re-rolled.

The German Squad will have to retreat two hexes, but *after* the Time trigger is resolved:

- Advance the Time marker into the **1** space of the Time Track;
- Put all of the Russian cards in the “draw deck” and “discard pile” back in order 1-72. (Normally, the Russian player would *shuffle* them together to form a new draw pile but for this example of play we need to fudge things a bit);
- No Sudden Death Roll is needed yet;
- Defender (Alex) gains 1 VP (move the VP marker to the **15** space);
- There is no Smoke marker to remove;
- There are no reinforcing units to bring into play;
- **Kai plays a Dig In Action {R-33}**—Place a Foxholes marker into O10. Alex has none.

Note that she can’t place it in H4 to help out her units there as that hex already contains a Fortification (the Wire).

Alex now retreats his broken unit, choosing E7 then D7.

Kai plays an Advance Order {R-29}—“Activate Kaminsky and the three Squads within his Command.” The Squad in G4 advances into F3. Kaminsky and the Squad with him advance into G4. The last Squad advances into H4.

“Done.” Draw {R-5}, {R-15}, and {R-22}.

Turn 12 – Germany

Alex plays an Advance Order {G-68}—“Activate the Squad in D7, which advances into E8.”

“Done.” Draw {G-6}.

Alex could have made a decent fire attack against the Russian units in the woodline but I think he decided to hold card #54 in hand to use it for Opportunity Fire should the Russians attempt to move into Objective #5. Holding a Fire card in hand for possible Op Fire is generally the smart choice by the Defender—no need giving the Attacker a free “walk in the park”, so to speak.

Turn 13 – Russia

Kai plays a Recover Order {R-5}—She makes a Rally Roll for her broken unit in G4 and gets **3•4–Event!** {R-36}.

The card revealed is {R-46} for the **Interrogation** Event. Kai looks through the German hand and promptly discards {G-54}. What a stroke of luck! Now Kai’s subsequent Move Order into the key Objective building will have no Op Fire made against it.

Now that the Event trigger is concluded, Rally the Squad in G4.

Kai plays a Move Order {R-22}—“Activate Kaminsky and all Squads within his Command.” The Squad in the Wire moves into G4 “all.”

The Squad in F3 moves into E3 “two; then D2 “four.”

This squad is poised to either Advance into Melee with the German garrison in Objective #2 or to try for exit victory points by moving off the German board edge.

Kaminsky and the other Squad move to G5 “one;” F5 “two;” F6 “five” (2 for the building, +1 to cross the fence). Flip the German Control marker there over to the Russian side. Alex loses the 10 VPs he initially gained for the building (moving the VP marker ten spaces towards Kai into the **5** space) then Kai receives those points, moving the VP marker ten more spaces into the **5** space on the *Allied* side of **0**.

The Allies now have the lead.

“Done.” Draw {R-20} and {R-59}.

Turn 14 – Germany

“Discard two.” {G-11} and {G-47}.

Apparently keeping {G-6} for its Recover Order—since it’s in a 3-cover building, the broken German is in no immediate danger.

“Done.” Draw {G-22}, {G-27} and {G-53}.

Turn 15 – Russia

“Discard three.” {R-31}, {R-41} and {R-71}.

“Done.” Draw {R-1}, {R-16} and {R-72}.

The best time to take a “discard turn” is right after your opponent just performed one, thus netting relative parity instead of a possible loss of tempo.

Turn 16 – Germany

Alex plays a Recover Order {G-6}—He makes a Rally Roll for his broken unit in E8 getting **5•1** {G-29}, so the Squad Rallies.

Alex plays a Move Order {G-22}—“Activate Ganz and the two units with him.”

Alex plays a Smoke Grenades Action {G-53}—He designates G8 as the target for the Smoke then draws a random Smoke marker – in this case a lowly “3” – and places it in G8.

An unlucky break as the average hindrance on a smoke marker is 5.5.

Ganz, the Squad and the Team then move together into G9 “one.”

Kai says “hold up!”

Kai plays a Fire Action {R-59}—“Activate Kaminsky and the Squad with him.” The Squad and its Light MG form a Fire Group with 7 FP (6 for the Squad due to Kaminsky’s 1 Command; +1 LMG).

Kai plays a Sustained Fire Action {R-15}—This adds +2 to the Fire Group, making it 9FP.

Kai plays a Crossfire Action {R-20}—This adds another +2 for a FP of 11. Finally, this 11FP is reduced to 8FP due to the intervening Smoke. To this is added a Fire Attack Roll of **2•2–Sniper!** {R-9} for an Attack Total of 12.

The Sniper check {R-23} is hex E8: bingo! the German Squad in E8 breaks yet again.

Good thing for Alex that it just rallied or it would have been eliminated. Looks like it was in immediate danger after all.

Due to the Sustained Fire Action, however, the roll of ‘doubles’ also breaks the firing Russian LMG: flip it over to its broken side.

Alex makes his Fire Defense Rolls for his moving units in order Squad/Team/Leader and rolls **5•4** {G-57}, **2•4** {G-24} and **5•3** {G-49} so they all pass.

The moving group now enters F8 “three.”

“Wait.” Kai fires the activated Squad at F8 (FP of 6), rolling **1•4** {R-14} for an Attack Total of only 11.

Each of the moving German units has a Morale of at least 10 so they will all automatically save, but will still have to make the Fire Defense Rolls for possible triggers.

The game is now in your hands. You can continue this session (shuffling up the draw decks, making the three Fire Defense Rolls, and proceeding from there) or try your hand at a new scenario.

Either way—enjoy the game!



Unit Manifest																	
American quantity	British quantity	French quantity	German quantity	Italian quantity	Russian quantity	Type	Name	front side (# =boxed stat)					broken side				
								FP	Range	Move-ment	Com-mand	Morale	FP	Range	Move-ment	Com-mand	Morale
1	1	1	1	1	1	Leader	Hero	2	4	7	0	9	1	2	3	0	9
1	1	1	1	1	1	Leader	Private	2	1	6	2	6	1	0	1	0	7
2	2	2	2	2	2	Leader	Corporal X	1	1	6	1	6	0	0	1	0	7
2	2	2	2	4	4	Leader	Corporal Y	1	1	6	1	7	0	0	1	0	8
4	4	4	2	4	2	Leader	Sergeant X	1	1	6	1	8	0	0	1	0	9
4	2	4	4	2	4	Leader	Sergeant Y	2	1	6	2	8	1	0	1	0	9
2	4	2	4	2	2	Leader	Lieutenant X	1	1	6	1	9	0	0	1	0	10
2	2	2	2	2	2	Leader	Lieutenant Y	2	1	6	2	9	1	0	1	0	10
1	1	1	1	1	1	Leader	Captain	2	1	6	2	10	1	0	1	0	11
6						Squad	Engineer	7	3	5		8	4	1	1		8
12						Squad	Paratroop	6	4	5		8	4	1	1		9
12						Squad	Elite	6	6	5		7	3	1	1		8
12						Squad	Line	6	6	4		6	3	1	1		8
12						Squad	Green	5	4	3		5	3	1	1		7
	6					Squad	Engineer	7	3	5		8	4	1	1		9
	10					Squad	Airborne	6	4	5		8	3	1	1		9
	10					Squad	Guards	5	5	5		7	2	1	1		8
	12					Squad	Line	5	5	4		7	2	1	1		7
	10					Squad	Territorial	5	4	3		7	2	1	1		6
		9				Squad	BAR	5	5	5		8	3	1	1		8
		12				Squad	Legionnaire	5	5	5		8	2	1	1		8
		12				Squad	Chasseur	5	4	4		7	2	1	1		7
		12				Squad	Reservist	5	3	3		6	2	1	1		6
			6			Squad	Pionier	7	3	5		8	4	1	1		9
			10			Squad	SS	6	5	5		8	3	1	1		10
			10			Squad	Elite Rifle	5	6	5		8	2	1	1		8
			10			Squad	Parachute	5	4	5		8	3	1	1		8
			10			Squad	Rifle	5	5	4		7	2	1	1		7
			10			Squad	Volksgrenadier	5	4	4		7	2	1	1		6
			10			Squad	Conscript	5	3	3		6	2	1	1		5
				6		Squad	Guastatori	6	2	5		8	3	1	1		8
				15		Squad	Sissi	5	4	6		8	3	1	2		9
				18		Squad	Bersaglieri	5	4	5		8	2	1	1		7
				18		Squad	Fucilieri	4	4	4		7	2	1	1		6
				18		Squad	Blackshirt	4	3	3		6	2	1	1		5
					6	Squad	Assault	7	2	5		9	4	1	1		8
					15	Squad	Guards SMG	6	3	5		8	3	1	1		8
					15	Squad	Guards Rifle	5	5	5		8	2	1	1		8
					15	Squad	SMG	5	2	4		8	3	1	1		6
					15	Squad	Rifle	5	3	4		8	2	1	1		6
					15	Squad	Militia	5	2	3		7	2	1	1		5
6						Team	Weapon	2	2	4		7	1	1	1		9
8						Team	Elite	4	4	5		7	2	1	1		8
8						Team	Line	3	4	4		6	2	1	1		7
8						Team	Green	3	3	3		5	2	1	1		6
	8					Team	Weapon	2	2	4		8	1	1	1		9
	8					Team	Elite	3	3	5		7	1	1	1		7
	8					Team	Line	3	3	4		7	1	1	1		6
	8					Team	Green	3	3	3		7	1	1	1		5
		8				Team	Weapon	2	1	4		8	1	1	1		9
		8				Team	Elite	3	4	5		8	1	1	1		7
		8				Team	Line	3	3	4		7	1	1	1		6
		8				Team	Green	3	2	3		6	1	1	1		5
			6			Team	Weapon	2	2	4		8	1	1	1		9
			8			Team	Elite	3	3	5		8	1	1	1		7
			8			Team	Line	3	3	4		7	1	1	1		6
			8			Team	Green	3	3	3		6	1	1	1		4
				6		Team	Weapon	1	1	4		8	1	1	1		7
				8		Team	Elite	3	4	5		7	1	1	1		6
				8		Team	Line	2	3	4		6	1	1	1		5
				8		Team	Green	2	2	3		5	1	1	1		4
					6	Team	Weapon	2	1	4		9	1	1	1		8
					8	Team	Elite	3	2	5		8	1	1	1		7
					8	Team	Line	3	2	4		7	1	1	1		6
					8	Team	Green	3	2	3		6	1	1	1		5
103	99	96	115	124	130	total											

Weapon / Radio Manifest														
American quantity	British quantity	French quantity	German quantity	Italian quantity	Russian quantity	Type	Name <i>[representative example]</i>	front side (# = boxed stat)					reverse	
								FP	Range	Move- ment	Ord- nance?	Smoke?	Fix	Elimi- nate
3	2		3	1	3	Weapon	Flamethrower	11	1		X		x2	x8
6	4	3	6	2	6	Weapon	Satchel Charge	12	1		X		x2	x2
4						Weapon	Medium MG <i>[M1919A4 air-cooled .30cal]</i>	6	10				x4	x2
2						Weapon	Heavy MG <i>[M1917A1 water-cooled .30cal]</i>	8	12	-2			x6	x2
2						Weapon	.50cal MG <i>[Browning M2]</i>	9	16	-2			x4	x2
4						Weapon	Light Mortar <i>[60mm M2]</i>	7	2-16	-2	X		x2	x2
2						Weapon	Medium Mortar <i>[81mm M1]</i>	9	3-16	-3	X	X	x2	x2
2						Weapon	Pack Howitzer <i>[75mm M1A1]</i>	10	16	-3	X	X	x2	x2
	6					Weapon	Light MG <i>[Bren Gun]</i>	3	7				x2	x2
	2					Weapon	Heavy MG <i>[Vickers Mk 1]</i>	7	14	-2			x5	x2
	6					Weapon	Light Mortar <i>[2-inch]</i>	5	2-11	-1	X	X	x2	x2
	3					Weapon	Medium Mortar <i>[3-inch]</i>	7	3-16	-3	X	X	x2	x2
	1					Weapon	25-Pounder <i>[Ordnance Q.F. 25-pdr Mk 2]</i>	10	16	-5	X	X	x2	x2
		6				Weapon	Light MG <i>[Chatellerault M1929]</i>	3	6				x2	x4
		4				Weapon	Heavy MG <i>[Danish Madsen]</i>	7	12	-2			x5	x3
		4				Weapon	50mm Mortar <i>[Belgian/Polish]</i>	6	3-14	-1	X		x2	x4
		4				Weapon	60mm Mortar <i>[French Brandt]</i>	7	2-16	-2	X		x2	x2
		2				Weapon	Medium Mortar <i>[81mm Brandt]</i>	9	3-16	-3	X	X	x2	x2
		3				Weapon	French '75' <i>[canon de 75 mle 1897]</i>	9	16	-4	X	X	x2	x2
			6			Weapon	Light MG <i>[MG34/MG42 bipod]</i>	4	8				x2	x2
			3			Weapon	Heavy MG <i>[MG34/MG42 tripod]</i>	8	16	-1			x6	x2
			4			Weapon	Light Mortar <i>[50mm GW36]</i>	6	2-13	-2	X		x2	x2
			4			Weapon	Medium Mortar <i>[81mm GW34]</i>	9	3-16	-3	X	X	x2	x2
			2			Weapon	IG 18 Gun <i>[75mm leIG 18]</i>	10	16	-3	X		x2	x2
			1			Weapon	IG 33 Gun <i>[150mm sIG 33]</i>	12	16	-4	X	X	x2	x2
				6		Weapon	Light MG <i>[Breda model 1930]</i>	3	6				x2	x4
				3		Weapon	Medium MG <i>[Breda model 1937]</i>	6	10	-1			x4	x4
				3		Weapon	Heavy MG <i>[Fiat-Revelli]</i>	8	12	-2			x6	x4
				3		Weapon	Brixia Mortar <i>[45mm Brixia 35]</i>	4	2-12	-1	X		x2	x4
				3		Weapon	GrW Mortar <i>[German 50mm GW36]</i>	6	2-13	-2	X		x2	x3
				3		Weapon	Brandt Mortar <i>[French 60mm]</i>	7	2-16	-2	X		x2	x2
				2		Weapon	Medium Mortar <i>[81mm model 35]</i>	9	3-16	-3	X	X	x2	x2
				2		Weapon	Mountain Gun <i>[cannone da 65/17]</i>	9	16	-3	X		x2	x4
					6	Weapon	Light MG <i>[Degtyarev DP]</i>	3	6				x2	x4
					2	Weapon	Medium MG <i>[Maxim M1910]</i>	6	10	-2			x4	x4
					2	Weapon	Heavy MG <i>[Goryunov SG43]</i>	8	12	-2			x6	x2
					2	Weapon	.50cal MG <i>[DSHK 1938]</i>	9	16	-2			x4	x2
					3	Weapon	Light Mortar <i>[50mm M40]</i>	6	2-14	-1	X		x2	x2
					2	Weapon	Medium Mortar <i>[82mm M37]</i>	9	3-16	-3	X	X	x2	x2
					2	Weapon	Infantry Gun <i>[76.2mm 75-27]</i>	10	16	-4	X	X	x2	x2
8						Weapon	Molotov Cocktail <i>[Stoli]</i>	6	1				x2	x8
				1		Radio	75-76mm	8					A.R.	A.D.
1	1	1	1		1	Radio	75-76mm	8				X	A.R.	A.D.
1	1	1	1	1	1	Radio	81-88mm	9				X	A.R.	A.D.
		1				Radio	105-114mm	10					A.R.	A.D.
1	1		1	1		Radio	105-114mm	10				X	A.R.	A.D.
	1					Radio	120-140mm	11					A.R.	A.D.
			1		1	Radio	120-140mm	11				X	A.R.	A.D.
	1				1	Radio	150-155mm	12					A.R.	A.D.
1		1	1	1		Radio	150-155mm	12				X	A.R.	A.D.
1	1					Radio	183-203mm	13					A.R.	A.D.
30	30	30	34	32	32	total								

Card Manifest — America						
Card #	Order	Action	Event	Rdm Hex	Die Roll	Trigger
A-1	Fire	Assault Fire	Shellholes	A2	1-1	Jammed
A-2	Recover	Assault Fire	Booby Trap	A4	1-1	Jammed
A-3	Recover	Assault Fire	Rubble	A6	1-2	
A-4	Recover	Hand Grenades	Dust	A8	1-2	
A-5	Recover	Hand Grenades	Mission Objective	B2	2-1	
A-6	Recover	Hand Grenades	Strategic Objective	B4	2-1	
A-7	Recover	Spray Fire	Medic	B6	1-3	
A-8	Recover	Spray Fire	KIA	B8	1-3	
A-9	Recover	Spray Fire	Air Support	B10	2-2	
A-10	Command Confusion	Spray Fire	Shell Shock	C2	2-2	
A-11		Spray Fire	Elan	C4	3-1	
A-12	Rout	Spray Fire	Elan	C6	3-1	
A-13	Rout	Hand Grenades	Breeze	C8	1-4	
A-14	Rout	Hand Grenades	Breeze	C10	1-4	
A-15	Rout	Hand Grenades	Breeze	D2	2-3	
A-16	Rout	Assault Fire	Breeze	D4	2-3	
A-17	Rout	Assault Fire	Breeze	D6	3-2	
A-18	Rout	Assault Fire	Breeze	D8	3-2	
A-19	Move	Crossfire	Air Support	D10	4-1	
A-20	Move	Crossfire	Air Support	E2	4-1	
A-21	Move	Crossfire	Fog of War	E4	1-5	
A-22	Move	Crossfire	White Phosphorus	E6	1-5	
A-23	Move	Crossfire	White Phosphorus	E8	2-4	
A-24	Move	Crossfire	White Phosphorus	E10	2-4	
A-25	Move	Crossfire	Field Promotion	F2	3-3	Sniper
A-26	Move	Concealment	Reconnaissance	F4	3-3	Sniper
A-27	Move	Concealment	Reconnaissance	F6	4-2	
A-28	Move	Concealment	Deploy	F8	4-2	
A-29	Move	Concealment	Deploy	F10	5-1	
A-30	Rout	Sustained Fire	Deploy	G2	5-1	
A-31	Artillery Denied	Hidden Unit	Interdiction	G4	1-6	Event
A-32	Artillery Denied	Hidden Mines	Interdiction	G6	1-6	Event
A-33	Artillery Denied	Dig In	Interdiction	G8	2-5	Event
A-34	Artillery Request	Dig In	Interdiction	G10	2-5	Event
A-35	Artillery Request	Dig In	Interdiction	H2	3-4	Event
A-36	Artillery Request	Dig In	Interdiction	H4	3-4	Event
A-37	Artillery Request	Hidden Entrenchments	Sappers	H6	4-3	Event
A-38	Artillery Request	Hidden Entrenchments	Sappers	H8	4-3	Event
A-39	Artillery Request	Hidden Entrenchments	Battlefield Integrity	I2	5-2	Event
A-40	Artillery Request	Hidden Wire	Suppressing Fire	I4	5-2	Event
A-41	Artillery Request	Hidden Wire	Suppressing Fire	I6	6-1	Event
A-42	Artillery Request	Bore Sighting	Suppressing Fire	I8	6-1	Event
A-43	Command Confusion	Sustained Fire	Command & Control	I10	2-6	
A-44	Advance	Sustained Fire	Battlefield Integrity	J2	2-6	
A-45	Advance	Sustained Fire	Fog of War	J4	3-5	
A-46	Advance	Light Wounds	Interrogation	J6	3-5	
A-47	Advance	Light Wounds	Interrogation	J8	4-4	Sniper
A-48	Move	Light Wounds	Interrogation	J10	4-4	Sniper
A-49	Command Confusion	Sustained Fire	Command & Control	K2	5-3	
A-50	Command Confusion	Command Confusion	Malfunction	K4	5-3	
A-51	Fire	Smoke Grenades	Walking Wounded	K6	6-2	
A-52	Fire	Smoke Grenades	Walking Wounded	K8	6-2	
A-53	Fire	Smoke Grenades	Walking Wounded	K10	3-6	
A-54	Fire	Smoke Grenades	Reinforcements	L2	3-6	
A-55	Fire	Smoke Grenades	Reinforcements	L4	4-5	
A-56	Fire	Smoke Grenades	Reinforcements	L6	4-5	
A-57	Fire	Smoke Grenades	Scrounge	L8	5-4	
A-58	Fire	Smoke Grenades	Scrounge	L10	5-4	
A-59	Fire	Ambush	Battle Harden	M2	6-3	
A-60	Fire	Ambush	Battle Harden	M4	6-3	
A-61	Fire	Ambush	Battle Harden	M6	4-6	
A-62	Fire	Ambush	Battle Harden	M8	4-6	
A-63	Fire	Ambush	Battle Harden	M10	5-5	Sniper
A-64	Fire	Ambush	Cower	N2	5-5	Sniper
A-65	Fire	Light Wounds	Cower	N4	6-4	
A-66	Fire	Light Wounds	Prisoners of War	N6	6-4	
A-67	Fire	Demolitions	Prisoners of War	N8	5-6	
A-68	Fire	Smoke Grenades	Hero	N10	5-6	
A-69	Fire	Light Wounds	Hero	O2	6-5	
A-70	Command Confusion	Command Confusion	Hero	O4	6-5	
A-71	Command Confusion	Sustained Fire	Hero	O6	6-6	Time
A-72	Command Confusion	Crossfire	Hero	O8	6-6	Time

Card Manifest — Britain (& the Commonwealth)						
Card #	Order	Action	Event	Rdm Hex	Die Roll	Trigger
B-1	Recover	Hand Grenades	Shellholes	A2	1-1	Jammed
B-2	Recover	Hand Grenades	Booby Trap	A4	1-1	Jammed
B-3	Recover	Hand Grenades	Rubble	A6	1-2	
B-4	Recover	Assault Fire	Dust	A8	1-2	
B-5	Recover	Assault Fire	Mission Objective	B2	2-1	
B-6	Recover	Assault Fire	Strategic Objective	B4	2-1	
B-7	Recover	Spray Fire	Medic	B6	1-3	
B-8	Recover	Spray Fire	KIA	B8	1-3	
B-9	Recover	Spray Fire	Air Support	B10	2-2	
B-10	Rout	Hand Grenades	Shell Shock	C2	2-2	
B-11	Rout	Hand Grenades	Elan	C4	3-1	
B-12	Rout	Hand Grenades	Elan	C6	3-1	
B-13	Rout	Assault Fire	Breeze	C8	1-4	
B-14	Rout	Assault Fire	Breeze	C10	1-4	
B-15	Rout	Assault Fire	Breeze	D2	2-3	
B-16	Rout	Spray Fire	Breeze	D4	2-3	
B-17	Rout	Spray Fire	Breeze	D6	3-2	
B-18	Rout	Spray Fire	Breeze	D8	3-2	
B-19	Move	Crossfire	Breeze	D10	4-1	
B-20	Move	Crossfire	Breeze	E2	4-1	
B-21	Move	Crossfire	Breeze	E4	1-5	
B-22	Move	Crossfire	Breeze	E6	1-5	
B-23	Move	Crossfire	Breeze	E8	2-4	
B-24	Move	Crossfire	Breeze	E10	2-4	
B-25	Move	Crossfire	Battle Harden	F2	3-3	
B-26	Move	Crossfire	Deploy	F4	3-3	
B-27	Move	Concealment	Reconnaissance	F6	4-2	
B-28	Move	Sustained Fire	Reconnaissance	F8	4-2	
B-29	Move	Sustained Fire	Deploy	F10	5-1	
B-30	Move	Sustained Fire	Deploy	G2	5-1	
B-31	Artillery Denied	Hidden Unit	Interdiction	G4	1-6	
B-32	Artillery Denied	Hidden Mines	Interdiction	G6	1-6	
B-33	Artillery Denied	Dig In	Interdiction	G8	2-5	Event
B-34	Artillery Request	Dig In	Interdiction	G10	2-5	Event
B-35	Artillery Request	Dig In	Interdiction	H2	3-4	Event
B-36	Artillery Request	Dig In	Interdiction	H4	3-4	Event
B-37	Artillery Request	Hidden Entrenchments	Suppressing Fire	H6	4-3	Event
B-38	Artillery Request	Hidden Entrenchments	Suppressing Fire	H8	4-3	Event
B-39	Artillery Request	Hidden Pillbox	Suppressing Fire	I2	5-2	
B-40	Artillery Request	Hidden Wire	Sappers	I4	5-2	
B-41	Artillery Request	Hidden Wire	Sappers	I6	6-1	
B-42	Command Confusion	Bore Sighting	Battlefield Integrity	I8	6-1	
B-43	Advance	Sustained Fire	Command & Control	I10	2-6	
B-44	Advance	Sustained Fire	Battlefield Integrity	J2	2-6	
B-45	Advance	Sustained Fire	Air Support	J4	3-5	
B-46	Command Confusion	Demolitions	Interrogation	J6	3-5	
B-47	Advance	Light Wounds	Interrogation	J8	4-4	
B-48	Advance	Light Wounds	Interrogation	J10	4-4	
B-49	Command Confusion	Light Wounds	Command & Control	K2	5-3	
B-50	Fire	Light Wounds	Malfunction	K4	5-3	
B-51	Fire	Light Wounds	Walking Wounded	K6	6-2	
B-52	Fire	Concealment	Walking Wounded	K8	6-2	
B-53	Fire	Concealment	Walking Wounded	K10	3-6	
B-54	Fire	Concealment	Infiltration	L2	3-6	
B-55	Fire	Concealment	Reinforcements	L4	4-5	Sniper
B-56	Fire	Smoke Grenades	Reinforcements	L6	4-5	Sniper
B-57	Fire	Smoke Grenades	Scrounge	L8	5-4	Sniper
B-58	Fire	Smoke Grenades	Battle Harden	L10	5-4	Sniper
B-59	Fire	Smoke Grenades	Battle Harden	M2	6-3	Sniper
B-60	Fire	Smoke Grenades	Battle Harden	M4	6-3	Sniper
B-61	Fire	Ambush	Battle Harden	M6	4-6	
B-62	Fire	Ambush	Battle Harden	M8	4-6	
B-63	Fire	Ambush	Cower	M10	5-5	
B-64	Fire	Ambush	Prisoners of War	N2	5-5	
B-65	Fire	Ambush	Hero	N4	6-4	
B-66	Recover	Ambush	Hero	N6	6-4	
B-67	Command Confusion	Marksmanship	Hero	N8	5-6	
B-68	Command Confusion	Marksmanship	Hero	N10	5-6	
B-69	Command Confusion	Marksmanship	Hero	O2	6-5	
B-70	Command Confusion	Marksmanship	Hero	O4	6-5	
B-71	Command Confusion	Marksmanship	Hero	O6	6-6	Time
B-72	Command Confusion	Marksmanship	Field Promotion	O8	6-6	Time

Card Manifest — France (& Allied Minors)						
Card #	Order	Action	Event	Rdm Hex	Die Roll	Trigger
F-1	Recover	Hand Grenades	Shellholes	A2	1-1	
F-2	Recover	Hand Grenades	Booby Trap	A4	1-1	
F-3	Recover	Hand Grenades	Rubble	A6	1-2	Jammed
F-4	Recover	Assault Fire	Dust	A8	1-2	Jammed
F-5	Recover	Assault Fire	Mission Objective	B2	2-1	Jammed
F-6	Recover	Assault Fire	Strategic Objective	B4	2-1	Jammed
F-7	Recover	Spray Fire	Medic	B6	1-3	
F-8	Recover	Spray Fire	KIA	B8	1-3	
F-9	Recover	Spray Fire	Air Support	B10	2-2	
F-10	Rout	Hand Grenades	Shell Shock	C2	2-2	
F-11	Rout	Hand Grenades	Elan	C4	3-1	
F-12	Rout	Hand Grenades	Elan	C6	3-1	
F-13	Rout	Command Confusion	Breeze	C8	1-4	
F-14	Rout	Command Confusion	Breeze	C10	1-4	
F-15	Rout	Command Confusion	Breeze	D2	2-3	
F-16	Rout	Command Confusion	Breeze	D4	2-3	
F-17	Rout	Command Confusion	Breeze	D6	3-2	
F-18	Rout	Bore Sighting	Breeze	D8	3-2	
F-19	Move	Crossfire	Breeze	D10	4-1	
F-20	Move	Crossfire	Breeze	E2	4-1	
F-21	Move	Crossfire	Breeze	E4	1-5	Sniper
F-22	Move	Crossfire	Breeze	E6	1-5	Sniper
F-23	Move	Crossfire	Breeze	E8	2-4	Sniper
F-24	Move	Crossfire	Breeze	E10	2-4	Sniper
F-25	Move	Crossfire	Field Promotion	F2	3-3	
F-26	Move	Crossfire	Reconnaissance	F4	3-3	
F-27	Move	Crossfire	Reconnaissance	F6	4-2	
F-28	Move	Spray Fire	Deploy	F8	4-2	
F-29	Move	Spray Fire	Deploy	F10	5-1	
F-30	Move	Spray Fire	Deploy	G2	5-1	
F-31	Artillery Denied	Hidden Unit	Interdiction	G4	1-6	
F-32	Command Confusion	Hidden Mines	Interdiction	G6	1-6	
F-33	Artillery Request	Dig In	Interdiction	G8	2-5	
F-34	Artillery Request	Dig In	Interdiction	G10	2-5	
F-35	Artillery Request	Dig In	Interdiction	H2	3-4	Event
F-36	Artillery Request	Dig In	Interdiction	H4	3-4	Event
F-37	Artillery Request	Hidden Entrenchments	Sappers	H6	4-3	Event
F-38	Artillery Request	Hidden Entrenchments	Sappers	H8	4-3	Event
F-39	Command Confusion	Hidden Pillbox	Battlefield Integrity	I2	5-2	
F-40	Artillery Request	Hidden Wire	Suppressing Fire	I4	5-2	
F-41	Artillery Denied	Hidden Wire	Suppressing Fire	I6	6-1	
F-42	Artillery Denied	Bore Sighting	Suppressing Fire	I8	6-1	
F-43	Advance	Assault Fire	Malfunction	I10	2-6	
F-44	Advance	Assault Fire	Battlefield Integrity	J2	2-6	
F-45	Advance	Assault Fire	Fog of War	J4	3-5	
F-46	Command Confusion	Sustained Fire	Interrogation	J6	3-5	
F-47	Fire	Concealment	Interrogation	J8	4-4	
F-48	Fire	Concealment	Interrogation	J10	4-4	
F-49	Fire	Concealment	Command & Control	K2	5-3	
F-50	Fire	Concealment	Command & Control	K4	5-3	
F-51	Fire	Concealment	Walking Wounded	K6	6-2	
F-52	Fire	Ambush	Walking Wounded	K8	6-2	
F-53	Fire	Ambush	Walking Wounded	K10	3-6	
F-54	Fire	Ambush	Infiltration	L2	3-6	
F-55	Fire	Ambush	Reinforcements	L4	4-5	
F-56	Advance	Smoke Grenades	Reinforcements	L6	4-5	
F-57	Advance	Smoke Grenades	Scrounge	L8	5-4	
F-58	Command Confusion	Smoke Grenades	Battle Harden	L10	5-4	
F-59	Fire	Ambush	Battle Harden	M2	6-3	
F-60	Fire	Ambush	Battle Harden	M4	6-3	
F-61	Fire	Demolitions	Battle Harden	M6	4-6	
F-62	Fire	Light Wounds	Cower	M8	4-6	
F-63	Fire	Light Wounds	Cower	M10	5-5	
F-64	Fire	Light Wounds	Cower	N2	5-5	
F-65	Fire	Light Wounds	Prisoners of War	N4	6-4	
F-66	Fire	Light Wounds	Prisoners of War	N6	6-4	
F-67	Fire	Light Wounds	Prisoners of War	N8	5-6	
F-68	Command Confusion	Sustained Fire	Hero	N10	5-6	
F-69	Command Confusion	Sustained Fire	Hero	O2	6-5	
F-70	Command Confusion	Sustained Fire	Hero	O4	6-5	
F-71	Command Confusion	Sustained Fire	Hero	O6	6-6	Time
F-72	Command Confusion	Sustained Fire	Fog of War	O8	6-6	Time

Card Manifest — Germany						
Card #	Order	Action	Event	Rdm Hex	Die Roll	Trigger
G-1	Recover	Assault Fire	Shellholes	A3	1-1	Jammed
G-2	Recover	Assault Fire	Booby Trap	A5	1-1	Jammed
G-3	Recover	Assault Fire	Rubble	A7	1-2	
G-4	Recover	Hand Grenades	Dust	A9	1-2	
G-5	Recover	Hand Grenades	Mission Objective	B1	2-1	
G-6	Recover	Hand Grenades	Strategic Objective	B3	2-1	
G-7	Recover	Spray Fire	Medic	B5	1-3	
G-8	Recover	Spray Fire	KIA	B7	1-3	
G-9	Recover	Spray Fire	Air Support	B9	2-2	
G-10	Rout	Spray Fire	Shell Shock	C1	2-2	Sniper
G-11	Rout	Spray Fire	Elan	C3	3-1	
G-12	Rout	Spray Fire	Elan	C5	3-1	
G-13	Rout	Hand Grenades	Breeze	C7	1-4	
G-14	Rout	Hand Grenades	Breeze	C9	1-4	
G-15	Rout	Hand Grenades	Breeze	D1	2-3	
G-16	Rout	Assault Fire	Breeze	D3	2-3	
G-17	Rout	Assault Fire	Breeze	D5	3-2	
G-18	Rout	Assault Fire	Breeze	D7	3-2	
G-19	Move	Crossfire	Blaze	D9	4-1	
G-20	Move	Crossfire	Blaze	E1	4-1	
G-21	Move	Crossfire	Blaze	E3	1-5	
G-22	Move	Crossfire	Blaze	E5	1-5	
G-23	Move	Crossfire	Blaze	E7	2-4	
G-24	Move	Crossfire	Blaze	E9	2-4	
G-25	Move	Crossfire	Field Promotion	F1	3-3	Sniper
G-26	Move	Crossfire	Reconnaissance	F3	3-3	Sniper
G-27	Move	Concealment	Reconnaissance	F5	4-2	
G-28	Move	Concealment	Deploy	F7	4-2	
G-29	Move	Concealment	Deploy	F9	5-1	
G-30	Move	Concealment	Deploy	G1	5-1	
G-31	Command Confusion	Hidden Unit	Interdiction	G3	1-6	
G-32	Artillery Denied	Hidden Mines	Interdiction	G5	1-6	
G-33	Artillery Request	Dig In	Interdiction	G7	2-5	Event
G-34	Artillery Request	Dig In	Interdiction	G9	2-5	Event
G-35	Artillery Request	Dig In	Interdiction	H3	3-4	Event
G-36	Artillery Request	Dig In	Interdiction	H5	3-4	Event
G-37	Artillery Request	Hidden Entrenchments	Sappers	H7	4-3	Event
G-38	Artillery Request	Hidden Entrenchments	Sappers	H9	4-3	Event
G-39	Artillery Request	Hidden Pillbox	Battlefield Integrity	I1	5-2	Event
G-40	Artillery Request	Hidden Wire	Suppressing Fire	I3	5-2	Event
G-41	Artillery Denied	Hidden Wire	Suppressing Fire	I5	6-1	Event
G-42	Command Confusion	Bore Sighting	Suppressing Fire	I7	6-1	Event
G-43	Advance	Sustained Fire	Command & Control	I9	2-6	
G-44	Advance	Sustained Fire	Battlefield Integrity	J1	2-6	
G-45	Advance	Sustained Fire	Air Support	J3	3-5	
G-46	Command Confusion	Light Wounds	Interrogation	J5	3-5	
G-47	Command Confusion	Command Confusion	Interrogation	J7	4-4	Sniper
G-48	Rout	Concealment	Interrogation	J9	4-4	Sniper
G-49	Command Confusion	Sustained Fire	Command & Control	K1	5-3	
G-50	Fire	Smoke Grenades	Malfunction	K3	5-3	
G-51	Fire	Smoke Grenades	Walking Wounded	K5	6-2	
G-52	Fire	Smoke Grenades	Walking Wounded	K7	6-2	
G-53	Fire	Smoke Grenades	Walking Wounded	K9	3-6	
G-54	Fire	Smoke Grenades	Infiltration	L1	3-6	
G-55	Fire	Smoke Grenades	Reinforcements	L3	4-5	
G-56	Fire	Ambush	Reinforcements	L5	4-5	
G-57	Fire	Ambush	Scrounge	L7	5-4	
G-58	Fire	Ambush	Battle Harden	L9	5-4	
G-59	Fire	Ambush	Battle Harden	M1	6-3	
G-60	Fire	Ambush	Battle Harden	M3	6-3	
G-61	Fire	Ambush	Battle Harden	M5	4-6	
G-62	Fire	No Quarter	Battle Harden	M7	4-6	
G-63	Fire	No Quarter	Cower	M9	5-5	Sniper
G-64	Fire	No Quarter	Cower	N1	5-5	Sniper
G-65	Fire	Demolitions	Prisoners of War	N3	6-4	
G-66	Fire	Light Wounds	Prisoners of War	N5	6-4	
G-67	Fire	Light Wounds	Hero	N7	5-6	
G-68	Advance	Light Wounds	Hero	N9	5-6	
G-69	Advance	Light Wounds	Hero	O3	6-5	
G-70	Command Confusion	Marksmanship	Hero	O5	6-5	
G-71	Command Confusion	Sustained Fire	Hero	O7	6-6	Time
G-72	Command Confusion	Sustained Fire	Fog of War	O9	6-6	Time

Card Manifest — Italy (& Axis Minors)						
Card #	Order	Action	Event	Rdm Hex	Die Roll	Trigger
I-1	Recover	Assault Fire	Breeze	A3	1-1	Jammed
I-2	Recover	Assault Fire	Breeze	A5	1-1	Jammed
I-3	Recover	Assault Fire	Breeze	A7	1-2	Jammed
I-4	Recover	Spray Fire	Dust	A9	1-2	Jammed
I-5	Recover	Spray Fire	Mission Objective	B1	2-1	Jammed
I-6	Recover	Spray Fire	Strategic Objective	B3	2-1	Jammed
I-7	Recover	Sustained Fire	Medic	B5	1-3	
I-8	Recover	Sustained Fire	KIA	B7	1-3	
I-9	Recover	Sustained Fire	Air Support	B9	2-2	
I-10	Rout	Assault Fire	Shell Shock	C1	2-2	
I-11	Rout	Assault Fire	Elan	C3	3-1	
I-12	Rout	Assault Fire	Elan	C5	3-1	
I-13	Rout	Spray Fire	Breeze	C7	1-4	
I-14	Rout	Spray Fire	Breeze	C9	1-4	
I-15	Rout	Spray Fire	Breeze	D1	2-3	
I-16	Rout	Sustained Fire	Breeze	D3	2-3	
I-17	Rout	Sustained Fire	Breeze	D5	3-2	
I-18	Advance	Sustained Fire	Breeze	D7	3-2	
I-19	Move	Crossfire	Blaze	D9	4-1	
I-20	Move	Crossfire	Blaze	E1	4-1	
I-21	Move	Crossfire	Blaze	E3	1-5	
I-22	Move	Crossfire	Blaze	E5	1-5	
I-23	Move	Crossfire	Blaze	E7	2-4	
I-24	Move	Crossfire	Blaze	E9	2-4	
I-25	Move	Crossfire	Field Promotion	F1	3-3	
I-26	Move	Crossfire	Reconnaissance	F3	3-3	
I-27	Move	Hand Grenades	Reconnaissance	F5	4-2	
I-28	Move	Hand Grenades	Breeze	F7	4-2	
I-29	Move	Concealment	Breeze	F9	5-1	
I-30	Command Confusion	Light Wounds	Breeze	G1	5-1	
I-31	Artillery Denied	Hidden Unit	Interdiction	G3	1-6	
I-32	Artillery Request	Hidden Mines	Interdiction	G5	1-6	
I-33	Artillery Request	Dig In	Interdiction	G7	2-5	
I-34	Artillery Request	Dig In	Interdiction	G9	2-5	
I-35	Artillery Request	Dig In	Interdiction	H3	3-4	Event
I-36	Artillery Request	Dig In	Interdiction	H5	3-4	Event
I-37	Artillery Request	Hidden Entrenchments	Suppressing Fire	H7	4-3	Event
I-38	Artillery Request	Hidden Entrenchments	Suppressing Fire	H9	4-3	Event
I-39	Artillery Denied	Hidden Pillbox	Suppressing Fire	I1	5-2	Event
I-40	Command Confusion	Hidden Wire	Sappers	I3	5-2	Event
I-41	Command Confusion	Hidden Wire	Sappers	I5	6-1	Event
I-42	Command Confusion	Bore Sighting	Battlefield Integrity	I7	6-1	Event
I-43	Advance	Hand Grenades	Command & Control	I9	2-6	
I-44	Advance	Hand Grenades	Battlefield Integrity	J1	2-6	
I-45	Advance	Hand Grenades	Deploy	J3	3-5	
I-46	Advance	Hand Grenades	Interrogation	J5	3-5	
I-47	Command Confusion	Light Wounds	Interrogation	J7	4-4	
I-48	Command Confusion	Light Wounds	Interrogation	J9	4-4	
I-49	Fire	Ambush	Command & Control	K1	5-3	
I-50	Fire	Ambush	Malfunction	K3	5-3	
I-51	Fire	Ambush	Walking Wounded	K5	6-2	
I-52	Fire	Ambush	Walking Wounded	K7	6-2	
I-53	Fire	Ambush	Walking Wounded	K9	3-6	
I-54	Fire	Demolitions	Infiltration	L1	3-6	
I-55	Fire	Smoke Grenades	Reinforcements	L3	4-5	
I-56	Fire	Smoke Grenades	Reinforcements	L5	4-5	Sniper
I-57	Fire	Smoke Grenades	Scrounge	L7	5-4	Sniper
I-58	Fire	Command Confusion	Battle Harden	L9	5-4	Sniper
I-59	Fire	Command Confusion	Cower	M1	6-3	Sniper
I-60	Fire	Command Confusion	Cower	M3	6-3	Sniper
I-61	Fire	Concealment	Cower	M5	4-6	
I-62	Fire	Concealment	Cower	M7	4-6	
I-63	Fire	Concealment	Prisoners of War	M9	5-5	
I-64	Fire	Command Confusion	Prisoners of War	N1	5-5	
I-65	Fire	Command Confusion	Prisoners of War	N3	6-4	
I-66	Fire	Command Confusion	Prisoners of War	N5	6-4	
I-67	Command Confusion	Light Wounds	Prisoners of War	N7	5-6	
I-68	Command Confusion	Light Wounds	Hero	N9	5-6	
I-69	Command Confusion	Light Wounds	Hero	O3	6-5	
I-70	Command Confusion	Light Wounds	Hero	O5	6-5	
I-71	Command Confusion	Light Wounds	Battle Harden	O7	6-6	Time
I-72	Command Confusion	Light Wounds	Battle Harden	O9	6-6	Time

Card Manifest — Russia						
Card #	Order	Action	Event	Rdm Hex	Die Roll	Trigger
R-1	Recover	Assault Fire	Shellholes	A2	1-1	Jammed
R-2	Recover	Assault Fire	Booby Trap	A4	1-1	Jammed
R-3	Recover	Assault Fire	Rubble	A6	1-2	Jammed
R-4	Recover	Hand Grenades	Dust	A8	1-2	Jammed
R-5	Recover	Hand Grenades	Mission Objective	B2	2-1	
R-6	Recover	Hand Grenades	Strategic Objective	B4	2-1	
R-7	Recover	Spray Fire	Medic	B6	1-3	
R-8	Recover	Spray Fire	KIA	B8	1-3	
R-9	Recover	Spray Fire	Air Support	B10	2-2	Sniper
R-10	Move	Spray Fire	Shell Shock	C2	2-2	Sniper
R-11	Rout	Spray Fire	Elan	C4	3-1	
R-12	Rout	Spray Fire	Elan	C6	3-1	
R-13	Rout	Demolitions	Breeze	C8	1-4	
R-14	Rout	Sustained Fire	Breeze	C10	1-4	
R-15	Rout	Sustained Fire	Breeze	D2	2-3	
R-16	Rout	Assault Fire	Breeze	D4	2-3	
R-17	Rout	Assault Fire	Breeze	D6	3-2	
R-18	Rout	Assault Fire	Breeze	D8	3-2	
R-19	Rout	Crossfire	Commissar	D10	4-1	
R-20	Move	Crossfire	Commissar	E2	4-1	
R-21	Move	Crossfire	Commissar	E4	1-5	
R-22	Move	Crossfire	Commissar	E6	1-5	
R-23	Move	Crossfire	Entrench	E8	2-4	
R-24	Move	Crossfire	Entrench	E10	2-4	
R-25	Move	Crossfire	Field Promotion	F2	3-3	Sniper
R-26	Move	Crossfire	Reconnaissance	F4	3-3	Sniper
R-27	Move	Concealment	Reconnaissance	F6	4-2	
R-28	Advance	Smoke Grenades	Fog of War	F8	4-2	
R-29	Advance	Smoke Grenades	Fog of War	F10	5-1	
R-30	Command Confusion	Smoke Grenades	Fog of War	G2	5-1	
R-31	Artillery Request	Hidden Unit	Interdiction	G4	1-6	
R-32	Artillery Denied	Hidden Mines	Interdiction	G6	1-6	
R-33	Command Confusion	Dig In	Interdiction	G8	2-5	Event
R-34	Command Confusion	Dig In	Interdiction	G10	2-5	Event
R-35	Command Confusion	Dig In	Interdiction	H2	3-4	Event
R-36	Artillery Request	Dig In	Interdiction	H4	3-4	Event
R-37	Artillery Request	Hidden Entrenchments	Sappers	H6	4-3	Event
R-38	Artillery Request	Hidden Entrenchments	Sappers	H8	4-3	Event
R-39	Artillery Request	Hidden Pillbox	Battlefield Integrity	I2	5-2	Event
R-40	Artillery Request	Hidden Wire	Suppressing Fire	I4	5-2	Event
R-41	Artillery Denied	Hidden Wire	Suppressing Fire	I6	6-1	
R-42	Artillery Denied	Bore Sighting	Suppressing Fire	I8	6-1	
R-43	Advance	Sustained Fire	Command & Control	I10	2-6	
R-44	Advance	Sustained Fire	Battlefield Integrity	J2	2-6	
R-45	Advance	Sustained Fire	Air Support	J4	3-5	
R-46	Advance	Light Wounds	Interrogation	J6	3-5	
R-47	Move	Light Wounds	Interrogation	J8	4-4	Sniper
R-48	Move	Light Wounds	Interrogation	J10	4-4	Sniper
R-49	Move	Light Wounds	Command & Control	K2	5-3	
R-50	Move	Light Wounds	Malfunction	K4	5-3	
R-51	Command Confusion	Light Wounds	Walking Wounded	K6	6-2	
R-52	Fire	Light Wounds	Walking Wounded	K8	6-2	
R-53	Fire	Sustained Fire	Walking Wounded	K10	3-6	
R-54	Fire	Ambush	Infiltration	L2	3-6	
R-55	Fire	Ambush	Infiltration	L4	4-5	
R-56	Fire	Ambush	Reinforcements	L6	4-5	
R-57	Fire	Ambush	Scrounge	L8	5-4	
R-58	Fire	Ambush	Battle Harden	L10	5-4	
R-59	Fire	Ambush	Battle Harden	M2	6-3	
R-60	Fire	No Quarter	Battle Harden	M4	6-3	
R-61	Fire	No Quarter	Cower	M6	4-6	
R-62	Fire	No Quarter	Cower	M8	4-6	
R-63	Fire	Light Wounds	Cower	M10	5-5	Sniper
R-64	Fire	Concealment	Cower	N2	5-5	Sniper
R-65	Fire	Concealment	Prisoners of War	N4	6-4	
R-66	Fire	Concealment	Prisoners of War	N6	6-4	
R-67	Fire	Concealment	Prisoners of War	N8	5-6	
R-68	Fire	Concealment	Prisoners of War	N10	5-6	
R-69	Fire	Concealment	Hero	O2	6-5	
R-70	Command Confusion	Hand Grenades	Hero	O4	6-5	
R-71	Command Confusion	Hand Grenades	Entrench	O6	6-6	Time
R-72	Command Confusion	Hand Grenades	Entrench	O8	6-6	Time

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