Read this First:
The rules of this SPI simulation game are organized in a format known as the Case System. This system of organization divides the rules into Major Sections (each of which deals with an important aspect of play). These Sections are numbered sequentially as well as being named. Each of these Major Sections is introduced by a General Rule, which briefly describes the subject of the Section. Many times this General Rule is followed by a Procedure which describes the basic action the Player will take when using the rules in that Section. Finally, the bulk of each Major Section consists of Cases. These are the specific, detailed rules that actually regulate play. Each of these Cases is also numbered. The numbering follows a logical system based upon the number of the Major Section of which the Cases are a part. A Case with the number 6.5, for example, is the fifth Primary Case of the sixth Major Section of the rules. Many times these Primary Cases are further subdivided into Secondary Cases. A Secondary Case is recognizable by the fact that it has two digits to the right of its decimal point. Each Major Section can have as many as nine Primary Cases and each Primary Case can have as many as nine Secondary Cases. The numbering system is meant as an organizational aid. Using it, Players can always easily tell where a Case is located in the rules. As a further aid, an outline of the Major Sections and Primary Cases is given at the beginning of the rules.

How the Section and Case Numbers Work:

Major Section Number
↓ ↓
Primary Case Number
↓ ↓
Secondary Case Number
[6.53]

The preceding example would be the number of the third Secondary Case of the fifth Primary Case of the sixth Major Section of the Rules.

How to Learn to Play the Game:
Familiarize yourself with all of the components. Read all of the General Rules and Procedures and read the titles of the Primary Cases. Set up the game for play (after reading the pertinent Section) and play a trial game against yourself referring to the rules only when you have a question. This procedure may take you a few hours, but it is the fastest and most entertaining way to learn the rules without having a friend teach them to you. You should not attempt to learn the rules word-for-word. Memorizing all that detail is a task of which few of us are capable. SPI rules are written to be as complete as possible — they’re not designed to be memorized. The Case numbering system makes it easy to look up rules when you are in doubt. Absorbing the rules in this manner (as you play) is a much better approach to game mastery than attempting to study them as if cramming for a test.

We hope you enjoy this SPI game. Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so that they can be answered by a simple sentence, word, or number. You must enclose a stamped, self-addressed envelope. We cannot guarantee a proper answer should you choose to phone in your question (the right person is not always available — and since SPI has published hundreds of games, no one individual is capable of answering all questions). Write to:

SPI
Rules Questions Editor for Commando
257 Park Avenue South
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[1.0] INTRODUCTION

The rugged individualistic soldier has long occupied a glamorous position in American minds. Daring to operate far behind enemy lines, he exemplifies the idea of valor and bold action admired by the public. The media often depict him in situations vital to his country's war effort, or as a heroic lone wolf, universally respected, a soldier who can survive alone against any odds. This perception is widespread and appeals to the American love for stories of lone heroes. But the real soldier exists in all services, but he is far the best known as a commando.

Commando simulates the tense, gritty battles fought by commandos to win acclaim. Players take the part of fireteams of commandos, or individual commandos versus soldiers charged with defending against enemy incursions. There are two versions of this game: a scenario-based one, the "historical" version, which emphasizes the usefulness of commandos in various historical and hypothetical situations; and the role-playing game, which allows players to recreate the most dashing of heroes personally. Sections 1.0 through 5.0 deal with the Historical Game, Basic Rules. Sections 4.0 through 15.0 are necessary for play of the other game, Rules and Scenarios.

In brief, the Historical Game allows players to reenact several historical tactical meeting engagements, and also includes several "typical" tactical actions that players will probably be interested in. The stress in this part of the game is on realism, and it requires a more role-play oriented approach taken in the Role-Playing Game. Players will find that the best approach is to learn the basic system, and then use the wealth of Optional Rules provided to give the game as much detail as they like.

The Role-Playing Game allows players to portray the episode of a commando — and to customize this concept to their own particular tastes. Role-playing aficionados will have no trouble learning how to play the role-playing game, but players unfamiliar to Role-Playing should read these rules very carefully. In addition, it is imperative that players realize that before beginning play, the Historical Game Basic Rules must be read. Once the Role-Playing and Historical Games have been mastered, the myriad options available will readily unfold to the players. This is a "game-intensive" game — it is intended primarily for the player's enjoyment. The Role-Playing game is contained in a separate booklet, and includes Sections 51.0 through 65.0.

THE HISTORICAL GAME

[2.0] GENERAL COURSE OF PLAY

Commando is played in Game-Turns, which are further broken down into Phases. A Scenario is played until a finite number of Game-Turns are completed (specified in the individual Scenarios), or until a certain objective is taken (again specified in the Scenario), or both players concede that it is impossible to complete the mission. Players are encouraged to devise their own Scenarios, as a considerable number of the Optional Rules are used in none of the given Scenarios, and are present solely for the purpose of aiding players in expanding the game.

Before starting play, the players must record data essential to the playing of the Scenario. This will generally consist of the vital statistics for each man involved in the Scenario, but players may also wish to record such items of interest as the Victory Conditions. Therefore, each Player should have a piece of paper on which he records information. This piece of paper is kept hidden from the opponent, but must be made available for inspection at the end of the game.

Once the Players have recorded the information necessary to conduct play, the defending Player should deploy his men on a copy of the map being used for the Scenario (secretly). The Player may choose to either plot on a piece of paper the routes and positions of his men, or he may use a piece of tracing paper over the map to directly record the positions of the men and of (course) their routes.

The attacking Player (usually the commando Player) moves his men onto the map, in full view of the defending Player. However, the defending Player may not use his men until they successfully observe the attacking Player's men. The defending Player must inform the attacking Player when he has an opportunity to observe defending men, but only at the conclusion of an attacking man's task execution. Should the attacking Player successfully roll and observe the defending man, the defending Player must inform the attacking Player of the position of the man he has observed. For convenience, the positions of all men should be recorded on a piece of tracing paper overlaid on the actual map — if the Players use the actual map, they will soon wear it out with repeated erasings.

After all defending men are observed, the defending Player dispenses with his second (and hidden) map, and plans his play solely on the map in front of both Players. While men may become "un-observed" again (by ducking behind walls, for example), the other Player knows their actual position on the map, though the men he controls do not.

When battle is joined, Players continue the Sequence of Play. At the beginning of the Turn, the Players determine if there are any possible observation situations (where two men have a Line of Sight to each other), but one, or both, has not yet observed the other). The Players then plot which men may perform opportunity fire for the Game-Turn. Only men for which the specific task of opportunity fire is determined to do so. Next, the Players determine which side has the initiative. That side moves the first man during both the Non-Prepared Task Execution and Prepared Task Execution Phases. Only men not plotted for opportunity fire may execute tasks during the Non-Prepared Phase; only men plotted for opportunity fire may execute tasks during the Prepared Phase.

The Players alternate performing tasks with eligible men throughout the Phase, with one Player performing all tasks for one man, and the other Player responding with the man of his choice. This subsequence continues until one Player has moved all his men or indicates that he wishes to move no more. Then the other Player moves the rest of his men until he has none left or indicates that he wishes to perform no more tasks. The Players run through this subsequence twice, once for non-opportunity fire-plotted men, and once for opportunity fire-plotted men. When the last man has performed his tasks for the Game-Turn, the Players proceed to the Bookkeeping Phase and check for preservation, among other functions.

The conclusion of the Bookkeeping Phase is immediately followed by the Game-Turn Indication Phase.

The Players continue performing the Sequence of Play until the Game-Turn limit (specified in the scenario) is reached, or the objective that one side has been charged with accomplishing is completed. The game is then finished, and Players assess their performance in light of the Victory Conditions.

If players wish to devise their own Scenarios, they may wish to use the rules for Scenario Generation (or Mission Generation) in the role-playing rules (Section 60.0). It is not necessary to use any other part of the role-playing rules.

[3.0] GAME EQUIPMENT

CASES:

[3.1] THE MAP

There are twelve maps provided with each copy of Commando, each of which depicts a separate environment. Though each map is linked to a specific Scenario, they are by no means intended solely for that Scenario. When expanding upon the game, Players are encouraged to either modify the current maps, or to devise maps of their own.

Each map is 11 by 17 inches, with a square grid overlaid to regularize movement. Coordinates for each square are given so that Players will have easier access to positions on the map. A common Terrain Key is provided for all the maps.

The maps are used in both the Historical and Role-Playing Games. See the appropriate Sections in the Role-Playing Game and the individual Scenarios for the Historical Game.

[3.2] CHARTS AND TABLES

There are two groups of Charts and Tables provided with Commando. One is provided for use with the Role-Playing Game only, and the other is necessary to play both the Historical and Role-Playing Games. (One must be able to play the Historical Game to play the Role-Playing Game.)

[3.3] USE OF GAME COMPONENTS

Certain game components are intended for more than one use. For instance, each map has coordinates printed on the edge of the map. In addition to informing the Players of the square coordinates, the maps are intended to be used as rangefinders (see Case 6.11).

If the Players have access to photocopying facilities, they may wish to use the Character Record (in the Role-Playing rules booklet) to facilitate bookkeeping for the various Scenarios. Of course, many of the entries in the Character Record refer solely to the Role-Playing Game, but the relevant characteristics correspond to the bonuses or debits given to men in the Scenarios of the Historical Game.

[3.4] SUGGESTED ADDITIONAL GAME COMPONENTS

First of all, Players are required to have pencil or pen and paper so that they will be able to keep track of the various commandos and ordinary men who oppose each other in the Scenarios. There are two purposes for keeping track of the men involved in a Scenario: one, to record the information initially given in a Scenario (which must be referred to throughout play of the game); and two, the Players must keep track of the current status of their men throughout the play of the game.

Secondly, it is recommended that Players purchase tracing paper to preserve the life of their maps. Lay the map on a flat surface, and then tape the tracing paper down to the surface after smoothening it out. It is also recommended that pencil be used when working with tracing paper.

Alternatively, maps may be xeroxed and colored in, avoiding the necessity for tracing paper.
[3.5] GAME SCALE
Each square in Commando represents three meters in length and width, and roughly equal to 4.2 meters when measured diagonally. Each Game-Turn represents 15 seconds of real time.

[3.6] GAME EQUIPMENT
Each copy of Commando should include the following:
1. Historical Game Rules Booklet (includes article and 2 Charts and Tables Booklets)
2. Role-Playing Rules Booklet (includes Role-Playing Charts and Tables)
3. 11" x 17" Backprinted Maps
4. Twenty-sided dice
5. Six-sided dice
6. Hardbox or Z-Pack

If any of the above components are missing from this copy of Commando, send in the enclosed Complaint Card and the missing components will be sent to the purchaser promptly.

[3.7] HOW TO READ THE MAP COORDINATES
To determine the coordinate for a given square, read up to the short edge of the map; the two-digit code forms the first half of the coordinate square. Then read across to the long side of the map; the two digit code found there is the second part of the square coordinate. The two two-digit codes are read together in a single four digit code; this is the square coordinate.

Example: A square is in the same row of squares as short-side 25, and in the same row as long-side 47. The square coordinate is always read as "2547."

[4.0] DEFINITION OF TERMS
Many terms used in Commando may be unfamiliar to Players of most wargames. It is suggested that the players familiarize themselves with these definitions before reading the rest of the rules.

Square: Unlike many other SPI games, Commando uses a square grid to regularize movement, rather than a hexagonal grid. Additionally, no counters or playing pieces are used in the game. Rather, the players draw the positions of the men, vehicles, mounts, etc., on the game-map with pencils. At any given time, a man or other play object is considered to be present in a single square. The position of the play object is usually drawn in the square it occupies (exceptions include hidden objects, men being positioned on another map, and so forth).

Orthogonal Movement: A man is considered to be moving orthogonally if he leaves one square and enters another which shares a full square side with the first.

Diagonal Movement: A man is considered to be moving diagonally if he leaves one square and enters another "through the corner."

Dice: 1D6, 1D10, 1D100: Commando comes with four six-sided dice, marked with the traditional pips from 1 to 6, and two twenty-sided dice, each marked with the digits 1 to 0 twice. At various times, the Players will be required to roll one or more of either of both dice to determine a game function. An abbreviation or jargon for the number of dice rolled has been established in the role-playing hobby, and this jargon is used throughout the rules. When the Players are told to roll "1D6", this means the Players are to roll a single six-sided die. "2D6" means the Players are to roll two six-sided dice and sum the results; "3D6" would direct the Players to roll three six-sided dice and sum the results, and so forth. "1D10" would direct the Players to roll a twenty-sided die (since the die is only marked I through 0), this will yield a digit between 1 and 0. "2D10" would direct the Players to roll two twenty-sided dice and sum the results, etc. Note that when a dice code is suffixed with "D10", any result of 00 on the die is treated as a 10. As an example two rolls of a 0 would equal 20 (twenty) when the Players are directed to roll 2D10. "1D100" would direct the Players to roll both twenty-sided dice, treating the roll on the green die as the first digit of a two-digit number, and the roll on the yellow die as the second digit. Thus, if a Player rolled a 3 on the green die and a 9 on the yellow, the die-roll would be a 39. Note that a roll of zero on the green die could not be interpreted without use of the roll on the yellow die. If the roll on the yellow die is 1 through 9 (e.g., 07), the roll is treated as the appropriate number 1 through 9. However, if the roll on the yellow die is zero (giving a result of 00), then the result is treated as 100 (one hundred).

If a dice code is followed by a positive or negative number (e.g., 1D6+1, 2D6-1), add or subtract the number (as indicated from the dice roll). Thus, 2D6-1 would direct the Players to roll two six-sided dice and subtract one from the dice-roll. When a die-roll result is to be halved, round up. do requires the expenditure of Task Points, which represent the maximum amount of activity a man can efficiently perform in one Game-Turn. Normally, each unwounded man has 50 Task Points per Game-Turn. Each time a man fires a weapon, moves, prepares or throws a grenade, changes weapons, reloads, or takes any other action, he must expend Task Points (see the Task Point Cost Chart). A man may spend more Task Points than he has; thus, an unwounded man may never spend more than 50 Task Points (unless the rules state specifically otherwise) in a single Game-Turn.

Friendly: A man is said to be Friendly to another man if both men are controlled by the same Player.

Enemy: An Enemy man is one controlled by the opposing Player. As with Friendly (q.v.), Enemy denotes man-to-man relationships.

Data Log: The Data Log is the piece of paper upon which all relevant information concerning a Player's men is recorded. Generally, this can best be done on ruled legal paper. See Case 38.2 for details.

[5.0] SEQUENCE OF PLAY/ TASK POINT EXPENDITURE
GENERAL RULE:
Commando is divided into Game-Turns; the number of Game-Turns required to play a game of Commando will depend on the scenario the Players choose to play. Each Game-Turn is divided into eight Phases. The Phases perform all actions in strict accordance with the Sequence of Play, performing only those game functions allowed in the current Phase. During each Phase, both Players may take whatever actions they wish within the restrictions of the rules, as appropriate for that Phase.

CASES:
[5.1] SEQUENCE OUTLINE
A. Observation Phase: If either Player can draw a Line of Sight from one of his men to an Enemy unobserved man, he may attempt observation with that man. A single observation attempt may be made for a given man during the Observation Phase. See the rules for observation (Section 8.0).

B. Opportunity Fire Plot Phase: Both Players secretly note which of their men will perform Opportunity Fire (or Throw) on the Data Log. At the end of the Phase, each Player must declare whether any (but not how many) of his men are plotted for Opportunity Fire.

C. Initiative Determination Phase: The Players each roll 1D10; the Player with the higher die-roll will execute Tasks first for one man in the two upcoming Phases. See also Case 6.1.

D. Hand-to-Hand Combat Phase: Any men engaged in hand-to-hand combat resolve such combat through use of the hand-to-hand combat rules (Section 12.0) and adhering to the following subsequence:
1. Disengagement
2. Grapple/Evasion
3. Hand-to-Hand Combat Resolution

Step 1 is resolved once at the beginning of the Phase, but Steps 2 and 3 are repeated five times to complete the Phase. Each execution of Steps 2 and 3 is known as a Round.

E. Non-Prepared Task Execution Phase: The Player with Initiative may execute Tasks for any one of his non-opportunity fire-plotted men, to the Man's Task Point limit. Before this, he must do a Panic Check: if his man fails the check, he may not perform voluntary Task Execution (see Case 14.0) and may perform all actions via the Panic Routine. When Task Execution or Panic Routine is completed, the other Player may now execute tasks or Panic Routine for a non-opportunity Fire-plotted man. This sub-sequence alternates until one Player runs out of men or declines to move any more men. The other Player may then execute tasks or Panic Routine with the remainder of his non-opportunity Fire-plotted men until they are exhausted or he declines to use any more. Note: Task Execution or Panic Routine may be interrupted by Opportunity Fire. See Case 10.7.

F. Prepared Task Execution Phase: The Prepared Task Execution Phase is performed in the same fashion as the Non-Prepared Task Execution Phase, except that only men plotted to Opportunity Fire may execute tasks or Panic Routine in this Phase. If the men have already performed opportunity fire, they must deduct those Task Points from their operating total. If the men have not performed opportunity fire, then they must deduct the cost to plot opportunity fire. Opportunity fire may still be executed by those men who have not yet executed Tasks in the Phase on men being utilized.

G. Bookkeeping Phase: Preservation Checks for the two opposing sides are rolled (if necessary), and other bookkeeping functions (e.g., explosives, if any should be in use during the scenario) are resolved. Also, Players note whether observed Enemy men have become unwounded (see Section 8.0).

H. Game-Turn Record Phase: The Players denote the passage of one Game-Turn, and play continues to the beginning of the next Game-Turn (Phase A).

[5.2] TASK POINT EXPENDITURE
[5.21] Every Action that a man performs is called a Task. Performance of a task requires the expen-
6

diture of Task Points. See the Task Point Cost
Chart for a summary of Task Point assessments
for the various actions.
[5.22] Task Point Cost Chart
(see Charts and Tables)

[6.0] INITIATIVE AND
SEQUENTIALITY

GENERAL RULE
In Commando, no Task is considered to occur
simultaneously with another. Each man performs
all his Tasks (or his Panic Routine) in a strict se-
quence determined by the Player controlling the
man; the effects of one man's actions are deter-
mined and applied before any other man can take
action (except for opportunity fire). Thus, it is
possible for a man to be killed by fire (for instance)
before taking any action for the Game-Turn.

CASES:
[6.1] INITIATIVE DETERMINATION
During the Initiative Determination Phase, both
Players roll a die; the Player with the higher die-
roll is considered to have the initiative. If the die-
rolls are equal, both Players roll again, and con-
tinue to do so until one has achieved a higher die-
roll.

[6.2] SEQUENTIALITY
[6.21] The Player with the initiative has the op-
portunity to have one of his men expend Task
Points first. Normally, each man has an allotment
of 50 Task Points per Game-Turn; men may have
fewer Task Points if wounded or affected in some
other way. Every action a man can take, including
moving one square, firing, preparing and throw-
ing a grenade, or preparing for opportunity fire,
or more Task Points; see the Task Point Chart
(5.22) for a summary of the individual task costs.
A given man may expend as many Task Points as
he is capable of expending and his owning Player
wishes him to expend.

[6.22] After one man has been moved by a given
Player, the other Player has the opportunity to
have one of his men expend Task Points. The
Players alternate in spending Task Points for their
men, until one Player passes or runs out of men.
[6.23] If a Player has no men left with which he
may perform tasks, play reverts to the other
Player, who may perform tasks with all his men re-
main ing. The Player who “ran out” of men may
not hinder the executing Player, with the exception of
opportunity fire.

Example: As a “worst possible example,” assume
Player A had six men, numbered A1 to A6, three
of whom are plotted for opportunity fire. His op-
nonent, Player B, had eight men, number B1 to B8,
two of whom were plotted for opportunity fire.
For convenience, the “A” men who are plotted
for opportunity fire are A4 through A6, and the
“B” men are B2 and B8. Player A was then
exhausted, all larger than Player B in the Initiative
Determination Phase. Player A moves man A1 in such a
way that man B1 is able to perform opportunity fire
upon man A1. The opportunity fire is resolved, and
then Player A chooses to continue moving man A1 until
his Task Point allotment is exhausted. Player B
then performs tasks for man B1 (though he could
move any one of B1 through B6) without incident,
whereupon man A performs tasks for man A2, also
without incident. Player B then uses man
B2, Player A man A3, and player B man B3. It
would normally be Player A’s turn to move a man,
but he has no men left to move. Therefore, play
reverts to Player B, who uses men B4, B5 and B6.

Man B6 triggers opportunity fire from man A5, so
his task execution is halted, and the opportunity
fire resolved. B6 is killed, so play now goes to the
opportunity firing men. Man A4 performs his
tasks, followed by man B7, followed by man A5
(of course, the Players have remembered to deduct
the cost for plotting opportunity fire and possibly
performing opportunity fire in Task Points). Player
B opts to have man B8 not perform any task
but opportunity fire, and he forfeits his right to
perform any task but opportunity fire. Player B’s
gamble pays off as Player A triggers opportunity
fire from man B8 with man A6. Unfortunately for
Player B, the fire has no effect, and Player A com-
pletes the task execution of man A6. Play now pro-
cceeds to the Bookkeeping Phase.

[6.3] EFFECT OF OPPORTUNITY FIRE
ON SEQUENTIALITY
Opportunity fire affects the sequence of tasks in
two ways—first, it is the only way by which a
given man’s task performance can be interrupted,
and second, men plotted to perform opportunity
fire move after all other men have moved, during a
separate Phase.

[6.31] When opportunity fire is triggered (see
Case 10.7) by a man during his part of either Task
Execution Phase, the man plotted for opportunity
fire immediately resolves his opportunity fire. The
Players must note how many Task Points the
target man has spent, resolve the fire, adjust the Task
Point total if wounds necessitate it, and then
conclude the man's tasks for the Turn (unless inter-
rupted by further opportunity fire).

[6.32] Men cannot perform opportunity fire after
they have executed tasks or panic routine in the
Prepared Task Execution Phase; however they may
freely perform opportunity fire before their task
execution (within all relevant restrictions).

[6.33] Opportunity fire occurs when, in the course
of execution of tasks or panic routine, an eligible
man (per Case 10.7) triggers the plotted opportuni-
ty fire. Fire is resolved using the normal fire com-
bat procedure.

[6.4] RESTRICTIONS ON EXPENDITURE
OF TASK POINTS
[6.41] When a Player is scheduled to perform
tasks for a man, he must either expend Task Points
for a man who has not yet expended Task Points,
indicate that he will not expend any Task Points
for a particular man in that Turn (decision being
final—the Player in effect “moves” the man for
the Turn by choosing not to do anything with that
man), or indicate that he does not wish to perform
further tasks with any of his men, in which case he
is finished with task execution for the Phase (with
the possible exception of plotted opportunity
fire, see Case 6.3).

[6.42] Men may not perform more than one Com-
bat Task in a Game-Turn. A combat task is defi-
ced as any task that can possibly directly inflict
Wound Points upon an Enemy man. Thus,
preparing a grenade would not be a combat task, but
throwing a grenade would be.

[6.43] No man may expend Task Points at two
separate intervals in a Turn (Exception: oppor-
tunity fire).

[6.44] Of course, no man may expend more than
his allotment of Task Points in a given Turn (Ex-
ception: Case 7.6).

[7.0] MOVEMENT

GENERAL RULE:
Movement is one of the tasks a man may perform.
The number of Task Points a man will expend in
movement depends on how far the man moves,
and the terrain through which the man passes. Ter-
rain costs Movement Points to move through;
these costs are listed on the Terrain Effects Chart
(7.59). Movement may be performed with other
tasks, provided that Case 6.4 is not violated. Final-
ly, no more than two Friendly men may be in the
same square at any point during play.

PROCEDURE:
The positions of men on the map are indicated by
pencilled marks drawn by the Players during play.
When a Player moves a man he indicates (but does not mark) the route of
movement; the Enemy Player will thus be able to
determine both the legality of the move and where
he may interfere with the move (e.g., opportunity
fire). At the conclusion of movement, the Player
marks the new position of his man, and erases the
old position.

CASES:
[7.1] POSITIONING MEN ON THE MAP
[7.11] Commando has no game pieces, and uses
a square grid on its map. The positions of the men
are indicated by pencil marks drawn by the Players
on the map. Since each Player will control more
than one man, it is suggested that the Players make
distinctive marks for each man, perhaps number-
ring or lettering their marks, but in any case using
a distinctive method clear to both Players.

[7.12] Twelve maps are provided with Com-
mando. The differing maps are used with separate
scenarios. Since constant marking and erasure
directly on the map surfaces will make them
difficult to read, it is suggested that the Players
purchase tracing paper (available at art stores
and most stationary stores) which is at least 17 inches
by 11 inches, and follow the directions in Case 3.4.
Additionally, Players may wish to manufacture
their own maps simply by drawing on four-to-the-
inch graph paper (also available at art stores).

[7.13] It is possible for a given square to contain
terrain of more than one elevation level. For in-
stance, a square containing part of a building
would include both the ground floor of the
building, and the roof of the building. The Players
should take care to note the elevation level of all
men not at the ground level of the square they are
in. If no elevation level is printed in the Data Log
or the map (next to the diagram), the man is
always assumed to be at ground elevation level.

Warning: This Case does not affect play unless
Section 35.0 is used.

[7.2] PERFORMANCE OF MOVEMENT
[7.21] A man is not restricted to a sequence of
actions when he expends Task Points; thus a man
could move, fire, move again, fall prone, stand
erect, and move again—assuming he possessed
a sufficient number of Task Points. Actions may be
performed in any order.

Diagram 1-Legal Moves
M = Man # = Task Points required

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7 5 7
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A man can move from the square he is situated in to any of the eight adjacent squares. Moving to an orthogonally adjacent square—one the man’s square shares a side with—costs five Task Points. Moving diagonally—to a square that the man’s square shares only a point with—costs seven Task Points. These costs may be modified by terrain, or by the status (wounded, prone, etc.) of the man engaged in the movement. See Diagram 1 for legal moves.

When performing a movement, a Player may only move one man one square at a time. Under no circumstances may a man “skip” a square in his movement; he may only move from one square to an adjacent square.

A Player moves a man as far as he wishes, carefully keeping track of the Task Point expenditure as he goes; once the man has moved as far as the owning Player wishes, the Player draws a new mark for the man, erases the old, and may continue Task Point expenditure for the man, should any Task Points be remaining.

Generally speaking, there are two types of terrain: “field” terrain, which is represented by a color or pattern on the grid, and “line” terrain, which is represented by lines and symbols drawn along the lines of the grid. “Rough” terrain is an example of field terrain; “Wall” is an example of line terrain.

If a man moves into a square within a field terrain pattern, the number of Task Points the man pays to enter the square will be increased (in almost all cases) by the terrain. A square wholly or partially filled with a field terrain pattern is considered to be a square of that type of terrain, no matter which adjacent squares the square is entered from or how infinitesimally the part of the pattern in the square.

Field terrain may affect Task Point costs in two ways. Some terrain has a Task Point Multiply; this means the cost to move a square in this terrain type is multiplied by the terrain multiple. Thus, since the terrain multiple for rough terrain is two, a man moving along an orthogonally adjacent rough square would pay 10 Task Points (five multiplied by two equals ten), and a man moving to a diagonally adjacent rough square would pay 14 Task Points (seven multiplied by two equals fourteen).

Some terrain has a Task Point Additive as well as a multiple. For example, a woods hex has a terrain multiple of 2, and a terrain additive of 3. Thus, a man moving to an orthogonally adjacent woods square would expend 13 Task Points (five multiplied by two plus three equals thirteen, while a man moving to a diagonally adjacent woods square would expend 17 Task Points (seven times two plus three equals seventeen.)

Line terrain types are either impassable or possess a Task Point additive (in the latter case, it has a multiple of 2). For example, a wall is impassable, while a door costs an additional five Task Points when moved through.

A man may only move through a door or window if he moves from a square directly adjacent to the door or window. Thus, in Diagram 2 below, A could not move through the door, although B could. All slit terrain is treated as a window or door for the purposes of this Case.

Impassable line terrain prevents movement from a square to a diagonally adjacent square only if the impassable line terrain extends across both square sides. Thus, in diagram 2 below, A could not move to X, but C could move to Y.

When determining what terrain a man is moving into, Players should consult the Terrain Key (Printed on Map D).

Terrain Effects Chart (see Charts and Tables)

No more than two Friendly men may ever occupy a given square at the same time. If two Friendly men are in a given square, a third Friendly man cannot enter the square.

Entering or exiting squares containing a Friendly man does not require the expenditure of additional Task Points.

Enemy men have no effect upon Friendly stacking; thus, there may be up to four men in a given square—two Friendly and two Enemy.

If a man enters a square in which an Enemy man is situated, the man must cease movement immediately (regardless of whether or not a Friendly man is present); he may expend no further Task Points during the Task Execution Phase.

If a man begins a Task Execution Phase in a square containing an Enemy man, he may or may not be able to move and perform other tasks from the square, depending on the results of hand-to-hand combat (see Case 12.0).

A man may freely enter or exit a square containing an incapacitated or dead Enemy man. Wounded or unwounded men prevent task execution only as per Case 7.44.

Normally, only the man whose turn it is to expend Task Points may expend Task Points. However, under certain circumstances, actions taken by that man may allow other men to take action (but not necessarily expend Task Points).

When a man moves in a way that would allow an Enemy man who had not previously observed him to draw a Line of Sight to the moving man, the non-executing player must use the Observation rules (Section 8.0) to determine whether the moving man has been observed by eligible men. While this is being done, the moving man may not expend further Task Points. Once the observation procedure has been executed, the man may continue to expend Task Points (however, successful observation may lead to opportunity fire; see below).

When a man moves in such a way that an Enemy man who was plotted for opportunity fire (see Case 10.7) might be able to fire on him, the non-Phasing Player determines whether the man plotted for opportunity fire is aware of the moving man. If the plotted man does fire on the moving man, the fire is resolved before the moving man continues his Task Point expenditure. If the moving man is wounded, he will lose Task Points as a result of the wound; if he has any Task Points remaining, he may continue his movement or take some other action.

Movement by a man may cause interruption of movement for some reason not outlined here. For instance, a man moving through a minefield might be subjected to an attack by a mine, and would have to cease expending Task Points long enough for the attack by the mine to be resolved. Special rules for such interruptions will be outlined in the appropriate Cases.

Normally, falling prone is a task requiring the expenditure of Task Points (see the Task Point Cost Chart, 5.22). However, a man may fall prone at the end of his Task Point expenditure, even if he does not have enough Task Points remaining to normally perform the task of falling prone.

Observation may occur during three different Phases of the Game: Turn the Observation, Non-Prepared Task Execution and Prepared Task Execution Phases. Observation is the procedure by which a Friendly man "sees" an Enemy man. To be able to observe an Enemy man, that Enemy man must be within the observation range (determined at the beginning of the scenario) of the Friendly man, and there must be a Line of Sight (see procedure) between the Friendly and Enemy man. Observation range is affected by light and weather conditions; the chance to observe a given Enemy man is affected by the terrain and the posture the Enemy man has adopted.

At the beginning of the scenario, the Players determine the observation range for all men during the course of the scenario. This is determined by comparing the light and weather conditions (see Case 8.1). The observation range remains the same for men on both sides throughout the scenario. If the observing man is within range of the target man, determine whether the observer has a Line of Sight to the target (see Case 8.2). If the man attempting to observe does indeed have a Line of Sight, refer to the Observation Chance Modification Table (8.74) to determine whether the chance of observation is increased or decreased (the chance of observation for the observing men will be listed in the scenario). Once the chance of observation has been calculated, roll one die. If the roll is less than or equal to the modified percentage chance of observation, the observing man has observed his target. If the roll is greater than the percentage chance of observation, the observing man has not observed his target.

The distance at which men can observe each other is determined by a combination of the light conditions (time of day) and the weather conditions. Refer to the Observation Range Table (8.13). Find the time of day along the top of the Table; find the weather conditions along the side of the table. Cross-reference row and column to yield a number; the number is the distance, in squares, at which men may attempt to observe each other. As this number remains the same throughout the scenario, Players may wish to record the observation range on their respective Data Logs as a reminder.
[8.11] Once the observation range has been determined, the Player attempting to observe must determine whether his man is within observation range of the man he is attempting to observe. To do so, take the long side of one of the maps not in play — reading along the coordinates, which are spaced so that the distance between two adjacent coordinates equals one square — place the “01” coordinate of the map in the center of the square containing the observing man. Turn the map so that it passes through the square containing the target man; determine which of the coordinates on the map falls within this square, and read the corresponding number. If one is subtracted from this number, the Player has determined the actual range between the observing and target man. (If two coordinates on the map edge fall within the target square, the distance is the lesser of the two numbers.)

[8.12] If the actual range between observing and target men is less than or equal to the observation range determined at the beginning of the scenario, the observer may attempt observation of the target man.

[8.13] Observation Range Table (see Charts and Tables)

[8.2] ELEVATION AND LINE OF SIGHT

[8.21] Most of the maps provided with Commando have contour lines printed on them (see the Terrain Key and the maps for examples); those that do not are considered to take place on almost completely flat terrain. Contour lines are simply wavy lines drawn across the map; at regular intervals, a number indicates the elevation level of the contour line. Contour lines will generally surround a "patch" of interconnected squares — these Squares are considered to be at the elevation level printed on the contour line itself. Note that the boxes through which the contour line passes are at the elevation printed on the contour line. Thus, "Ground level" is Elevation Level Zero. Each elevation level represents a rise of about three meters.

[8.22] Certain terrain types are considered "blocking" terrain. If a given type of terrain is blocking, this will be noted on the Terrain Effects Chart (7.39). Blocking terrain is considered to be at an elevation level one greater than the actual level determined by contour line for Line of Sight purposes only. Thus, woods at elevation level 2 would be considered to be at elevation level 3 for Line of Sight tracing purposes, but a man in the woods would only be at elevation level 2.

[8.23] Blocking terrain is considered to exist between two men if (a) the straightedge laid down between them passes through any part of a blocking field terrain pattern printed on the map, or (b) the straightedge passes through any part of blocking line terrain. The Terrain Effects Chart (7.39) defines all blocking terrain. Note that smoke (as from smoke grenade) is considered to block the square in which it occurs plus the eight adjacent squares. Note that LOS passing through any of those nine squares would be blocked.

[8.24] A man can only attempt to observe another man if he can trace a Line of Sight (hereafter called an LOS) to his observation target. Take a straightedge — a map not in use will do — and lay it down between the two men's squares. If the line between the two squares passes through any terrain at a higher elevation level than one of the men's squares, the LOS may be blocked.

[8.25] If the two men are at elevation levels lower than that of any of the terrain the Line of Sight passes through, the LOS is blocked. This most often occurs if a hill intervenes between the two men; thus it is possible for the Line of Sight to be blocked without any per se blocking terrain intervening.

[8.26] If terrain exists between the two men which is higher than the lower man but at the same elevation level or lower than the higher man, then it blocks the Line of Sight only if it is closer (in squares) to the lower man than to the higher man. If the two men are at the same distance from the terrain, the LOS is not blocked.

[8.27] A man may always attempt observation of a man in an adjacent square, unless there is blocking line terrain (e.g., a wall) between the two.

[8.3] RESTRICTIONS ON OBSERVATION

[8.31] A man may attempt observation only once during the Observation Phase.

[8.32] A man may successfully observe only one man per Task Execution Phase (either prepared or non-prepared); however, a man may make as many observation attempts as his owning Player wishes until he has successfully observed an Enemy man. Exception: Case 8.85.

[8.33] Observation may only be attempted in the Observation, Prepared or Non-Prepared Task Execution Phases.

[8.34] A man may have up to three men under observation at any one time (but see Case 8.85).

[8.35] A man may only observe more than one man when all of the men observed are in the same 180° arc. See diagram 3.

Diagram 3: 180° Field of Vision

The man may observe up to three men in any area defined by a continuous pattern.

[8.36] A man may only attempt observation of a given Enemy man once per Phase.

[8.4] OBSERVATION IN BUILDINGS

[8.41] "Buildings" consist of line terrain exclusively, and all rules for line terrain govern, except where noted below.

[8.42] Doors
A Door affords no protection against observation for a standing man, but does provide a modicum of protection for a prone man. A prone man in a square abutting a door line may not be observed through the door by a man more than eight squares away. Exception: Case 8.5.

[8.43] Slits
Slits are defined as any aperture adjacent to a Bunker Square. An erect man may be Freely Observed through a slit, but a prone man may only be Observed from a distance of four or fewer Squares away through a slit. Exception: Case 8.5.

[8.44] Windows
Observation through a window of an erect man is permissible, but a prone man may not be observed through a window. Exceptions: Cases 8.27 and 8.5.

[8.45] Whenever a man attempts to observe a target man through a building line, there is an adverse modification to his chance to observe. See the Observation Chance Modification Table (8.74).}

[8.5] AUTOMATIC OBSERVATION

Automatic observation requires only a line of Sight between an observing man and a target man who is within observation range. The task of firing a weapon or throwing a grenade entails automatic observation of the firing or throwing man by all Enemy men fulfilling these criteria. Even men who are prone behind a door, slit or window become observed when firing.

Player's Note: It is this rule that makes opportunity fire (see Case 10.7) so dramatically important. Without opportunity fire, a man may effectively avoid "normal" fire by firing through a window, moving one square out of "sight" and then either remaining in his new square or returning to the window square and becoming unobservable again by dropping prone. However, opportunity fire will provide an effective deterrent to this practice, because the man performing opportunity fire will automatically observe the firing enemy man and have a chance to inflict damage before the Enemy man gets away.

[8.6] A NOTE ON FIELD TERRAIN PATTERNS

While terrain types are considered to "fill" the square for the purposes of movement (i.e., the movement cost for a rough square no matter how little or much of the rough pattern is in the square), and most field patterns mark the entire square, blocking terrain, there is one exception. The individual tree symbol (standing for woods) is intended as a natural line of Sight. Therefore, when drawing an LOS, the Players consider only the actual space occupied by the tree symbols, rather than the entire square. Again, if any portion of the LOS impinges upon one tree, it would be blocking terrain.

[8.7] DERIVING THE OBSERVATION CHANCE

[8.71] In the scenario listings, each force will be given an observation code letter, indicating the alertness and sharpshightedness of all men on a given side. Using the Observation Chance Index (8.73), determine the basic observation chance corresponding to the observation code, and note it on the Data Log for easy reference throughout the scenario.

[8.72] Refer to the Observation Chance Modification Table (8.74). Determine whether any of the circumstances listed on the Table apply to the observation situation. If they do, add or subtract the indicated numbers from the base chance.

[8.73] Observation Chance Index (see Charts and Tables)

[8.74] Observation Chance Modification Table (see Charts and Tables)

[8.8] HIDDEN MOVEMENT AND INDIVIDUAL OBSERVATION

[8.81] Depending on the scenario, either (a) the positions of both Players' men will always be drawn on the map, and the Players will "know" where each other's men are (in this case, men may not fire on each other until they have observed each other); or (b) the positions of one Player will
be drawn on the map, while the other Player secretly notes the positions of his men on a copy of the map (provided with the game). In this case, the men of the "hidden" Player will be drawn on the map only when observed, but a man still may not fire on an Enemy man until he has observed the Enemy man.

8.82] When a man observes an Enemy man, only he is considered to have observed the Enemy man. He may fire at that man, but other men on the same side may not until they observe the man. The Players must be careful to keep track of which men have observed which Enemy man; if they wish, they may make notes on a piece of scrap paper, but it is fairly easy to keep track of this mentally throughout play.

8.83] Once a man has observed an Enemy man, the Enemy man is "spotted" by the observing man. The observing man knows where the "spotted" man is, and does not have to re-roll every Game-Turn to observe the man.

8.84] During the Bookkeeping Phase of each Game-Turn, the Players must check to determine whether any observed men are no longer observed. If an observed man is outside the observing man's (men's) observation range, or if the observing man (men) cannot trace an LOS to the observed man, the observed man is no longer observed. The observing man cannot fire on the (previously) observed man until he re-observes him at a later date. Note: This occurs only during the Bookkeeping Phase; if an observed man were to duck behind blocking terrain momentarily during the Task Execution Phase, he does not cease to be observed.

8.85] A man may successfully observe up to two Enemy men in a Game-Turn, and a maximum of three at any time. He may attempt to observe any number of men in a Game-Turn, but if he successfully observed two men no further attempts may be made. Note: A man may already have observed up to two men, then observe one more, during a single Game-Turn.

8.9] SEQUENCE AND REQUIREMENTS OF OBSERVATION

8.91] During the Observation Phase, a Player may attempt observation with his men.

8.92] During the Task Execution Phases, a man must attempt observation of the first Enemy man who moves within observation range and to which he has an unblocked Line of Sight. He may forego this restriction if he has already observed an Enemy man who fired within observation range and to which he has an unblocked Line of Sight.

8.93] Sequencing of observation during the Observation Phase may be done in any order. If the Players cannot agree, then the defending Player should attempt observation with one man first, then the attacking Player with one man, and so on (in the same way Task Execution alternates see Case 6.2).

8.94] Thus, although normally only one man takes action at any one time during a Task Execution Phase, any man can attempt to observe, within the limits of Case 8.3. Observation attempts will interrupt movement (see Case 7.5).

8.95] Though a man may be forced to observe the first moving man who can into his observation range and to which he can trace an unblocked Line of Sight, he may choose at which point in the Enemy man's movement he attempts the observation.

8.96] Observation attempts do not require the expenditure of Task Points.

9.0] ENDURANCE

GENERAL RULE:

- Each man has an endurance rating, which is stated in the form of the command listings: (1) as a constant for all men — each man has an identical endurance rating, and (2) as a formula for random generation of endurance — and thus men are likely, to have different endurance ratings. A man's endurance represents his resistance to injury. The endurance rating is equal to the maximum number of Wound Points which may be charged against a man before he becomes incapacitated; i.e., how much damage he can take. Each time a man is hit by gunfire, grenade fragments, or a hand-to-hand weapon, he will be charged with ("take") a certain number of Wound Points; when the total number of Wound Points a man has taken exceeds his endurance by three, the man is dead. When the total number of Wound Points suffered by a man is equal to or greater than half the endurance rating, the man is seriously wounded; when the total is equal to or up to two Wound Points greater, the man is incapacitated. The number of Wound Points a man has taken may affect his Task Point total.

CASES:

9.1] RECORDING WOUND POINTS

The Players must note the endurance of each of their men on the Data Log, and keep track of the number of Wound Points that each has suffered throughout the course of the game.

9.2] SERIOUS WOUND AND INCAPACITATION

9.21] Serious Wounds

If a man has suffered Wound Points equal to or greater than half of his endurance, the man is considered seriously wounded. Seriously wounded men expend twice as many Task Points to execute a task as men who are not seriously wounded (but not necessarily unwounded). Double the Task Point costs listed on the Task Point Cost Table, 5.22.

Example: A man with an endurance of 9 has suffered 5 Wound Points. Half of 9 is 4.5 and 5 is greater than 4.5; therefore, the man is seriously wounded.

9.22] Incapacitation

If a man has suffered Wound Points equal to or up to two greater than his endurance, the man is considered incapacitated. Incapacitated men are always considered prone, and have zero Task Points each Turn. That is, incapacitated men are unconscious, and incapable of performing any task.

Example: A man with an endurance of 9 has sustained 10 Wound Points. Since 10 is greater but not in excess of two greater than 9, the man is incapacitated.

9.3] EFFECTS OF WOUNDS

9.31] If the target of opportunity fire is hit and wounded (as opposed to being killed), he immediately loses Task Points. To ascertain the extent of loss, double the number of Wound Points the man suffers; the man immediately loses that number of Task Points for that Turn. If this forces the man to exceed his Task Point allowance, the man may not perform any further task in the Game-Turn, but may fall prone immediately. A man killed loses all remaining Task Points.

9.32] A seriously wounded man expends twice the normal number of Task Points. This extra cost is applied immediately after the serious wound is recorded. Being seriously wounded in no way affects the previous expenditure of Task Points.

9.33] A seriously wounded man's chance of hitting a target while performing any combat task is halved (rounding down). Thus, if a man had a normal 76% chance of hitting a target before he was seriously wounded, he now has a 38% chance of hitting that target. The serious wound modifier is applied after all other combat modifiers have been applied.

9.4] GENERATING ENDURANCE RANDOMLY

In each scenario, the Players are given the choice of either taking the printed Wound Point value (i.e., endurance) or generating the Wound Points in secret. If the Players choose to generate the Wound Points, the formula is always stated as Dy + x, and the average is almost always within one-half of a Point of the printed "standard" value.

Example: In a given scenario, the endurance of Side A is 13 [D10 + 8]. The Player may either note down that each of his men have an endurance of 13 (which will give the opposing Player a considerable amount of information), or he may roll up the Wound Points for his commandos. Assume that the Player possesses six commandos and rolls 6, 7, 7, 5 and 9. The commandos have endurance total of 14, 15, 15, 13 and 17, respectively.

10.0] FIRE COMBAT

COMMENTARY:

Fire combat is performed at a distance with a projectile weapon. Fire combat does not include grenade-throwing, hand-to-hand combat, attacks by land mines, etc. Fire is a distinct task performed during the Task Execution Phase.

GENERAL RULE:

To perform fire combat, the firing man must have observed the target man. The firing Player consults the type of weapon the firing man is using, the terrain occupied by the target man, the posture of the target, and the condition of the firing man to determine the fire percentage. If the fire hits, the Player controlling the target will determine the damage. Meanwhile, the firing man must determine whether the weapon used has run out of ammunition. Fire is performed as a normal task during either of Task Execution Phases, or as opportunity fire, which interrupts movement or responds to fire.

PROCEDURE:

- When a man fires at a target, the man's weapons (braced or hand-held) under the "weapon column of the Fire Combat Table (10.81). Next, determine range between the firing man and his target using one of the maps not in use per Case 8.11. Find the range along the top of the Table. Cross-reference the weapon and the Range to yield a single number.
- Refer to the Fire Combat Modification Table (10.82). If any of the circumstances described on this Table (some of which are elaborated upon in Case 10.5) have occurred or apply to the situation, modify the number determined from the Fire Combat table by all Fire Combat Modifiers described. Unless the man was prohibited from firing by the result on the Fire Combat Results Table, roll 1D100. If the number rolled is less than or equal to the number determined through the procedure above, the firing man has hit (and at least Wounded) his target.
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- Refer to the Kill Percentage Table (10.83) if the target is hit and the modified percentage of hitting the target was greater than 5%. Find the probability of hitting (i.e., the modified number) along the left-hand column of the Table, and find the corresponding number along the right-hand column. If the number rolled to hit is less than or equal to the number listed on the right-hand column of the Kill Percentage Table, the target is dead—automatically, regardless of his endurance. If the number rolled is greater than the kill percentage number but less than or equal to the probability of hitting, the firing man has wounded his target, and the target will suffer damage as per Case 10.5.

CASES:

10.1 WHEN A MAN MAY FIRE

10.11 A man may only perform one combat task per Game-Turn. Engaging in fire combat, grenade throw, hand-to-hand combat and similar tasks are considered combat tasks. A man may fire only once per Game-Turn, or prepare and throw a grenade once, but never twice and never both in the same Game-Turn.

10.12 Combat tasks may be determined by whether the man is directly injuring a man, as opposed to potentially injuring a man. Setting demolition charges would not be considered a combat task (even if the man setting the charge was sadist enough to set the charges next to an incapacitated man), but deliberately tripping a mine would. Note that there are a few tasks such as smoke grenade preparation and throwing that do not qualify as combat tasks, even though a combat task uses the same procedure.

10.13 When it is a man’s turn to expend Task Points, he may fire at one Enemy man. A man is not forced to fire at the beginning of his Task Point expenditure. A man could, for instance, move, observe an Enemy man, and execute fire on that man, firing on the man (provided the man had sufficient Task Points). Men may fire out of sequence, if they are plotted for opportunity fire (see Case 10.7).

10.14 A man may only fire at a target he has observed.

10.15 A man may never fire at an Enemy man in a square containing a Friendly man (a situation almost always precipitated by hand-to-hand combat). Nor may a man fire at a Friendly man (Exception: see Case 14.22).

10.16 A man firing at an Enemy man entering the firing man’s square does so at a cost of double the normal number of Task Points.

10.2 EXECUTION OF FIRE

10.21 The weapons a man carries are specified by the scenario listings. Usually a man carries two fire weapons—two rifles, and some other weapon. A man may fire either of his weapons during a Task Execution Phase. See also Case 13.1.

10.22 Some weapons may be fired either braced or hand-held. A weapon is automatically considered braced if (a) its firer is prone, or (b) its firer is in a square adjacent to a wall (whether inside a building or not). Otherwise, a weapon is considered hand-held. There is a separate entry for braced and hand-held on the Fire Combat Results Table (10.81). Note: Machine guns may only be fired braced.

10.23 If the result determined on the Fire Combat Table is “P,” the man may not fire (fire at that range is prohibited). If the number is zero or negative, the weapon cannot hit the target unless combat modifiers change the number to a positive integer.

10.24 A number modified to zero or below zero is always treated as “01.” A zero or negative number on the Fire Combat Table that is not modified to a positive number prohibits fire.

10.3 PROTECTION FROM FIRE

10.31 Movement

If a man is moving when fired upon (which can occur only during opportunity fire), the firing man receives an adverse modification. Also, if a man is prone or adjacent to a wall or a bunker, he receives a favorable modification. The exception to this rule is that a moving man does not receive the benefit of being adjacent to a wall or a bunker.

10.32 Terrain

The effects of Terrain are described in both the Terrain Effects Chart (7.39) and the Fire Combat Modification Table (10.82).

10.33 Firing Man

Certain actions undertaken by the firing man (listed on the Fire Combat Modification Table), will adversely modify his chance of hitting the target.

10.34 Other Modifiers

Any other modifiers are covered in the appropriate Optional Rules Sections.

10.4 MULTIPLE FIRES

10.41 Some weapons are considered to be “fired” more than once each time a man expends Task Points to fire the weapon. This does not mean the weapon may be fired at three or more times, or that the man is actually firing the weapon more than once, but rather is a procedure for representing the potential damage the weapon may do. Refer to the “Nr. of fires” column of the Fire Combat Table (note that a pistol, for example, has one fire, while the rifle has five).

10.42 If a weapon’s “Nr. of fires” is greater than one, the weapon fires the indicated number of times each time its man expends Task Points to fire it. Roll the indicated number of times to see whether the weapon hits (and the chance will be the same each time; Exception: Case 10.46), and apply the appropriate damage each time the weapon hits. Note that the firing man expends Task Points once, but the weapon fires more than once.

10.43 Normally, a man may fire a weapon at only one target. However, if the weapon he uses has more “fires” than one, he may engage in “spray fire” under certain circumstances. As its name implies, spray fire consists of hitting more than one target, not necessarily in the same square. Spray fire costs more than normal fire (see the Task Point Cost Chart, 5.22), regardless of whether the spray fire is executed in one or more squares.

10.44 If several target men occupy the same square, the firing man may choose how he wishes to allocate his fires before resolving any individual fires. Thus, if the firing man had five fires, and fired at a square containing men A and B, he could fire four times at man A and one time at man B, or two times at man A and three times at man B, and so on. Note: A single fire weapon may fire at only one man in a square, regardless of the number of men in the square.

10.45 If there are two or more observed men within two squares of each other, the fire may be split among these men. The firing Player must resolve each fire against one man, in turn; if he desires, he may shift his target to some other man within two squares. Continue resolving fires until the weapon has exhausted fires or the Player wishes to cease firing.

10.46 The chance of hitting each of the targets may vary if the men being fired at are in different terrain, conditions, etc. Apply the modifiers as appropriate.

10.5 WOUNDS AND DEATH

Once it has been determined that a target man has been hit, the owning Player must determine whether the man is dead or how many Wound Points the man suffers.

10.51 Refer to the Fire Combat Table if the man has suffered Wound Points. Find the firing weapon under the “weapons” column of the Table, and read across to the Wound Points column. Under this column will be a die code to indicate the number and type of dice rolled to generate the appropriate number of Wound Points. Roll the dice; the target suffers the indicated number of Wound Points. Since the Tasks are executed sequentially in Commando, the Wound Points are applied to the target man immediately, before any other men may take action (Exception: see Case 10.55).

10.52 Wound Points taken may cause the loss of Task Points; if the man has not already moved, he loses Task Points as per Case 10.75.

10.53 Regardless of modifiers to the die-roll, a man receiving a hit must take at least one Wound Point.

10.54 There are two ways a man can die: (1) If the firing man rolls a number less than or equal to the Kill Percentage, thus automatically killing the unfortunate target; or (2) if the number of Wound Points received by a given man is equal to three or more greater than the man’s endurance. In either case, the man should be removed from play, and erased from the piece of scrap paper on which records are being kept.

10.55 A man plotted to perform opportunity fire (see Case 10.7) may always fire back at a man who kills or wounds him, in his condition as it was before he was fired upon. Thus, fire in this special case is said to be simultaneous. Of course, the opportunity fire plot of the target man must be such that he would be able to fire on the man who wounds or kills him (see Case 10.72).

10.6 MAGAZINE CHECKS

10.61 Certain fire weapons have magazines that may be exhausted when the weapon fires. Refer to the Fire Combat Table; the next-to-last column is labeled “magazine check.” This column of the table lists the probability of a given weapon becoming unloaded—having its magazine exhausted—each time it is fired. When a weapon is fired, refer to this column of the table to discover the chance that it has been unloaded; if “no” is listed in the column, the weapon never becomes unloaded.

10.62 Roll a die; if the number rolled is less than or equal to the number listed in the “magazine check” column, the weapon has become unloaded.

10.63 An unloaded weapon may not be fired until it is reloaded. Reloading a weapon is a task like any other. During a man’s expenditure of Task Points, he may expend the Task Points to reload a weapon he is carrying; the number of Task Points which must be spent is listed on the Task Point Cost Chart, 5.22.

10.64 For multiple fire weapons, a magazine check is made only once per Turn (at the end of all fires by that weapon), rather than per fire.

10.7 OPPORTUNITY FIRE

During the Opportunity Fire Plot Phase, both Players must determine which of their men are designated to perform opportunity fire in the
following Task Execution Phase. Both Players must note on the Data Log which men will engage in opportunity fire, should a target present itself.

[10.71] If an Enemy man moves into a square in which a man plotted for opportunity fire has a line of sight, the plotted man may fire opportunity fire at the moving man should his plot allow it (provided, of course, that the Enemy man has been observed). If an Enemy man fires at a Friendly man, the plotted man can fire opportunity fire at the Enemy man, if all other conditions permit. Note that opportunity fire can trigger opportunity fire from the Enemy.

[10.72] A man plotted for opportunity fire will fire at the first Enemy man who moves or fires within range of the plotted man’s weapon. Exception: When a Player plots a man for opportunity fire, he may specifically plot otherwise: for example, “man #2 fires at second moving or firing Enemy man;” “man #3 fires only at firing Enemy man,” and so on. However, such an exception must be plotted, or the man will fire at the first observed target.

[10.73] When opportunity fire is triggered, the man currently expending Task Points ceases doing so until the opportunity fire is resolved. The opportunity fire is resolved as any other fire is resolved.

[10.74] A man hit by opportunity fire must immediately resolve a panic check (see Section 14.0).

[10.75] A man plotted for opportunity fire may not be moved or engaged in any other Task Point expenditure (except for opportunity fire) until all of both Player’s men who are not plotted for opportunity fire have expended Task Points. In other words, a Player cannot move his men plotted for opportunity fire until he and his opponent have moved all their men who are not engaging in opportunity fire.

[10.76] A man plotted for opportunity fire must expend the Task Points to engage in fire combat with his prepared weapon (see Case 13.17) plus five additional Task Points, regardless of whether he is able to perform opportunity fire in the Phase or not. Lying in wait does take some time.

[10.77] A man plotted for opportunity fire who does not fire may fire normally during his portion of the task Execution Phase.

[10.8] FIRE COMBAT TABLES
(see Charts and Tables)

[10.81] Fire Combat Table
[10.82] Fire Combat Modifications Table
[10.83] Kill Percentage Table

[11.0] GRENADES AND EXPLOSIVES

COMMENTARY:
The use of grenades is perhaps the most important tactic a Player can learn when playing a representative modern-era tactical game. While fire weapons cannot be used effectively against men holed up in defensive positions, grenades may be, and are doubly effective in enclosed areas. Of course, there are other varieties of grenades—smoke and illumination (see the optional rules), for example—and these have their uses too.

GENERAL RULE
There are three different types of grenades in Commando—fragment, smoke, and illumination. All men are assumed to be carrying fragment and smoke grenades at all times; men will be carrying illumination grenades only if specified by the scenario. Unless otherwise stated, all men are considered to be carrying twelve of each variety of grenade. Grenades may be opportunity thrown in the same manner as weapons may be opportunity fired. Explosives are resolved by a different method than a grenade; see Case 11.7.

PROCEDURES:
Preparing a Grenade
• Preparing a grenade is a Task, and requires the expenditure of Task Points (see the Task Point Coat Chart, 5.22). Any man may prepare a grenade during either Task Execution Phase. A man with a prepared grenade need not throw the grenade in the Phase in which it is prepared; the man may hold onto the grenade for the rest of the game, if his owning Player so desires.
• When a man prepares a grenade, his owning Player must note what type (fragment, smoke, illumination) of grenade the man prepares.

Throwing a Grenade
• Once a grenade has been prepared, the owning Player may have the man throw the grenade. The Player must designate the square to which he is throwing the grenade and determine the distance between the throwing man and the square, using the edge of a map not in play as per Case 8.11. He then refers to the Grenade Accuracy Table (11.81) and finds the distance along the top of the Table. On the left side of the Table, the Player discovers the type and era of the grenade (e.g., World War II fragment). Cross-reference the column determined by the distance and the grenade type to yield a single number.
• The number found is the probability that the grenade will hit its destination square. Refer to the Grenade Accuracy Modification Table (11.82); modify the probability number if any of the circumstances indicated on the Table arise.
• Roll 1D100; if the number rolled is less than or equal to the modified probability number, the grenade has hit its target; if not the grenade has scattered.

Diagram 4

Grenade Scatter
• Printed on the map is a Scatter Diagram. If a grenade scatters, roll die; if a 9 or 0 is rolled, re-roll until a number between 1 and 8 is obtained. Refer to the Scatter Diagram; the grenade scatters in the direction indicated by the die-roll and the diagram.
• Refer to the Grenade Scatter Table (11.83), and roll die; cross-reference the number rolled on the Table. The result will be the number of squares the grenade scatters. Count the indicated number of squares from the grenade’s target Square in the direction indicated by the Scatter Diagram; the result will be the grenade’s possible destination square.
• Note that the grenade will travel over a slightly longer scatter path when scattering diagonally; this is intended. The owning Player of the throwing man now traces a normal Line of Sight to the possible destination square. Unless there is blocking line terrain or a woods “tree” in between the throwing man and his target square, the possible destination square becomes the destination square. If there is blocking line terrain in between the throwing man’s square and the possible destination square (impinging upon the LOS), then the grenade lands in the first square in front (i.e., on the thrower’s side) of the blocking line terrain. If there is a woods “tree” square, grenade lands in the first (again, on the thrower’s side) square containing woods. See diagram 4 for elucidation.

Grenade Damage
• Fragment grenades damage men in the square in which they land and in all eight adjacent squares. Determine whether the grenade landed in an open, vented or closed square. Squares inside buildings are closed, those inside trenches or bunkers are Vented, and all others are Open. Refer to the Grenade Damage Table (11.84); find the status of the square on the top of the Table. Find the era of the fragment grenade (WWI, WWII, or modern) along the side of the Table. Cross-referencing the row and column will yield a dice code; this dice code determines the number and
type of dice to roll to determine the number of Wound Points each affected man suffers. Roll the appropriate dice for each man in the blast radius, and note the Wound Points on the Data Log.  

There is a cumulative 2% chance of one man being killed, for each man within the blast radius (the man should be determined randomly). When the chance of hitting is rolled, the Players compare the roll to the number of men present. Multiply that number by two percent, and if the Player rolled equal to or less than the number, one of the affected men is dead. Example: Six men are in the blast radius. One of 12 or less, one of them is automatically killed.

CASES:

[11.1] PREPARATION
[11.11] A man may prepare only one grenade per task execution phase.
[11.12] A man with a prepared grenade may not fire any weapon, nor initiate hand-to-hand combat, nor reload a weapon, nor engage in any other combat task, until he has thrown the grenade.
[11.13] A man may prepare a second grenade while holding onto the first, but there is a 25% chance of the first grenade exploding, thus setting off the second, and almost certainly gravely injuring the preparer. Under no circumstances may a man throw two grenades in the same Phase.
[11.14] Any number of grenades, prepared or otherwise, may be exchanged at the cost of the exchange weapon task.

[11.2] THROWING
[11.21] During the Task Execution Phase, a man may throw a prepared grenade (or, for that matter, he may throw an unprepared grenade—which will bounce around and be considered lost). No man may execute more than one combat task in a Game-Turn; however, a man may prepare and throw a grenade in the same Turn.
[11.22] A man may throw a grenade to any square; he need not have a Line of Sight to that square. However, a man may not throw through a wall or other blocking line terrain (although he may throw over a building).
[11.23] A man may throw a prepared grenade immediately after receiving it in an exchange of weapons (or at any time later in a Task Execution Phase, for that matter).

[11.3] A NOTE ON SCATTER
A grenade may scatter through a door, window or slit. If the Scatter Diagram directs a grenade to scatter through such a line terrain type, roll 1D10; on a roll of 1 or 2, the grenade will scatter through a window or slit, on a roll of 3 through 5, it will scatter through a door. On any other roll, the grenade lands directly in front of the line terrain.

[11.4] FRAGMENT GRENADES
[11.41] After fragment grenades hit their destination Square, they explode. Fragment grenades damage men in the destination square, as well as men in all eight adjacent squares. Men in a square adjacent to the destination square take damage unless they are prone behind a window or slit between them and the detonation square. A grenade on one side of a wall without an aperture (i.e., a door, window or slit) will not do damage to a man on the other side of the wall.
[11.42] Regardless of the subtractions from the die-roll, or modifiers of any sort, a man always receives at least one Wound Point from a grenade blast.
[11.43] When calculating the effects of a grenade blast through an aperture, halve the Wound Points applied to the man, rounding down. To qualify under this Case, the man must be inside the building while the grenade explodes outside, or vice-versa. The chance of the man being killed remains unaffected.

[11.45] Unlike fire, grenades can affect Friendly men. Apply casualties as one would any grenade blast. Grenades are impartial as to sides.

[11.5] SMOKE GRENADES
[11.51] At the end of a Game-Turn in which it is thrown, a smoke grenade produces a cloud of smoke. After a smoke grenade’s destination square has been determined, mark its square.
[11.52] During the Bookkeeping Phase of each Game-Turn, determine the smoke pattern for each smoke grenade thrown in the previous Task Execution Phase.
[11.53] The smoke pattern a smoke grenade produces is a straight line of squares. This line begins in the smoke grenade’s square, and extends in a direction determined by rolling 1D10 (re-rolling on 9’s and 10’s), and referring to the Scatter Diagram. The length of the line is determined by rolling 1D10 and halving the die-roll (rounding up). Thus, if a 4 is rolled, the line will be two squares long from the grenade’s destination square, and thus will take up three squares—the grenade’s destination Square, and two others.

[11.54] Draw smoke marks inside the squares the line of smoke extends into. During the Bookkeeping Phase of each Game-Turn, (except the Turn in which it was created) roll 1D6 for each smoke square; if a roll of 1 occurs, the smoke dissipates (erase the smoke marks). Thus each square is rolled for once per Game-Turn.
[11.55] If a smoke grenade lands inside a building, bunker or vehicle, it fills the square it lands in, plus all adjacent squares inside the structure, but does not extend in a line.
[11.56] Smoke squares are considered blocking terrain for the purposes of LOS.

[11.57] A smoke pattern does not extend through a wall or other blocking line terrain. A smoke pattern which would normally extend through such blocking terrain simply stops at the terrain.
[11.58] Smoke patterns that would normally run through an aperture (window, door, slit) extends into the first square within the structure, but no further, regardless of die-roll.
[11.59] A man in a smoke square may not observe beyond the square.

[11.6] OPPORTUNITY THROW
[11.61] Any man who begins an Opportunity Fire Plot Phase with a prepared grenade may be plotted to opportunity throw the grenade.
[11.62] Opportunity throws are plotted and executed as normal, except the procedure for throwing grenades is used and grenades are thrown at squares, not men. Obviously, men may only opportunity throw at squares within their LOS.
[11.63] Unlike opportunity fire, a Player does not have to announce whether or not he has opportunity throw plotted.

[11.64] A man plotted for opportunity throw must expend the Task Points to throw the grenade, plus five additional Task Points, regardless of whether he actually throws the grenade. Note that the man could pay the penalty for plotting opportunity throw, not perform the task, and then throw the grenade in the Prepared Task Execution Phase.

[11.7] EXPLOSIVES
Explosives (when available) are listed in a scenario per the following format: Number; Effects;

[11.71] Number
At the beginning of a scenario, the players must assign the explosives to his men. There is a limit of one explosive per man, and explosives may be freely transferred among men with the Exchange Weapons Task. At no time in play may a man possess two explosives.

[11.72] Effect
Generally, a Player will be informed that the explosives are capable of destroying one particular structure. This is not to say that it cannot destroy some other structure(s) on the map, but rather that the Player was sent with instructions to destroy the one specific structure. Usually, the Player will be informed of the level of the structure if the explosives detonate. Replace the entire structure with a rubble symbol (Players should employ their imagination here).

[11.73] EMPLOYMENT REQUIREMENTS
The employment requirements inform the Players of two conditions: the number of Task Points required to set off the explosive, and where the explosive must be placed to cause the properly desired effects. If the explosives are not placed in the correctly specified place, they will have only those effects described in Case 11.76.

[11.74] Fuse Time
The Fuse Time is simply the number of Game-Turns after the required Task Points have been spent when the Players check for possible detonation. The Enemy Player can never interfere with a "set" explosive, but he can move it freely (however he will have no way of knowing when the explosive will go off). If the Player has a man carry an initially Enemy-controlled explosive, the man’s Panic Percentage (see Section 14.0) is multiplied by three, and the Player must make two checks every Turn, before and after that Man’s Task Execution.

[11.75] CHANCE OF SUCCESS
To paraphrase a rather famous quote, even the best set charges gang agley. And though explosives can be manufactured rather well, setting them in the midst of a firefight makes it difficult to do correctly. After the fuse time has expired, the Player who set the charges rolls 1D100. Should he roll equal to or less than the chance of success, the charge detonates with the effects described in Cases 11.76 and 11.77. If he rolls higher than the required number, the explosive has not gone off. The Player may send a man to reset the explosive (which is performed exactly as it was the first time), and, should the explosive fail a second time, it is a dud and cannot be used again.

[11.76] EFFECT ON MEN
Explosives which have the power to bring down buildings also can severely injure men, who are not constructed quite as well as buildings for these purposes. The effects of the explosives are listed at the following ranges: 0 (presumably holding the damn thing), 1-2, 3-4, and 5-6. Each of these ranges will be followed by a dice code which will inform the Players how much damage a man at the appropriate range receives. Treat as a grenade (Case 11.46 being the most relevant) for purposes of determining which terrain protects a man from the blast.

[11.8] GRENADE TABLES
(see Charts and Tables)

[11.81] GRENADE ACCURACY TABLE
[11.82] GRENADE ACCURACY MODIFIERS TABLE
[11.83] GRENADE SCATTER TABLE
[11.84] GRENADE DAMAGE TABLE
[12.0] **HAND-TO-HAND COMBAT**

**COMMENTARY:**
Despite the prevalence of new weapons technology, and the resultant ability to kill more efficiently at greater distances, the best of the modern warriors stress the ability to deal with an opponent at the closest quarters possible. The public seems likely to judge him on this attitude — the feared and respected fighting units of the modern era have been led by men well-trained at personal combat. There are exceptions, of course — well-trained tankers get their measure of respect.

**GENERAL RULE:**
Hand-to-hand combat is performed when a Friendly man (or men) and an Enemy man (or men) are present in the same square, and one or both Players wish to engage them in hand-to-hand combat. Hand-to-hand combat is actual melee combat with weapon butts, fists, knives or similar weapons; it is effected by bodily contact and brute force, rather than by fire at a distance.

**PROCEDURE:**
- Hand-to-hand combat is resolved during the hand-to-hand combat Phase, in five rounds. Before the first round, the Players resolve one attempt at disengagement (per combat). Following disengagement is grappling and evasion, followed by hand-to-hand combat resolution. The last two are repeated five times, at which point the Phase is concluded.
- The procedures for disengagement, grappling and evasion and hand-to-hand combat resolution are in the individual Cases.
- A man engaging in hand-to-hand combat may not expend Task Points in the ensuing Task Execution Phase.
- A Panic Check must be made before the Disengagement step of the Hand-to-Hand Combat Phase for each man involved in hand-to-hand combat.

**CASES:**

[12.1] **HOW TO ENGAGE IN HAND-TO-HAND COMBAT**

[12.11] Should men be in the same square at the beginning of the Hand-to-Hand Combat Phase, and one of the Players wishes to perform hand-to-hand combat, then hand-to-hand combat must be performed.

[12.12] If a man enters an Enemy man's square, and the Enemy man has not expended Task Points in the current Phase, and the Enemy man has observed the moving man, the Enemy man may move away from the square. If the Enemy man has already expended all his Task Points, or has not observed the moving man, he may not move away (exception: see Case 12.21). If the Enemy man could move away but does not, he may be engaged in hand-to-hand combat on the following Game-Turn.

[12.13] A man is eligible to fire immediately if (1) his square is entered and he has expended no Task Points, or (2) his square is entered and he has expended Task Points, but has not yet performed a combat task and has sufficient Task Points remaining to fire. In the case of (1), the fire is resolved in the man's portion of the Task Execution Phase; in the case of (2), the fire is resolved immediately.

[12.14] A man who enters an Enemy man's Square must immediately cease movement, and may not expend any further Task Points for the remainder of the Phase.

[12.15] If the Enemy man does fire in his portion of the Task Execution Phase (falling under case 1) of Case 12.14, he must expend twice the normal allotment of Task Points.

[12.16] Normally, two men from one side may occupy a single square. Each Player may have two men in the square. Note that if a man were to fire at an enemy entering his square (as in Case 12.14), the presence of an Enemy man would not prevent the man from firing on the entering Enemy man (this is an exception to Case 10.15).

[12.17] If a man moves into a square containing two Enemy men, both men have the same options exactly as if each were the only Friendly man in the square. The Friendly Player resolves their situations exactly as above. If a man moves into a square containing an Enemy man, and then a Second Friendly man moves into the Square containing the same Enemy man, the Enemy man may fire only at the first Friendly man.

[12.2] **SURPRISE**

[12.21] A man whose square is entered by an Enemy man who was not observed previously is considered "surprised." If the surprised man was executing a sentry routine (see Section 38.0, a scenarios) and had not expended Task Points before his square was entered, he executes his sentry routine normally. Otherwise, he must remain in the square and may expend no further Task Points in the Phase.

[12.22] A man who is surprised is considered surprised during the next Game-Turn following as well as the current Turn. A surprised man may not execute an observation routine.

[12.23] Normally, a man automatically observes any other man in his square. However, a surprised man does not observe the man who surprised him until the man has struck at least one blow in hand-to-hand combat (see Case 12.5). Thus, a surprised man may not strike a blow or give alarm (see Section 38.0 on sentry routine) until at least one blow is struck (and if he dies as a result of the first blow, no alarm is given).

[12.24] A surprised man may not attempt to grapple another man, and is automatically grappled if an Enemy man attempts to grapple him (see Case 12.4).

[12.25] A surprised man who is struck by another man's first blow has the chance of automatic death tripled (see Case 12.8). If a surprised man is struck by a saber's first blow, for example, he has a 30% chance of dying.

[12.26] Surprised men may attempt blows only in the last four rounds of the Turn following the one in which they are surprised (see Case 12.5).

[12.3] **DISENGAGEMENT PROCEDURE:**
- Hand-to-hand combat is resolved during the hand-to-hand combat Phase. If Enemy men are present in the same Square and both Players do not wish the men to engage in hand-to-hand combat, the men do not do so and may execute other Tasks.
- If one Player wishes the men to engage in hand-to-hand combat and the other does not, the Players must refer to the Disengagement Table (12.9).
- Find the number of men the Player who wishes to disengage has in the square along the left-hand side of the table, and the number of men the Player who does not wish to disengage has along the top. Cross-reference and roll 2D6. The Disengagement Table will list a span of die-rolls (example: "2-5"); if the number rolled falls within this span, one or more men are able to disengage.

The Table will indicate whether one or both (if applicable) men are able to disengage.

[12.31] A man who successfully disengages may execute tasks freely during the Task Execution Phase, after paying the Task Execution Point Cost for disengagement. A man who does not disengage must engage in hand-to-hand combat, and expends all his Task Points in doing so. If one Player does not wish his man (men) to disengage, but all of the other Player's men successfully disengage, the first Player's man (men) is considered disengaged.

[12.32] Surprised men may never disengage.

[12.33] Grappled men (see Case 12.4) may attempt to disengage. However, a grappled man who disengages spends half his Task Points in the act of disengaging — and thus has only one-half of his Task Points (rounding down) for Task Execution. The man who was grappled with the disengaging man also loses half his Task Points.

[12.34] A man in a square with a dead or incapacitated Enemy man may freely disengage — there is no die-roll and no Task Point cost.

[12.4] **GRAPPLING AND EVASION PROCEDURE:**
- In a hand-to-hand combat situation, each man may grapple one other man. Before the combat for the Task Execution Phase is resolved, each Player must announce whether each of his men involved in a hand-to-hand combat situation is attempting to grapple another man, or whether he is attempting to evade being grappled. If he is attempting to grapple, the Player must announce which Enemy man he is attempting to grapple (if there is more than one).
- The roll for Initiative in the Initiative Determination Phase informs the Players which Player must announce the intentions of one man first — that is, whether the man is attempting to grapple or evading grappling. The other Player then announces for one of his men; at which point, the first Player announces intention for a second man, and so on — until all men have been accounted for.

[12.41] If a man attempts to grapple another man, and the other man is attempting to grapple as well, the man successfully grapples his target. Note that a man could grapple an Enemy man who had not grappled him (see the Case below).

[12.42] If a man attempts to grapple a man who is evading, roll 1D6; 1-5: the grappling man fails, and the evading man succeeds; 6: the grappling man succeeds in grapping his opponent. In the latter case, the evading man is considered to grapple his opponent as well as vice-versa.

[12.43] Naturally, if both men attempt to evade, both succeed.

[12.44] Grappling and evasion attempts are resolved again at the beginning of each round. To evade while grappled, a roll of 1 must be made on a D6. Even if both men wish to evade, one or the other must roll a 1. These rolls may be made at the beginning of each round. If a man should successfully evade on one round, he must still roll a 1 on the next round if he wishes to continue to evade. Note that Players may effectively evade by disengaging in the first place.

[12.45] Note that, when there are more than two men in a square, it is possible to have a situation in which one man grapples another and is grappled by a third, but does not grapple the third.

Example: If A and B have grappled each other, and C has grappled A (B and C are on the same side), then A may not grapple C, but may attempt to evade C.
[12.5] WEAPONS AND BLOWS

PROCEDURE:
- After grappling/evasion has been resolved for the round, the Player with the initiative may have one of his men strike a blow with a (prepared) weapon. After this is resolved the other Player may have one of his men strike a blow in the same hand-to-hand combat; and so on, until all hand-to-hand combats for the round are resolved. This procedure is repeated until all five rounds are completed. During a Hand-to-Hand Combat Phase, a man may strike up to five blows (exception: see Case 12.2) with his prepared weapon. Instead of striking a blow during one of these rounds, a man may attempt to draw a new weapon (and drop the weapon he has prepared, if any). Roll 2D6 and consult the Weapons Draw Table (12.92). Determine the condition of the man along the top of the Table (armed or unarmed — whether or not a man had a weapon prepared before attempting to draw a second weapon), and whether or not the man is grappling. If the roll falls within the indicated dice span, the man has successfully drawn his weapon. Otherwise, the man has not been able to draw his weapon.

[12.51] In a hand-to-hand combat situation, each man is considered armed with his prepared weapon or his fists. Men who are out of hand-to-hand combat may freely exchange weapons (see Case 13.18) amongst their own weapons. If a man with a prepared weapon fires at a man entering his square, that is the weapon he has prepared for hand-to-hand combat, unless he drops it in the first round. If the man does not fire at an Enemy man entering his square, but does observe the entering man, he may instead change his prepared weapon to any other he is carrying.

[12.52] All men normally are equipped with pistols and perhaps one other weapon (listed in the scenario). A man may also carry other weapons (but see Case 13.1).

[12.53] A man who has dropped his weapon is automatically considered armed with his fists. A man may drop his weapon at any time — this does not require the expenditure of a blow.

[12.54] If there is more than one hand-to-hand combat situation, initiative is rolled separately for each situation. Thus, initiative for hand-to-hand combat is entirely separate from the overall initiative for the Task Execution Phases, and is local to each hand-to-hand combat.

[12.55] If a weapon is dropped in a square during hand-to-hand combat, the Enemy men are free to pick the weapon up. If neither Player has a man pick up a dropped weapon, its position should be noted on the map for possible future use.

[12.6] BLOWS BY GRAPPLED MEN

PROCEDURE:
- A man who has grappled another man automatically hits the grappled man when he strikes a blow. Each time the grappled man is struck, refer to Hand-to-Hand Combat Table (12.93). Find the striking man's weapon type along the left-hand column of the table, and read across to the grappled column of the Table. This will yield a number.

- Refer to the Hand-to-Hand Damage Table (12.94), and find this number along the top of the Table. Roll 1D10, and find the number rolled along the left-hand side of the Table. Cross-referencing the two will yield a single number. This number is the number of Wound Points the grappled man's opponent suffers.

[12.61] A man who has grappled another man may strike blows only at that man. If the grappled man dies, the grappling man must spend one Round “evading” before he can strike a blow at another man.

[12.62] A seriously wounded man (see Case 9.21) subtracts one from the amount of damage he inflicts on his enemy (on the Hand-to-Hand Damage Table). However, the amount of damage a man inflicts on an Enemy man may never be less than one.

[12.7] BLOWS BY NON-GRAPPLED MEN

PROCEDURE:
- If the man does not hit his target, the target suffers no damage. If he does hit, refer to the “not grappled” column of the Table; this will yield a single number. Find this number along the top of the Hand-to-Hand Damage Table (12.94), and roll 1D10. Find the die-roll along the left-hand side of the Table, and cross-reference; this will yield a single number, which is the number of Wound Points the target man suffers immediately.

[12.71] A man who has not grappled an Enemy man may strike blows only at an Enemy man who is not grappled. He may not strike a blow at any Enemy man who is grappled because there is too much danger of striking a Friendly man.

[12.72] Each time a man who has not grappled strikes a blow, refer to the Hand-to-Hand Combat Table (12.93). Find the man's weapon type along the left-hand column of the Table, and read across to the “% to Hit” column of the Table. Roll 1D10; if the number rolled is less than or equal to the number listed, the man has hit his target.

[12.73] A seriously wounded man attempting to Strike a blow in hand-to-hand combat (who is, of course, not grappled), has his chance of hitting halved, rounding down.

[12.74] A man must specify the Enemy man at which he strikes each blow. He may switch from Enemy man to man during the combat resolution.

[12.8] AUTOMATIC KILLS AND GARROTES

[12.81] Each time a man successfully strikes another man with a hand-to-hand weapon, there is a chance that the striking man will be hit in a vital area and die.

[12.82] Find the striking man's weapon type along the left-hand column of the Hand-to-Hand Combat Table, and read across to the “% to Kill” column of the Table. Roll 1D10; if the number rolled is less than or equal to the number listed in the column, the striking man is dead, regardless of the number of Wound Points he is capable of suffering.

[12.83] Garrotes are special weapons that do not conform to the normal rules for hand-to-hand weapons. A man may never “hit” (actually strike) another man with a garrote unless he has grappled the man. If he has grappled the man, there is only a small chance he will actually “hit” the man. But should the man “hit,” he has a 90% chance of killing the target man. Note that failure to kill a man with a garrote results in no damage.

[12.84] A surprised man can be hit with a garrote 50% of the time, rather than 5%.

[12.9] HAND-TO-HAND TABLES

(see Charts and Tables)

[12.91] Disengagement Tables

[12.92] Weapon Draw Table

[12.93] Hand-to-Hand Combat Table

[12.94] Hand-to-Hand Damage Table

[13.0] EXCHANGING WEAPONS

GENERAL RULE:
Each man carries a variety of weapons initially. He may change from using one to using another at any time, but if he wishes to take a weapon from another man he must execute the task “exchange weapons.”

PROCEDURE:
Exchange weapons is a task like any other; the Task Point Cost Chart (5.22) lists the Task Point cost. In order to take a weapon from another man, both men must be in the same square.

[13.1] POSSESSION OF WEAPONS

[13.11] A man may carry up to four weapons at any one time: two fire weapons (such as rifles, carbines, etc.); one pistol; and one melee weapon. A man may never have more than four weapons in his possession at any point in play, and he may never exceed the distribution lists above.

[13.12] If the man is carrying a machine gun (of any sort), he may not carry another fire weapon. Therefore, his effective limit would become three weapons, rather than four.

[13.13] A melee weapon is defined as any weapon listed on the Hand-to-Hand Combat Table (12.93), unless the weapon is also listed on the Fire Combat Table (10.81).

[13.14] A man may drop any of his weapons at any time. There is no Task Point Cost for doing so. The Players should note where dropped weapons lie.

[13.15] A man in a square containing a dropped weapon may pick the weapon up — this is considered a pick up weapon task, and requires the expenditure of Task Points. Since he may carry a limited number of weapons, a man may be forced to drop one of his own weapons in the process of picking up a weapon.

[13.17] Though a man may carry more than one fire weapon at a time, he may have only one prepared weapon at any given instant. A man may fire or use in hand-to-hand combat only the weapon he has prepared. A prepared grenade is a prepared weapon, so a man with a prepared grenade may not have a prepared fire weapon.

[13.18] A man may freely change his prepared weapon to another weapon he is carrying at no Task Point cost at the beginning of his task execution. The only other time at which a man may change his prepared weapon is during the Hand-to-Hand Combat Phase (during a Round), or during Task Execution, but both of these expend Task Points.

[13.2] RESTRICTION ON EXCHANGING WEAPONS

[13.21] To exchange weapons, a man must be in the same square as a Friendly man (regardless of condition), or in the same square as an incapacitated or killed Enemy man. When a man takes a weapon from another man, he is Exchanging Weapons with the other man and must expend Task Points; he might be forced to or wish to give the man a weapon of his own, or be forced to drop a weapon in the square.

[13.22] Once the necessary Task Points are expended (by one or both men), the men are considered to have the appropriate weapon; a man exchanging weapons may fire the weapon he is exchanging before he exchanges the weapon, but may not fire the weapon he receives in the same Task Execution Phase he receives it.
[13.23] There is no need to actually trade two weapons. If the owning Player wishes, a man may receive (or give) a weapon and not give one of his. Both men must expend the Task Points for exchanging weapons, however.

[13.24] The only weapons a man may take from an Enemy man without suffering a penalty for firing an Enemy man (see the Fire Combat Modifiers Table, 10.82) are pistols, melee weapons, and rifles or carbines; all other weapons have various penalties ascribed to them.

[13.25] Flamethrowers may never be exchanged, as flamethrower operators wear asbestos clothing. However, a man who initially possesses a flamethrower may exchange a flamethrower with another man and use the newly acquired flamethrower.

[14.0] PANIC

GENERAL RULE:
Each side in a scenario is assigned a panic percentage in the initial force listings. This percentage is the base chance of a given man panicking during a given Game-Turn; the percentage may be modified by factors such as how badly wounded a man is, how many Enemy men he has observed, and how many of his comrades have been killed or incapacitated.

PROCEDURE:
A player must resolve a panic check for any man before the man may expend any Task Points. Men are also required to undergo panic checks at other times during the game (e.g., when subjected to enemy opportunity fire). Determine the base panic percentage for the man’s side; modify this percentage as indicated by the circumstances listed on the Panic Modifiers Table (14.41). Roll 1D100; if the number rolled is less than or equal to the modified panic percentage, the man has panicked. A man who has not panicked may expend Task Points as his owning Player wishes. A man who has panicked must follow the panic routine (see Case 14.2), forfeiting his task execution in the process.

CASES:

[14.1] WHEN PANIC CHECKS OCCUR
[14.11] Panic checks occur when a man attempts his first task of the Game-Turn (or when he is passed over during Task Execution, Case 6.22) or when he fires opportunity fire.

[14.12] A maximum of one panic check may be made for any one man per Phase (Exceptions: see Cases 14.22, 14.27, and 14.31.)

[14.13] A man who had already checked for panic when he performed opportunity fire would not need to check for panic in the opportunity firing men’s portion of the Task Execution Phase (application of Case 14.12), but a man plotted for opportunity fire, who had not actually performed opportunity fire, would be required to undergo a Panic Check before his task execution.

[14.14] A man who fails his panic check is considered to have performed his portion of the Task Execution Phase. Play now reverts to the man of the other Player’s choice.

[14.2] PANIC ROUTINE
Once it has been determined that a man has panicked, roll 1D10 and refer to the Panic Results Table (14.42). Find the result on the Table corresponding to the die-roll (Exception: see Case 14.29).

[14.21] If the panic result is “fall prone,” the man falls prone and may take no other action for the Game-Turn (Exception: see Preservation, Section 15.0). Men who are already prone remain prone and take no other action.

[14.22] If the result is “fire,” the man must immediately fire his prepared weapon at the nearest observed Enemy man (if two are equidistant, owning Player may determine which is the closest). If the panicked man fornicates during a fire combat is resolved normally, as is any opportunity fire at the panicked man; thereafter, the man may fall prone.

If the panicked man has not observed any Enemy men, the man must immediately resolve a second panic check; if he fails again, he fires at the nearest Friendly man to whom he can trace an LOS. If the panicked man fornicates for a second time, but there are no Friendly men within LOS, the man is consdered poised to deliver opportunity fire at the first man (Enemy or Friendly) who moves into LOS and (in the case of an Enemy man) is observed. If the panicked man does not panic for a second time, he is poised to deliver opportunity fire at the first enemy man at whom he may fire. Again, the panicked man may fall prone at the end of his activity.

[14.23] If the result is “fire” and the man has a grenade(s) prepared, he follows the above procedure, except he throws the grenade(s), rather than firing.

[14.24] If the result is “move,” refer to the Scatter Diagram on the map sheet. Determine the position of the nearest observed Enemy man. Determine in which of the eight directions the observed Enemy man most nearly lies; the panicked man will move in the opposite direction. The panicked man is immediately moved by his owning Player in this direction; he expends all Task Points in doing so, and may not execute any other task (except falling prone at the end of movement). If the man runs into a wall or other impassable terrain, roll 1D6: on an even roll, he will change directions and run to the right along the Wall; on an odd roll, he will run left. If a man running along a wall comes to a door, roll 1D6: on an even roll, he will continue running along the wall; on an odd roll, he will move through the door and fall prone in the next square. Under no circumstances will a panicked man enter (or exit) via slier or window.

[14.25] If a panicked man inside a building obtains a “move” result, he will move for the nearest door (or window, if there is no door). Once out the door, determine whether he can observe an Enemy man; if so, follow the procedure in Case 14.24.

[14.26] If a “move” result is obtained for a man who has not observed any Enemy men, roll 1D10 and refer to the Scatter Diagram (re-rolling results of 9 or 0), the man will move in the direction indicated by the die-roll and the Scatter Diagram.

[14.27] If a man is moving because of a move result, and he moves to a position from which he observes a previously unobserved man, he must make a panic check. If he fails this panic check, he continues moving; if he succeeds, he immediately falls prone.

[14.28] If, during movement as a result of panic, a man moves into a square containing an Enemy man, he is assumed to be in desperation to attempt hand-to-hand combat. Of course, the hand-to-hand combat (if any) cannot take place until the next Game-Turn. Moving into a square containing a Friendly man has no effect on either man. If a panicked man would normally move through a square already containing two friendly men, he falls prone in the square in front of the two Friendly men.

[14.29] A panicked man in hand-to-hand combat will strike a blow with his prepared weapon and attempt to grapple every round of the Hand-to-Hand Combat Phase in which he is panicked.

[14.3] PANIC CHECKS AS A RESULT OF ENEMY FIRE
[14.31] Each time a man is subjected to opportunity fire while expending Task Points, he must undergo an immediate panic check.

[14.32] If he fails his panic check, and the result on the Panic Results Table is “fall prone,” the man does so and may not expend any further Task Points.

[14.33] If the result is “move” he follows the procedures outlined in Cases 14.24 through 14.28, using his remaining Task Points.

[14.34] If the result is “fire” and the man has not engaged in a combat task during the current Task Execution Phase, the man follows the procedures of Cases 14.22 and 14.23. However, the man who fired on the panicking man is considered the “nearest” Enemy man—i.e., the panicking man will fire on him in preference to any other Enemy man. If the man has already engaged in a combat task, treat the “fire” result as a “fall prone” result.

[14.4] PANIC TABLES
(see Charts and Tables)

[14.41] Panic Modifiers Table

[14.42] Panic Results Table

[15.0] PRESERVATION

GENERAL RULE:
At some stage in a firefight, one (or both) sides will become more interested in preserving their skins than in continuing the fight. In Commando, this may occur after a side has taken its first casualty. Each side in a scenario is assigned a preservation multiple, which expresses the dedication of the men to their mission.

PROCEDURE:
- During each Bookkeeping Phase, each side must determine its preservation percentage by multiplying a Player’s preservation multiple by the number of his men who have been killed or incapacitated. (Example: A Player’s preservation multiple is 10. Two of his men have been killed, and one incapacitated; his preservation percentage is 30 (3 x 10 = 30). The Player then rolls 1D100; should he roll less than or equal to the preservation percentage, his men are considered to immediately be at the next highest preservation condition (see Case 15.1).

CASES:

[15.1] PRESERVATION CONDITIONS
[15.11] The first time a Player’s men fail their preservation percentage roll (i.e., roll less than or equal to the percentage), the men are considered to be in preservation condition one. The second time the men fail their preservation percentage, the men are considered to be in preservation condition two; the third time, preservation condition three; and so on.

[15.12] A side’s panic percentage is increased by 10% multiplied by the preservation condition of the side. Thus, a Player in preservation condition two would have the panic percentage for all of his men increased by 20%.
[15.13] If a side is in preservation condition one or higher, the owning Player is required to make a preservation check for each of his men during the Bookkeeping Phase. Note he is required to make a preservation check on the Game-Turn his side enters preservation condition one.

[15.14] Each man’s preservation percentage (for the preservation check) is equal to his panic percentage, except the panic Modifiers Table is not used. If a man fails his preservation check, he will spend the entire following Game-Turn moving toward the Friendly map edge.

[15.15] Preservation checks made on a Game-Turn in which the preservation condition is increased are made at the old panic percentage.

[15.2] THE PRESERVATION ROUTINE

When a man fails a preservation check, he executes the preservation routine.

[15.21] If a man fails his preservation check, it affects the Task Execution Phase of the next Game-Turn.

[15.22] A man executing a preservation routine does not check for panic.

[15.23] A man performing a preservation routine must be moved by his owning Player during the Task Execution Phase toward the Friendly edge of the map. The Friendly edge of the map is defined as the map edge on which the side entered (if there is more than one such side, the owning Player chooses which mapped), or, if the side began the scenario on the map, the map edge opposite the edge the opposing side entered on (again, should there be more than one, the owning Player chooses which edge he will move his man toward). Presumably, the Player will move men performing the preservation routine last.

[15.24] A man spends his full Task Point allotment when performing the preservation routine.

[15.25] A man will not enter a square containing either an Enemy man or impassable terrain. Instead, he will move either to the right or the left of the obstacle (owning Player’s choice) until he can move past the obstacle. Similarly, a man performing preservation routine will skirt blocking line terrain.

[15.26] When men performing the preservation routine reach the mapped edge, they move off the map by expending 5 Task Points to enter an imaginary square. Men who do so are out of play, and may never re-enter the map.

[15.27] Men who perform the preservation routine in a given Turn make a normal preservation check in the Bookkeeping Phase of the Turn, with the exception that they have a 5% greater chance of failing the check.

THE OPTIONAL RULES

[16.0] A WORD ON THE OPTIONAL RULES

The following rules are optional; thus, they are not normally used in play, but may be used by mutual consent of the Players. Some Scenarios require one or more of the Optional Rules, in which case the Players will be obliged to read only the particular section. Most of the Optional Rules are independent and rely only on a working knowledge of the Standard Historical Game rules (i.e., Sections 1.0 through 15.0). The Players have read as far as they need to; Sections 16.0 through 37.0 are not necessary to the play of the game. Players wishing to play Scenarios should go onto Section 38.0 — SCENARIO USE AND ORGANIZATION.

[17.0] FLAMETHROWERS

COMMENTARY:

The flamethrower is a weapon which excites considerable interest among Players of World War II and Modern tactical game. In reality, it is a terrifying and horrible weapon. A flamethrower plays upon the instinctive fear of fire in all of us, and, according to Army psychological studies, even the user is a bit afraid of his own weapon. However, when one is indulging in a board game, the grisly aspect of the weapon are remote enough so Players may vicariously enjoy burning Enemy men. Since the designer and developer are both guilty of playing in the manner described above, this commentary should be considered a remonstrance, not a warning.

GENERAL RULE:

Flamethrowers are treated as regular fire weapons, except they fire in a wide band and have a chance of exploding. A flamethrower must be fired in a 45° angle. A 45° angle is determined by drawing a diagonal line through any diagonally adjacent box, and then choosing one of the two angles formed by the adjacent (to the man) line. A 45° angle may also be formed by taking the midpoint of an orthogonal adjacent square, and drawing two straight lines to the points of that square furthest away from the firing man. See Diagram 5.

Diagram 5  45° angles for flamethrower fire

A flamethrower may be fired in either of the patterns described above. If a flamethrower pattern covers any part of a square, any men occupying that square may be hit by the flamethrower fire.

PROCEDURE:

Execute the fire normally, assuming every man within range to be a target. A roll must be made for each target man to determine whether he has been hit. If he has, apply the appropriate amount of damage. Each man hit by fire from a flamethrower must make an immediate panic check. If the flamethrower-owning Player rolls in the parenthesis range printed on the Fire Combat Table, the flamethrower has exploded. See Case 17.3 for effects.

CASES:

[17.1] RESTRICTIONS ON FLAMETHROWER FIRE

[17.11] A flamethrower-equipped man may not perform hand-to-hand combat voluntarily, must halve his chance of hitting a target square with a grenade (rounding down), and expends 5 Task Points in lugging the flamethrower about every Game-Turn (see the Task Point Cost Chart, 5.22).

[17.12] Flamethrower fire may be plotted for opportunity fire. However, note that a flamethrower-equipped man could never execute opportunity fire if he would also hit a Friendly man.

[17.13] A flamethrower-equipped man may not fire at a man in his square, or at a man entering his square.

[17.14] A flamethrower-equipped man may not execute spray fire. His fire is already at least the equivalent of spray fire effect.

[17.15] A flamethrower-equipped man need never perform a "magazine check." Flamethrowers always have enough fuel (generally propane) to continue fire.

[17.2] SPECIAL PANIC EFFECTS OF FLAMETHROWER FIRE

[17.21] Any time a man is damaged by flamethrower fire, the owning Player must immediately make a panic check. Should the man fail it, he cannot perform tasks later in the Game-Turn. For any man who has already performed tasks for the Turn, treat a "fire" result as a "fall prone" result; treat a "move" result as a "move one square" result. When a man is obliged to move one square, he must be moved into the square furthest away from the flamethrower-equipped man.

[17.22] The percentage chance of panicking for a man hit by flamethrower fire is doubled. The doubting effect is applied after all relevant panic-modifiers are applied. As an example, a man with a normal 23% chance of panicking would have a 46% chance of panicking when hit by flamethrower fire.

[17.3] FLAMETHROWER EXPLOSIONS

[17.31] When a flamethrower-equipped man rolls within the range of numbers given on the Fire Combat Table, the flamethrower has exploded. Resolve all fire combat with the flamethrower-equipped man in the Turn before resolving the explosion. Immediately afterwards, the explosion is resolved.

[17.32] A flamethrower explodes in a manner similar to a grenade. However, a flamethrower explosion is of such violent nature that it explodes for two squares in every direction.

[17.33] An exploding flamethrower does 2D6-2 damage (minimum of one wound point) to any flamethrower wielder (because of asbestos suit), 2D6 damage to anyone in an adjacent square, and 1D6 damage to anyone two squares away. Should a man be in the same square as the wielder of an exploding flamethrower, he receives 3D6 damage.

[17.34] When a flamethrower explodes, the chance of panic is first doubled and an additional 10% chance added. Thus, a man with a 20% chance of panicking would have a 50% chance of panicking should a flamethrower explode and inflict Wound Points upon him (2 × 20 + 10 = 50). Of course, the wielder of the flamethrower has a chance of panicking.

[17.35] Should another flamethrower-equipped man be within the Explosion Radius, there is a 50% chance of his weapon exploding.

[17.36] To repair a flamethrower to the point it can be effectively fired again, a man must expend
135 Task Points. Even after he repairs his flamethrower, there is an additional 5% chance of his flamethrower exploding. Thus, if the flamethrower previously would have exploded on a roll of 96 through 00, the flamethrower now explodes on a roll of 91 through 00.

[17.4] BURNING
[17.41] Every time a non-flamethrower-equipped man is wounded by flamethrower fire, he commences burning. On each subsequent Game-Turn, he receives ID6 Wound Points.
[17.42] A man ceases burning after the expenditure of 25 Task Points while the man is prone (the man is rolling around on the ground, writhing in agony). A seriously wounded man must, of course, expend 50 Task Points to cease burning.
[17.43] Burning is resolved in the Bookkeeping Phase of a Turn.
[17.44] A flamethrower-equipped man never suffers the effects of burning.

[18.0] RIFLE GRENADES

GENERAL RULE:
Men carrying rifles, carbines or semi-automatic rifles have six rifle grenades in addition to their normal complement of grenades (see Section 11.0, General Rule) when these rules are used. Rifle Grenades may be used for opportunity fire.

PROCEDURE:
Affixing a Rifle Grenade
- A rifle grenade must be affixed to the owner's rifle, carbine, or semi-automatic rifle before it may be fired. This is the equivalent of preparing a grenade (see Case 18.1)

Firing a Rifle Grenade
- Rifle grenades are not fired using the Fire Combat Table; rather, the firing Player refers to the Rifle Grenade column of the Grenade Accuracy Table (11.81) to determine the probability of a rifle grenade hitting its target. Apply all relevant modifiers on the Rifle Grenade Accuracy Modifiers Table (18.31), and roll 1D100. If the number rolled is equal to or less than the modified percentage chance, the rifle grenade has hit its target square. If the number rolled is higher than the modified percentage chance, the rifle grenade has scattered.

Rifle Grenade Scatter
- If the rifle grenade scatters, use the Rifle Grenade Scatter Table (18.32) to determine the number of squares the rifle grenade scatters. In all other respects, the rifle grenade scatter procedure is identical to that in Section 11.0 for grenade scatter.

Rifle Grenade Detonation
- After a rifle grenade's destination square has been determined, it explodes and does damage as a normal fragment grenade. See Case 11.4.

CASES:

[18.1] HOW RIFLE GRENADES ARE FIRED
[18.11] Before a rifle grenade may be fired, it must be affixed to the man's primary fire weapon (a rifle, carbine, or semiautomatic rifle). Once the rifle grenade is affixed to the weapon, the man may not fire with the weapon (except to discharge the rifle grenade) unless he first fires the rifle grenade or removes the rifle grenade.
[18.12] A man with one of the appropriate weapons may affix a rifle grenade during the Task Execution Phase. Doing so is a task like any other; the Task Point cost to affix rifle grenades is listed on the Task Point Cost Chart (5.22).
[18.13] A man with a rifle grenade affixed to his weapon may remove the rifle grenade at the same cost in Task Points as affixing the rifle grenade.
[18.14] A man with an affixed rifle grenade may only fire a rifle grenade at a target square to which he has an LOS. The rifle grenade, as with normal grenades, is fired at a square, not a man, but rifle grenades cannot be fired over obstructions in the way normal grenades can be thrown. Note rifle grenades may be fired into buildings.
[18.15] There are no smoke rifle grenades, but there are illumination rifle grenades (see Case 32.4).

[18.2] RESTRICTIONS ON RIFLE GRENADE FIRE
[18.21] Rifle grenades are under all restrictions of normal grenades (see Section 11.0). The following rules are in addition to the normal grenade restrictions.
[18.22] A man may have only one rifle grenade prepared at a time, regardless of the number of fire weapons he may possess.
[18.23] A severely wounded man may not affix a rifle grenade. However, another man may affix a rifle grenade for him, and/or exchange weapons.
[18.24] The cost to fire a rifle grenade is the same as for firing the weapon in normal fire combat.

[18.3] RIFLE GRENADE TABLES
(see Charts and Tables)
[18.31] Rifle Grenade Accuracy Modifiers Table
[18.32] Rifle Grenade Scatter Table

[19.0] HORSES AND CAMELS

COMMENTARY:
Although generally vulnerable to the high density of fire present in Europe during this century, horses and camels served in Asia during World War I and have occasionally been used as late as World War II (there was, in fact, an SS Cavalry Division present on the Eastern Front). In maneuvers during the late 1960's, one brigade of the US Army introduced a battalion of cavalry, which proceeded to mop up the opposition — cavalry was the last thing the enemy expected. Given the increasing vulnerability of armor, and the low cost of horse production, it is possible that a renaissance of cavalry is in the offing.

GENERAL RULE:
Horses are treated similarly to men, except they may expend Task Points only for movement, and they are ridden by men. Unless specified otherwise, all references to horses also refer to camels.

PROCEDURE:
- On the first Game-Turn that a horse enters hand-to-hand combat, it will be more effective. Refer to the Horse Melee Table (19.47). Use the "Charging horse" line of the Table for the first blow only; for all subsequent blows in that hand-to-hand combat, use the "Rearing Horse" line.
- Each time a horse attempts a blow, refer to the % to Hit column of the table. Find the appropriate line of the table and cross-reference to yield a number. Roll 1D100; if the number rolled is less than or equal to the percentage chance of hitting found on the table, the horse has hit its target (if the roll is greater, the horse has missed; go on to the next being's blow). Refer to the damage column of the table; this will yield a dice code. Roll the indicated number and type of dice; the number rolled is the Wound Points the target man suffers.
- If both men in a hand-to-hand combat situation are riding horses, resolve the initial blow on the "charging horse" line. Thereafter, all blows are resolved on the "horse vs. horse" line of the Horse Melee Table.
- If the roll to hit for a horse is equal to or less than percentage to kill (on the Horse Melee Table), its target is killed immediately.

CASES:

[19.1] WOUND POINTS AND HORSES
[19.11] If horses (or camels) are to be used in a Scenario, the Players must roll to determine the Endurance of each animal. Roll 4D10 + 3 for each horse; 3D10 + 4 for each camel.
[19.12] Horses become seriously wounded and/or incapacitated by the same formula as men. A horse whose Wound Point total (i.e., its endurance) is exceeded by three is dead.

[19.2] MOUNTS AND TASK POINTS
[19.21] Horses (and camels) have 100 Task Points, rather than 50. However, the only task a horse may undertake is movement.
[19.22] In Scenarios with horses, men will normally be mounted only on the horses. However, men may dismount and re-mount. Dismounting and mounting are separate tasks, and are listed on the Task Point Cost Chart (5.22). When a man mounts or dismounts, both the man and the horse must expend the required Task Points.
[19.23] If a man chooses to mount or dismount in a given Game-Turn, he may perform no other tasks in the Turn before he mounts or dismounts. Thus, a man who had fired or moved in a Turn could not mount or dismount from a horse.
[19.24] Although two Friendly men may normally be present in a square, only a single horse and his rider from each side may be present in a square. However, a man who has just dismounted, or is about to mount, may be in the same square as a riderless horse. (No other Friendly or Enemy man may enter a square containing a horse who is riderless.)
[19.25] Horses may never move through windows, doors, or slits. Furthermore, horses may not cross mountain squares, or descend into trenches. Finally, horses cannot climb prone voluntarily (although they may be forced to do so by cobhats).

[19.3] LIMITATIONS ON RIDERS
[19.31] While mounted, a rider must go where his mount goes. If the mount makes and runs off in an odd direction, the rider has no control over his beast.
[19.32] If a horse expends Task Points for movement in the current Game-Turn, the only actions the rider can take are to (a) dismount, (b) fire a pistol, (c) engage in opportunity fire with his pistol, or (d) prepare and possibly drop a grenade (see Case 19.34).
[19.33] If a rider engages in opportunity fire (with a pistol), his mount must expend twice as many Task Points as the man expends for the opportunity fire.
[19.34] If a man prepares a grenade on horseback, he must expend twice as many Task Points as it would normally cost. When a man wishes to drop a grenade, his Player states he is doing so as the man and his mount gallop through the square in which the man wishes to drop the grenade. Determine Scatter by the following procedure: roll 1D10; if the Player rolls a 1 through 8, the grenade scatters one square in the appropriate direction. On a
[19.53] Each time a horse suffers Wound Points as the result of fire combat, roll 1D6; if a 6 is rolled, the horse is considered to fall prone. If the horse has been moving in the Turn, the rider (if any) suffers 1D6 Wound Points; if the horse has not yet moved, the man suffers 1/2D6 Wound Points (rounding down). The rider is considered dismounted at no Task Point expenditure.

[19.54] A fallen horse may stand by expending the number of required Task Points required for standing erect (see the Task Point Cost Chart, p.22). However, for the horse's rider to get back onto the horse, he would have to first stand erect, and then mount the horse.

[19.55] A horse or camel incapacitated is considered to fall; its rider suffers 1D6 of Wound Points. Thereafter, the horse cannot rise, being incapacitated.

[19.6 MOUNTS AND PANIC] In Commando, horses and camels are generally considered to be trained to combat, and thus will not panic at the sound of gunfire. As horses are generally dapple, they will rarely panic unless severely wounded; camels, being more obtuse, will panic somewhat more often.

[19.61] The basic panic chance for all horses is 5%. The Panic Modifiers Table (14.41) does apply to horses.

[19.62] The basic chance of panic for camels is 20%. Again, the Panic Modifiers Table applies to camels.

[19.63] Panic for horses and camels is determined normally, by the rules for panic (see Section 14.0). Horses and camels never undergo preservation checks, however (but a rider who fails his preservation check will run away with his mount).

[19.64] Treat all "fall prone" results on the Panic Results Tables (14.41) as "hold still" results. Thus, any horse or camel suffering a "fall prone" result on the Panic Results Table will instead hold in place and refuse to move. Treat all "fire results as "move" results.

[19.65] Horses or camels without riders will automatically panic, i.e., they will fall prone. Such horses will automatically move as per the rules for the move result on the Panic Results Table; do not roll on the Table, but simply move the horse. It is possible for a horse to fall, killing its rider, and continue to live; in this case, the horse will automatically stand erect and move as per the panic rules in the following Task Execution Phase.

[19.66] Upon being dismounted, camels (only) may be hobbled. Hobbling is a task like any other; refer to the Task Point Cost Chart (5.22). A hobbled camel is incapable of movement, and thus will remain in the square in which it was hobbled until unhobbled. Unhobbling is also a task, and requires the expenditure of Task Points. A seriously wounded man may hobble a camel.

[19.67] When a camel is hobbled, it is considered to be holding the reins of its mount. He may move, leading the mount, in which case the mount will follow one square behind him; or he may stand still and remain in the same square. A man may pass a mount's reins to another man by passing through the other man's square, and expending the required Task Points to pass the reins. One man may hold up to four reins at once; however, a man holding more than one mount's reins may not lead the mounts (he must remain in the square). A man holding reins may not fire any weapon or prepare or throw grenades. Alternatively, a man may hitch his horse to any corner of a building; he simply pays the required Task Point Cost, and the horse will remain there (but see Case 19.68).

[19.68] Mounts whose reins are held panic normally; i.e., they do not panic automatically as do riderless mounts, but undergo the panic routine. If a horse whose reins are held panic, the man is required to let go of the reins. Hitched horses that panic will become unhitched if they move.

[19.7] HORSE BARBARIANS (COSSACKS) The Cossacks and similar nomadic people depend on the horse for certain special capabilities denied to more technologically oriented peoples. In Commando, these rules will normally only apply to Cossack cavalry, a type of horse that has taken part (Cossack being the generic term for all cavalry of a certain skill); however, the Player should feel free to develop Scenarios dealing with the Plains Indian or other horse-dependent tribes. As Cossacks are able to steer horses by pressure from their knees, without recourse to reins, they will have both hands free for other actions during combat. Cossacks may, therefore, fire any weapon from horseback while the horse moves. However, all fire from horseback is subject to an automatic -25% accuracy modifier. Weapons fired from horseback are always considered hand-held.

[19.71] The panic percentage for Cossack horses is halved. There are no Cossack camels.

[20.0] BARBED WIRE GENERAL RULE: In Commando, there are two types of barbed wire — normal straight barbed wire, and helical concertina-type barbed wire. In some Scenarios, barbed wire is printed on the map; in Scenarios the Players invent, barbed wire must be drawn on the map. A straight, barbed symbol is used for straight wire; a helical barbed symbol is used for concertina wire.

CASES:

[20.1] STRAIGHT WIRE

[20.11] A square-side on which a straight-wire symbol is printed is normally impassable—men cannot move across barbed wire.

[20.12] A man who enters a square adjacent to straight wire and falls prone is considered to have fallen on top of the barbed wire. Other men may now move across the straight wire — they are using the prone man as a "bridge" across the wire.

[20.13] The bridging man may take no action while prone on the wire. He must remain prone on the wire for two full Task Execution Phases after the last Phase in which a man used him to cross the wire. During the following Task Execution Phase, he may stand erect (on the other side of the wire, if he so desires) and execute tasks thereafter normally. The bridging man may not make use of the earlier Task Execution Phase, but if he does so, the man automatically receives 1D6 Wound Points. If an Enemy man attempts hand-to-hand combat with a bridging man, both men take an additional 1D6 Wound Points during each Task Execution Phase.

[20.14] Horses and camels may jump over straight wire, and thus may ignore it, if they know it is there. A riderless horse never knows that barbed wire is present. Horses with riders may jump over barbed wire only if the barbed wire is laid by the Friendly side (i.e., the Friendly side is the defender and the wire began on the map), or if a Friendly man or horse has previously moved onto barbed wire.

[20.15] If a horse or a camel which does not know about the presence of barbed wire moves across a...
square-side containing barbed wire, it is considered to fall (without crossing the wire), suffering 1D10 Wound Points. Its rider (if any) also falls, suffering 1D10 Wound Points (supplanting the normal 1D6 damage for falling off a horse). The rider may then extricate himself using the normal rules for extricating oneself from barbed wire; the horse will automatically stand in the following Task Execution Phase, suffering 1D6 Wound Points in doing so.

[20.2] CONCERTINA WIRE
[20.21] Concertina wire is normally impassable both to men and mounts. It becomes passable only when the rules for clipping are used.
[20.22] Concertina wire is more visible than straight wire, and thus horses and camels will avoid it. If a man or horse panics into concertina wire, treat it as a wall (i.e., the man or horse will move along the wire).

[20.3] WIRE-CLIPPING
If the Players desire, one or both Players may have his men carry wire clippers (presumably in scenarios with barbed wire). These may be carried in addition to the three normal weapons.

[20.31] A man with wire-clippers can clip straight wire and drag it out of the way by expending 50 Task Points (i.e., clear one square-side); he can clip concertina wire and drag it out of the way by expending 100 Task Points. He must begin the Task in a square adjacent to the barbed wire-square-side, and then expend the necessary Task Points. If required, the man may expend the Task Points over more than one Task Execution Phase — keep track of the total Task Points expended towards the total.
[20.32] Men clipping wire must be prone while doing so.
[20.33] Wire clippers may be taken from a man by executing an Exchange weapons task with the possessing man. Once the necessary Task Points are expended, the exchanging man possesses the clippers.
[20.34] Once a man has clipped wire in a given square-side, men and mounts may move through the Square-side freely — the wire is considered to have ceased to exist in the square-side.

[21.0] THUMP GUNS

COMMENTS:
A thump gun, or grenade launcher, fires a 40mm shell with fair accuracy to about 300 meters. The shell has the explosive power, approximately, of an average hand grenade, and arms itself after 30 meters of flight, to protect the flier from blinding himself up. The thump gun was devised by the U.S. Army during the Second Indochina War (the Vietnam War), and thus may not be utilized in Scenarios before that time.

GENERAL RULE:
Thump guns are fired in a manner similar to rifle grenades (see Section 18.0). A man who possesses a thump gun as his primary weapon does not have a finite limit of grenades like other men; he is assumed never to run out of any type of grenade (actually, he has a sufficient number of grenades issued to him to prevent him from running out).

CASES:
[21.1] FIRING A THUMP GUN
[21.11] In some scenarios, one or both Players may be assigned thump guns — in scenarios the Players invent, they may choose to use thump guns. A thump gun is considered a main combat weapon, and may be carried by a man as such, and exchanged as a normal weapon.

[21.12] Firing a thump gun costs 25 Task Points. The Player uses the same procedure for firing rifle grenades (see Procedure, Section 18.0).

[21.13] When a thump gun is fired, the fire determines the destination square of the thump gun’s shell, and refers to the Thump Gun Accuracy Table (21.15). He determines whether the thump gun’s shell hits its target square or not according to the percentile roll compared to the Thump Gun Accuracy Table. The modifiers listed on the grenade accuracy table are used. If it is determined that the thump gun’s shell scatters, the procedure for grenade scatter is used; use the rifle grenade or thump gun line of the Grenade Scatter Table.

[21.14] A Player does not have to be able to trace an LOS to a square in order to fire at that square. However, a man may not fire his thump gun until at least one Enemy man has been observed.

[21.15] Thump Gun Accuracy Table (see Charts and Tables)

[21.2] RESTRICTIONS ON THUMP GUN FIRE

[21.21] A thump gun is considered automatically unloaded each time it fires, and must be reloaded (at the normal 25 Task Point cost for reloading a weapon) before it may be fired again.

[21.22] The minimum range at which a thump gun will arm and detonate is 10 squares. If a man fires a thump gun at a square within 10 squares of his position, nothing occurs except that the weapon becomes unloaded.

[21.23] A man may only load one thump gun shell at a time. He may not have two shells “prepared” by paying double the reloading cost.

[22.0] MINES

GENERAL RULE:
Minefields are always noted in secret — drawn on the defending Player’s map — before the game begins. They affect any man, Enemy or Friendly, who enters a square containing mines. There are four general types of mines in Commando-normal anti-personnel, bounce, claymore and anti-tank mines.

PROCEDURE:
The Player will be given the number and type of mines by the Scenario listings, should they be present; in scenarios the Players invent, they must agree on the number and type of mines to be used (if any) before the scenario is played. Before any men are placed on the map or play begins, the Player with the mines must note the location of the mines on his personal copy of the map. Thereafter, whenever a man or vehicle enters a square containing a mine, or triggers a mine, he must suffer the mine’s effects.

CASES:
[22.1] NORMAL ANTI-PERSONNEL MINES

PROCEDURE:
- If a man enters a mined square, roll 1D6: if an even number is rolled, the mine has detonated.
- If the mine detonates, the man suffers Wound Points as if a grenade had exploded in his square. If the mine does not detonate, it is still armed if other men later enter the square. If there is more than one mine in a square, the detonation of one detonates the rest.
- A man goes through the normal panic routine when damage is inflicted upon him by a mine. Use the rules for panic when opportunity fire occurs.

[22.11] Normal anti-personnel mines are emplaced in a single square.

[22.12] Horses (and camels) are sufficiently heavy to detonate anti-personnel mines automatically. If a horse or camel enters a square containing such a mine, it detonates. The rider (if any) is considered protected by the horse from the effects of the blast.

[22.13] Tanks and APCs also detonate anti-personnel mines. If a tank or APC enters a square containing such a mine, the mine detonates harmlessly, doing no damage. It is a good tactic to ride a Tank or APC in such a mine and thus avoid anti-personnel mines. However, tanks are not usually available for that purpose.

[22.14] Jeeps detonate anti-personnel mines and may be affected; see Case 29.2.

[22.2] BOUNCE MINES

Bounce mines are mines designed to bounce sufficiently high in the air to detonate at genital height, thus inflicting a greater amount of pain on the victim.

[22.21] Bounce mines act as regular anti-personnel mines, except that persons who take 5 or more Wound Points from bounce mines are considered severely wounded. Their Wound Point Total is not in any way adjusted, but the man must pay twice as many Task Points as listed on the Task Point Cost Chart for any Task, etc. The rules for severely wounded man apply to any man unfortunate enough to receive 5 or more Wound Points from a bounce mine. This is because the pain generated from the explosion of a bounce mine is sufficient to greatly hamper a man’s performance.

[22.22] Bounce mines act as anti-personnel mines in all ways against horses and vehicles, but do not affect any riders.

[22.3] CLAYMORE MINES

A claymore mine is an anti-personnel mine consisting of a box containing an explosive charge and about 750 steel bolts. When detonated, it blasts an expanding cone of ball bearings in a predetermined direction. Troops caught within this cone are likely to be shredded into pieces. It can be detonated by a tripwire or by manual switch.

[22.31] As with other mines, the claymore is secretly deployed before the first Game-Turn. It is secretly emplaced in a square, and it must be oriented (pointed) to one of the eight adjacent squares. The emplacing Player should note the position and facing of the mine.

[22.32] There are two ways claymores may be detonated: by a tripwire, or through manual detonation. If a claymore is to be detonated manually, the Player must note the position of a detonator in some square within 50 squares of the mine. Any Friendly man may detonate the claymore during a Task Execution Phase by moving to the detonator square and expending 20 Task Points (see the Task Point Cost Chart, S.22). There must be a Line of Sight between the detonator and mine squares.

[22.33] If a man begins the Task Execution Phase in a detonator square, he may be plotted for "opportunity detonation." This means he will detonate the claymore if he notes any observed Enemy man moving into the blast area of the claymore. The opportunity firing rules (Case 10.7) and costs apply.
More than one claymore mine may be rigged to the same detonator — these mines do not have to be in the same square, but they may be. When such a detonator is used to detonate any one of the mines, all of the mines are detonated.

The claymore may also be detonated by a tripwire. The Friendly Player designates a square as the tripwire anchor square, which may be no more than six squares away from the mine itself. A line from the anchor square to the claymore square forms the tripwire. If any man enters any of the squares through which the tripwire runs, roll 1D6: if an even number is rolled the mine is detonated, if an odd number is rolled it is not. A tripwire not detonated is still ready to possibly detonate when the next man passes through one of the tripwire squares.

Any man caught within the blast pattern of a claymore suffers Wound Points. The blast pattern of a claymore is depicted in Diagram 6 which shows the pattern of a claymore oriented towards an orthogonally adjacent square, while Diagram 7 depicts the pattern of one oriented towards a diagonally adjacent square. Men suffer Wound Points according to the key for the diagram.

A man in the actual square containing the claymore does not take any Wound Points.

ANTI-TANK MINES

Anti-tank mines can only be triggered by a tank or APC; jeeps or motorcycles are not heavy enough to detonate them.

If a tank or APC passes through a square containing an anti-tank mine, roll 1D6; on an even roll, the mine has detonated. If the mine detonates, roll once on the Tank/APC Damage Table (26.5) to see what effect the mine has on the tank or APC.

Anti-tank mines affect men as antipersonnel mines.

TANKS

GENERAL RULE:

Each tank contains a crew of five men (four in modern tanks). A tank has a main gun, mounted in a turret, as well as a coaxial machinegun also mounted in the turret. Additionally, a swivel-mounted machinegun is mounted in the turret hatch, for use by the commander, and a third machinegun is mounted in the hull. The hull machinegun and main gun/coaxial machinegun have restricted fields of fire, dependent on the facing of the tank and the facing of the turret. The swivel machinegun has a 360° field of fire, but can only be operated by a crew member who exposes himself to Enemy fire. Vehicles are always moved during the Prepared Task Execution Phase.

PROCEDURE:

Facing

- Tanks, unlike men, have facing. The Players must keep track of the position and facing of all tanks. Additionally, a tank’s turret will not always be facing in the same direction as the tank; therefore, it behooves the Players to keep track of the turret facing as well. It is suggested that the Players use two different-colored arrows to graphically show the direction of the tank and the turret.

Fire

- A tank’s main gun may be fired at any square on the map within the gun’s field of fire (i.e., within Line of Sight and observation range). Refer to the Tank/Artillery Tables (23.9) to determine whether the main gun hits the square at which it fired. The table gives the probability of hitting the target square; roll 1D100. If the number rolled is less than or equal to the percentage listed, the shell has hit the target square; otherwise, refer to the Tank/Artillery Scatter Table (23.92) to determine how far the shell scatters. Roll on the Scatter Diagram to determine in which direction the shell scatters.

Any barbed wire or Walls adjacent to a square hit by a tank main gun shell are destroyed, and any mines in such a square are detonated. All men and horses, etc. within five squares of the destination square take damage; refer to the Tank Damage Diagram (diagram 8). Immediately roll 1D100. If the number rolled is less than or equal to the number in the lower right-hand corner of the square, the man is dead. If the number rolled is greater than that number, consult the dice code in the square on the diagram. Roll the appropriate number and type of dice, modify as directed, and record these Wound Points on the Data Log.

Note: See Tank Damage Diagram, in Charts and Tables insert.
CASES:

[23.1] TANK TASKS AND MOVEMENT

[23.11] All tanks must have men inside of them to be used effectively; these men are known as crew members. The men inside the tank have no Task Point allowance per se; if the tank performs a task in any turn, the crew members are considered to expend their full Task Point allotment in keeping the tank operative, with the exception of tank-related tasks described in the following secondary Cases.

[23.12] Each tank has a Task Point allotment of 50 Task Points. Task Point costs for tanks are listed on the Tank/APC Task Point Cost Chart (23.8). Note: While tanks travel across countryside much more rapidly than infantry, tanks may only effectively operate with ground troops when proceeding at a relatively slow pace.

[23.13] Tanks always pay either 5 or 7 Task Points when entering a square; they are unaffected by terrain multiples or additives. However, tanks may never enter forest, dune, mountain, river or sea squares; these are impassable. Tanks are unaffected by barbed wire, but cannot move through walls, windows or doors.

[23.14] Tanks are always considered to be facing in one of the eight directions printed on the compass rose Scatter Diagram. A tank facing in a given direction may only enter one of the three squares in front of it (see diagram 9; the tank may only enter one of the shaded squares). When a tank enters a square, its facing is changed so the tank’s rear faces the square it just left (in the diagram below, the tanks are positioned as they would face after moving from position A). This change of facing is automatic with movement, and does not require the expenditure of actual Task Points.

[23.15] A tank may pivot in place; that is, change facing without moving. This requires the expenditure of Task Points. Each 45° (moving one cardinal point on the compass rose) facing change by the tank requires the expenditure of 5 Task Points. Thus, a tank could change its facing in any direction at a cost of no more than 20 Task Points.

[23.16] The facing of the tank’s turret is independent from the facing of the tank; that is, the tank’s turret may face in any direction, not necessarily the direction the tank faces. However, if a tank changes its facing by 45°, the tank’s turret also changes facing by 45° in the direction the tank turns — obviously, the turret is brought along with the rest of the tank. See Case 23.4, Turrets.

[23.17] Tanks occupy only one square, although the average tank (if there is such a beast) measures around 2.4 meters by 3.6 meters. For convenience, the tank is placed in a single square.

[23.18] If a tank “runs over” a Friendly man (by moving into the same square), the man may either mount the tank as per case 24.1, paying the cost for mounting a tank (which is treated as an unroofed APC, see Case 24.3) while the tank ceases movement, or, should the tank continue movement, be run over and killed. Tanks attempting to run over Enemy men simply allow the Enemy Player to move his man one square away — at no Task Point cost.

[23.2] TANK CREW

[23.21] Each of the five (or four) men in a tank fulfills a certain specified purpose. If a given man is severely wounded, incapacitated or killed, he cannot fulfill his function, and the tank cannot take the action corresponding to his function (for instance, if the driver is dead, the tank cannot move).

[23.22] The functions of the various tank crew members are:

- **Commander:** orders movement and fire, and fires swivel machinegun (when opened up only, see Case 23.5). If severely wounded, incapacitated or killed, the tank cannot take any action until the commander is replaced.

- **Driver:** executes movement. If out of action (i.e., severely wounded, incapacitated or killed), the tank may not move or change facing. If the tank is moving, it immediately ceases movement upon driver going out of action.

- **Loader:** loads the main gun. If out of action, the main gun and/or coaxial machinegun may only be fired once every other Turn.

- **Gunner:** executes fire with the main gun and coaxial machinegun. Changes turret orientation. If he is out of action, neither of the weapons may be fired.

- **Hull Machinegunner:** executes fire with the hull machinegun. If he is out of action, this weapon may not be fired.

Note: Modern-era tanks have neither hull machineguns nor hull machinegunners.

[23.23] Tank crew members may change places. This would occur most frequently when a vital crew member becomes incapable of performing his function. Any two crew members may exchange places through the expenditure of 20 Task Points by the tank (see the Tank/APC Task Point Cost Chart, 23.8). Each time additional crewmen wish to change places, the 20 Task Point cost must be paid again.

[23.24] The main gunner and loader should be viewed as a team. As long as both are fit, the main gun and coaxial machinegun may fire every Game-Turn. If the loader is severely wounded, incapacitated or killed, these weapons may only be fired on alternate Game-Turns until such time as the out of action man is replaced. If the gunner is out of action, the weapons may not be fired until he is replaced.

[23.3] TANK COMBAT

There are four weapons which may be fired from a tank: the hull, turret hatch and coaxial machineguns, and the main gun. To fire a gun, the crew member listed in Case 23.22 must be functioning. All guns but the main gun may be plotted for opportunity fire.

[23.31] If the owning Player wishes a tank to fire its main gun, a tank must expend its full 50 Task Points in doing so. All other weapons may be fired at the same time without further expenditure of Task Points (presuming all crew members involved are able and healthy). Exception: Modern NATO and Israeli tanks may fire their main guns twice per Turn. Such tanks will expend the full 50 Task Points to do so, and any other weapons may be fired only once per Turn.

[23.32] A Player may have a tank fire its machineguns only at the cost of 25 Task Points — thus allowing the tank to move or perform some other action in the same Task Execution Phase(s).

[23.33] If a tank uses one or more of its machineguns to opportunity fire, the extra Task Point cost for opportunity fire must be paid. If the tank is firing its main gun in the same Turn in which its machineguns are performing opportunity fire, the tank need expend no more Task Points for opportunity fire (as all Points have already been expended).

[23.34] The hull machinegun may only be fired at targets within a severely restricted field of fire. (see Diagram 10.) The crew member must observe an Enemy man to perform the fire; and all rules of fire combat (see Section 10.0) apply.

[23.35] The turret hatch machinegun has a 360° field of fire, but may only be operated by the commander, and only when the tank is opened up (as opposed to buttoned down). When firing, the commander exposes himself to small arms fire (and all weapons on the Fire Combat Table) and fragmentation, just as though he were standing erect outside the tank. The hatch machinegun is fired in accordance with the rules for Fire Combat.

[23.36] The main gun and coaxial machinegun are mounted on the main axis of the turret, and their field of fire depends on the facing of the turret. Shown below is an arc diagram: when the turret is facing north (straight ahead in the diagram), the main gun’s and coaxial machinegun’s fields of fire
modified by preservation conditions, and no other panic modifiers).

[23.62] When a tank panics, treat a “fall prone” result as a “hold” result; the tank may not expend any Task Points. If a “move” result is obtained, the tank will move straight ahead in the direction it is facing, expending all its Task Points in movement only (but stopping in front of impassable terrain, and ceasing movement for the rest of the Task Execution Phase). If the driver is out of action, a “move” result will prevent the tank from taking any action. A “fire” result is treated normally, but only the machineguns will fire (and, of course, they’ll fire at the nearest observed Enemy man within the appropriate field of fire, following all rules of panic). If the driver is out of action, a “move” result will prevent the tank from taking any action. A “fire” result is treated normally, but only the machineguns will fire (and, of course, they’ll fire at the nearest observed Enemy man within the appropriate field of fire, following all rules of panic).

[23.53] The swivel machinegun may only be used to perform opportunity fire when the tank is opened up, and never when the tank is buttoned down.

[23.6] PROTECTION AFFORDED BY A TANK

[23.61] Small arms fire, grenade and rifle grenade bursts (as well as thump gun shells) have no effect on a tank or its crew (except for an exposed commander). A tank is only affected by the direct hit of a rocket or artillery shell, a mine, a satchel charge, or a LAW.

[23.62] A tank also blocks LOS; treat a square containing a tank as blocking terrain square for LOS-tracing purposes. A tank is considered to be at an elevation level higher than the printed elevation level it is situated on for LOS purposes.

[23.63] Men riding on a tank are affected normally by all weapons, but being on a tank affords a certain protection (see the Fire Combat Modifications Table, 10.82). In addition, men on a tank are protected from anti-personnel mines. There is no restriction on whether a man on a tank need be Enemy or Friendly to the crew. Thus, an opened up commander could machine-gun Enemy men on the tank, who could, in turn, perform hand-to-hand combat to prevent him from using the machinegun.

[23.7] BAILING OUT

[23.71] A Player may freely use the members of his tank crew as foot soldiers. The Player simply expends 50 Task Points for the tank, and, at the end of the Task Execution Phase, the crew members (and some may remain in the tank) are placed in one or more adjacent squares.

[23.72] The tank may not expend Task Points unless crewed by at least two members. To re-enter the tank, a crew member must expend 25 Task Points in a Phase (also listed on the Task Point Cost Chart, 5.22). The tank itself may not expend any Task Points in a Phase in which it is re-entered.

[23.73] Each crew member has the normal 50 Task Point allowance. Normally (unless the Players specify otherwise), each tank crew member is equipped with a pistol and a combat knife.

[23.74] A tank which is damaged so that it has no remaining Task Points may be bailed out of, as per Case 23.71.

[23.8] TANK/APC TASK POINT

[23.8] TANK/APC TASK POINT COST CHART

[23.9] TANK/ARTILLERY TABLES

[23.91] Tank/Artillery Hit Table

[23.92] Tank/Artillery Scatter Table

[24.0] ARMORED PERSONNEL CARRIERS (APCs)

GENERAL RULE:

Armored Personnel Carriers (APCs) may also be used to transport men. They also carry a two-man crew and one swivel machinegun, and thus have limited combat potential of their own. There are three types of armored Personnel Carriers: APCs with unroofed passenger compartments, enclosed APCs and APCs with gun slits. Men inside an APC have their own Task Point allowance, and may fire, opportunity fire and/or throw grenades in some cases.

CASES:

[24.1] TASK EXECUTION AND MOUNTING

[24.11] APCs have 50 Task Points, which are expended in the same way tanks expend Task Points. The two crew members of an APC (driver and commander/gunner) do not have Task Points as long as they remain with the APC.

[24.12] In addition to the crew, the APC may carry up to eight infantrymen (a flamethrower or rocket launcher man counts as two infantrymen). Mounting into or dismounting from the APC requires the expenditure of Task Points, both by the men and the APC. Twenty-five Task Points must be expended by the APC when any number of men mount into or dismount from the APC. However, passengers may only be loaded and/or discharged from a single square in a given Phase.

[24.13] Men being discharged or loaded must also pay Task Points in the process; costs are listed on the Task Point Cost Chart (5.22).

[24.14] Men mounted on an APC, unlike crew members, retain Task Point allowances of their own. Depending on the type of APC, such men may be able to perform different tasks while in the APC.

[24.15] Men mount into or dismount from APCs from adjacent squares (but see Cases 24.3 through 24.5).

[24.16] Obviously, APCs (and tanks) are an exception to the limits of men allowed within a given square. When in or on a vehicle, men may ignore the limits on occupancy of a square. However, no more than five men may ever be in a tank, and no more than eight men may ever be in an APC (excluding driver and commander/gunner).

[24.17] An Enemy man may not enter an APC unless it is unoccupied except by crew members. No more than two Enemy men may enter the APC at a time; and only two men from each side may engage in hand-to-hand combat while in an APC (assuming the Friendly men entered after the Enemy men did).

[24.2] APC OPERATION

[24.21] The two man crew operates in the same manner as a tank crew. The gunner/commander can only use the swivel machinegun if he exposes himself and operates the APC in the open configuration. Buttoned down, the APC crew is immune to all small arms and fragment weapons (as per a tank), but is subject to a 40% panic percentage and limited mobility in the same way a tank is.

[24.22] The APC crew bails out in the same way tank crews do. Passengers bail out by the use of dismounting procedure (when the APC has no Task Points remaining).

[24.23] APCs have no turrets; the machinegun has a 360° field of fire and never runs out of ammo.
[24.3] APCs WITH UNROOFED PASSENGER COMPARTMENTS

Most World War II APCs were (and some modern APCs are) half-tracks with open unroofed passenger compartments.

[24.31] Passengers may be loaded on or discharged from unroofed APCs from any adjacent square.

[24.32] Unroofed APCs normally give complete protection from small arms fire and fragmentation (but see below). The driver and commander/gunner may be fired at as if they were protected by a window; but are never affected by fragments.

[24.33] Passengers in an unroofed APC may stand and fire their weapons from the APC. However, this exposes them partially to fire. Men standing in unroofed APCs are considered to be in rough terrain when receiving fire.

[24.34] Grenades may be tossed into the passenger compartment of an unroofed APC. APCs are vented for grenade damage purposes.

[24.35] An APC is considered to be one elevation level higher than the surrounding terrain. Thus, if an Enemy man were at a sufficiently high elevation level to have a Line of Sight into the passenger compartment of an APC, he could fire his weapon at the passengers of the APC.

[24.36] Passengers firing from an APC which moves during the Game-Turn are subject to an automatic – 25% modifier to their fire that Game-Turn.

[24.4] ENCLOSED APCs

Most modern APCs are enclosed. This means the passenger compartment is completely enclosed, with no gunsits.

[24.41] Passengers may only mount or dismount enclosed APCs from the square immediately to the rear of the APC.

[24.42] Enclosed APCs give complete protection from small arms fire and fragments. However, a grenade may be thrown into an enclosed APC only if the throwing man can throw over a straight line of squares to the rear of the APC.

[24.43] Passengers in enclosed APCs may expend Task Points — but the only tasks they’re likely to perform are reloading and preparing grenades.

[24.44] A man in an enclosed APC as a passenger may not fire or throw grenades.

[24.5] APCs WITH GUN SLITS

APCs with gun slits are completely enclosed, except small slits are left open along the sides and rear of the APC for the passengers to fire from.

[24.51] Passengers who do not fire from an APC are completely immune from Enemy small arms fire and fragments.

[24.52] There are four slits on each side of the APC, and two in the rear. During any given Game-Turn, up to four men may fire through each side, and/or up to two men through the rear. If a man fires through a given side of an APC, his field of fire is restricted; see Diagrams 12 and 13 below. Fire may be directed into the squares indicated only if firing from the indicated side of the APC.

[24.53] Men firing from an APC become vulnerable to Enemy fire. However, they are considered to fire through slits, and thus the defensive “slits” modifier accrues to them when they receive Enemy fire.

[24.54] Men firing from an APC which moves during the same Game-Turn have an automatic – 25% modifier applied to their fire.

[24.55] Since APCs with slits are completely enclosed, men may only mount into or dismount from such APCs from the rear square.

[24.56] Grenades may not be tossed into an APC with gun slits, except during the Turn in which the APC is loading or discharging passengers.

Diagram 12

A = APC

LEFT

REAR

RIGHT

Diagram 13

A = APC

LEFT

REAR

RIGHT

[24.6] OPPORTUNITY FIRE FROM APCs

[24.61] Men in APCs may be plotted for opportunity fire. If any Enemy man moves into the plotted man’s field of vision (and field of fire), the man is observed, and the plotted man may fire at the Enemy man. This could occur as a result of Enemy movement, or as the result of the movement of the APC.

[24.62] An APC with opportunity fire-plotted men aboard may be moved before all non-plotted men are moved.

[24.7] SEQUENCING AND APCs

[24.71] Men who move with an APC during a given Turn may dismount and possibly fall prone at the end of the APC’s movement, but not perform any other tasks outside the APC.

[24.72] Men may fire at Enemy men while the APC is moving. However, the owning Player must immediately finish the task execution of such men upon the end of movement for the APC (this is an exception to the normal sequence of events).

[24.73] Men may move to and mount onto an APC at any time. (Theoretically, a man could expand all his Task Points moving to an APC, and then be carried by the APC for the APC’s full movement.)

[25.0] SATCHEL CHARGES

COMMENTARY:

A satchel charge is a bag of high explosives. When exploded within a confined space, its concussive blast is lethal and extremely destructive. When exploded in the open, its lack of fragmentation reduces its lethality, but its explosive force can damage tanks and APCs.

GENERAL RULE:

Satchel charges are used very similarly to grenades. Basically, satchel charges are prepared and thrown (though they may be dropped). However, satchel charges operate by fuse, and so do not necessarily explode on the Game-Turn they are dropped. Instead, the owning Player is charged with deciding the Game-Turn the satchel charge will detonate.

CASES:

[25.1] PREPARATION AND RELEASE OF SATCHEL CHARGES

[25.11] The costs for preparing and throwing satchel charges are listed on the Task Point Cost Chart (5.22). Of course, men will not always carry satchel charges; the Players will have satchel charges to dispense only if the scenario they are playing directs them to, or if the Players invent a scenario using satchel charges.

[25.12] Satchel charges are thrown using the same procedure as grenades (see Section 11.0). However, the maximum distance a satchel charge may be thrown is 7 squares; a prone man may throw a satchel charge only 1 square.

[25.13] When a satchel charge is thrown, refer to the Satchel Charge Accuracy Table (25.41) to determine whether it hits its destination square. Use the same procedure as for grenades to determine whether the satchel charge hits its target, but use the Satchel Charge Accuracy Table, rather than the Grenade Accuracy Table. Do use the Grenade Accuracy Modifiers Table (11.82) to modify the chance of hitting the target square.

[25.14] If a satchel charge scatters, use the procedure for grenade scatter, except a scattering satchel charge always scatters one square, and never any further.

[25.15] A man with a satchel charge may drop the satchel charge, rather than throwing it (presuming he has prepared it). He simply leaves it in some square as he moves; dropping the satchel charge does not cost any Task Points.

[25.2] FUSE TIME AND DETONATION

[25.21] When a man prepares a satchel charge, his owning Player must determine what Game-Turn he wishes the satchel charge to explode in. If he decides to explode the satchel charge in the current Game-Turn, it explodes at the end of the preparing man’s task execution. If it explodes in some other Game-Turn, it explodes at the beginning of the Task Execution Phase, after hand-to-hand combat has been performed.

[25.22] The fuse time (how long the satchel charge has until it explodes) can never be more than 3 Game-Turns.

[25.23] Unlike grenades, a man may not prepare and hold a satchel charge in the way one can hold a grenade; rather, the time a satchel charge will explode is determined at the moment Task Points are expended to prepare it.

[25.24] When the satchel charge explodes, refer to the Satchel Charge Damage Table (25.42) to determine how much damage the charge inflicts on men and animals; as with a grenade, all men and animals in the satchel charge’s square and the sur-
rounding eight squares suffers damage as shown on the Table.

[25.3] EFFECT ON TANKS/APCs

[25.31] A satchel charge may be thrown onto a tank or APC. If the owning Player of the throwing man so desires, and the throw to the tank/APC’s square does not scatter, the satchel charge is considered on the target (and the man was considered to be throwing at the vehicle; assuming the man hits, the satchel charge will travel with the vehicle, unless some man should perform a “pick up weapon” task and drop or throw it off the vehicle.

[25.32] A jeep may have a satchel charge thrown onto it (see Section 29.0), a motorcycle cannot (see Section 30.0).

[25.33] If a satchel charge on a vehicle explodes, or a satchel charge in the same square as a vehicle explodes, the vehicle suffers the effects of being hit by a rocket (see Case 26.2).

[25.4] SATCHEL CHARGE TABLES

(see Charts and Tables)

[25.41] Satchel Charge Accuracy Table

[25.42] Satchel Charge Damage Table

[26.0] ROCKET LAUNCHERS

COMMENTARY:
The bazooka has always captivated the imagination of the American public. An effective weapon for killing people and destroying vehicles at a distance, the use of the weapon somehow allows the wielder to imagine his hands are clean of all guilt. Comic books have perhaps gone farthest in giving the bazooka its glamorous image.

The bazooka/panzeraufus weapons systems were developed during the latter part of World War II. Primarily used by infantry, the weapons were basically a simple rocket bearing a shaped charge warhead. The primary purpose of the weapons system was to give infantry the ability to breach and destroy heavy fortifications and armored vehicles, which before had been impregnable to the foot soldier. Concurrent with the explosion caused by the charge in the rocket, there is some fragmentation, and so the rocket launcher (or bazooka) can be used against personnel.

GENERAL RULE:
A rocket launcher is fired as is any other weapon, and costs 25 Task Points to fire (see the Task Point Cost Chart, 5.22).

PROCEDURE:
A rocket is subject to scatter in the same way as a grenade; see the Rocket Launcher Accuracy Table (26.7). If a rocket scatters, use the same procedure as for grenade scatter, but use the Rifle Grenade Scatter Table (18.33) to determine the rocket’s destination square.

CASES:

[26.1] EFFECTS OF ROCKETS ON PERSONNEL

When a rocket detonates, it affects all men and animals in the rocket’s square and the eight adjacent squares as if it were a grenade.

[26.2] EFFECTS ON VEHICLES

[26.21] When a rocket hits a square containing a tank or APC, refer to the Tank/APC Damage Table (26.5) and roll 1D10. Find the result on the Table corresponding to the die-roll and apply it, as explained on the Table.

[26.22] When a rocket hits a square containing a jeep or motorcycle, refer to the Jeep/Motorcycle Damage Table (26.6) and roll 1D10. Find the result corresponding to the die-roll and apply it.

[26.3] RELOADING THE ROCKET LAUNCHER

Reloading the rocket launcher costs 50 Task Points, rather than the normal 25 (see the Task Point Cost Chart, 5.22). Thus, a man must spend a full Task Execution Phase reloading the launcher. If, however, two men begin a Task Execution Phase in the same Square as a launcher, each man may expend 25 Task Points, and the launcher will be reloaded.

[26.4] MULTIPLE-FIRE ROCKET LAUNCHERS

In the modern era, a number of armies (including the U.S. and Soviet) have developed rocket launchers capable of firing more than one shell at once.

[26.41] Multiple-fire rocket launchers may fire up to four shells (i.e., four rockets) in a Game-Turn. Firing the weapon still costs only 25 Task Points, and between 1 and 4 shells may be fired.

[26.42] All rockets fired in a single Game-Turn must be fired at the same target; however, scatter for each rocket is determined separately.

[26.43] All four shells need not be fired at once; a Player may fire only one shell.

[26.44] Reloading one shell in a multiple-fire rocket launcher costs 50 Task Points; thus, to completely reload an exhausted multiple-fire rocket launcher would require four complete Task Execution Phases. A man working with a loader as per Case 26.3 could reload a launcher in two complete Task Execution Phases, reloading two shells per Game-Turn.

[26.45] A launcher need not be fully reloaded to fire; a launcher with just one shell left could fire the single shell. Afterwards, of course, the weapon would have to be reloaded before it could be fired again.

[26.5] TANK/APC DAMAGE TABLE

(see Charts and Tables)

[26.6] JEEP/MOTORCYCLE DAMAGE TABLE

(see Charts and Tables)

[26.7] ROCKET LAUNCHER ACCURACY TABLE

(see Charts and Tables)

[27.0] LIGHT ANTI-TANK WEAPONS (LAWS)

COMMENTARY:
In the modern era, most armies have developed a hand-held anti-tank weapon which is light and thus easily carried by infantry. In the American army, the LAW is (in theory, at least) carried by every infantryman; in the Soviet army, one RPG-7 (their equivalent of the LAW) is carried per squad. These rules concern the LAW primarily; light anti-tank weapons of other nations can be considered essentially similar, although the range and back-blast of most are generally slightly less.

GENERAL RULE:
A man may carry a LAW in addition to his other weapons. Once fired, a LAW is discarded, and may not be fired again.

[27.1] HOW LAWS ARE FIRED

[27.11] A LAW is primarily an anti-vehicle weapon, but has some effect on personnel. LAWS are fired at Enemy vehicles, rather than at squares in the way grenades are; firing a LAW costs 25 Task Points (see the Task Point Cost Chart, 5.22).

[27.12] When a LAW is fired at a target, determine the distance to the target and refer to the LAW Accuracy Table (27.3). Use the Table as other accuracy tables are used to determine whether the LAW strikes its target or not.

[27.13] If the LAW does strike its target, refer to the Tank/APC Damage Table or the Jeep/Motorcycle Damage Table (26.5 or 26.6) to determine what effect the LAW has on the vehicle.

[27.14] If a LAW scatters, it has no effect unless it should hit a square in which another vehicle is located, or crosses building line terrain. Use the rocket launcher or rifle grenade column of the Grenade Scatter Table. If the scattered LAW strikes a building line, the line is destroyed; treat the square on the side of the destroyed line farthest from the firing man as rubble.

[27.2] RESTRICTIONS ON LAWS

[27.21] A LAW will arm after travelling 9 meters. Thus, a LAW may not be fired at a vehicle within 3 squares (inclusive) of the firing man; rather, a LAW fired at that range has no effect.

[27.22] A LAW creates a sizeable backblast when fired. When a LAW is fired, determine the direction the firing man is most nearly firing in (N, NE, E, etc., the same procedure as for finding the direction of the nearest Enemy man for panic purposes). The back-blast will occur in the opposite cardinal direction. Refer to the LAW back-blast diagram below; any man or animal in the backblast pattern immediately suffers 1D10 Wound Points.

[27.23] Back-blast will not travel through walls. The Wound Point total is halved should the back-blast travel through an aperture (a door, slit or window).

[27.24] If a LAW is fired from a position within a building which has six or fewer squares inside of it, the firing man suffers 1D10 Wound Points, as do all other men inside the building.

[27.3] LAW ACCURACY TABLE

(see Charts and Tables)

[28.0] ARTILLERY AND MORTAR FIRE

GENERAL RULE:
Under certain circumstances, either or both Players may plan and/or call for artillery and/or mortar fire to impact on the map. All such artillery or mortar fire originates off the map. The circumstances and capabilities of each Player should be determined by mutual agreement, or (in a rare instance) by the Scenario listings. In all cases, artillery shells have the effect of a tank main gun.

CASES:

[28.1] PLANNED FIRE

[28.11] If the Scenario informs the Player he must use planned fire, it will also state how many rounds of artillery fire he may use. He may fire all of these rounds on a single Game-Turn, or he may fire them on separate Game-Turns.
[28.12] In any case, all artillery fire must be planned before the game begins. Before the game begins, the player possessing artillery must note (secretly, on the Data Log) the Game-Turn the artillery is to be fired, and the square it is to be fired at. If the players desire, the owning player can simply take a copy of the 'map' and write target squares and Game-Turns on the map, rather than writing on scrap paper.

[28.13] On the planned Game-Turns, the artillery fire will arrive at the indicated square(s). Refer to the Tank/Artillery Hit Table (23.91); there is a base 15% chance the artillery shell will hit its target square. If the shell does not hit, use the procedure for grenade scatter (except artillery shells may scatter "through" walls); roll 1D10 to determine the distance the shell scatters in squares.

[28.2] CALLED FIRE

[28.21] When using called fire, the player should not be assigned a number of rounds, but rather a number of artillery pieces. The players may wish to restrict the artillery piece(s) to which Game-Turn or number of Game-Turns it may fire, or they may allow the Player to fire throughout the scenario. The artillery piece is not placed on the game-map; it is still off the map, but is assigned solely to the Player's men.

[28.22] At the beginning of the game, the Player may designate a target square for each of his pieces. During the game, he may change the target square for any or all of his pieces; but an artillery piece must spend three consecutive Game-Turns without firing until it may again fire at its new destination square. Thus, a Player who does not designate a target square for one of his pieces at the beginning of the game forfeits the right to fire with the piece for the first three Game-Turns.

[28.23] A Player may designate one-fourth (rounding down) of his men as forward observers. Normally artillery shells have a 15% chance of hitting their target square. If a forward observer expends all Task Points as a forward observer by remaining in a square, he incurs the chance of a single artillery piece hitting its target by 10% to 25%. However, the man must take no Wound Points during the Game-Turn, and must have a Line of Sight to the target square. Example: Joe Deathcrazed, DFO (Designated Forward Observer), spends a full Game-Turn sitting on a hill, during which time he suffers no damage. He acts as forward observer for the number one gun; number one gun's fire will henceforth hit the particular target Square 25% of the time.

[28.24] The increase to an artillery piece's chance of hitting its target is cumulative. If Joe Deathcrazed spends four Game-Turns acting as forward observer in the number one gun, the gun's chance of hitting the target square will be increased to 55%. The total chance of hitting the target square may not be increased above 75%, however.

[28.25] If a gun's chance to hit its target square is 45% or greater, and the gun fails to hit the target square, use 1D6 to determine the distance the shell scatters, rather than 1D10.

[28.26] If a Player wishes to change the target square for one of his guns, one of his forward observers must spend one Game-Turn designating the new target square, during which time he is acting as forward observer for that gun, which may not fire during the Game-Turn in which the target square is changed. An artillery piece which changes its target square loses any additional chance of hitting that square it may have accumulated as a result of forward observation.

[28.27] A man must have a Line of Sight to a gun's target square in order to act as a forward observer for that gun. If the gun is changing target squares, the man must have a Line of Sight to both squares, or another man with a Line of Sight to the new target square may perform forward observation.

[28.28] If a forward observer is killed, he may not be replaced. It requires a certain amount of training to be a forward observer.

[28.29] If a man performing forward observation panics or takes damage during a Task Execution Phase, the gun is not considered to have a target square (if it was changing) until a forward observer can survive a full Game-Turn without suffering damage. If the forward observer is incapable of performing his duties (or the Player chooses not to use him that way), the artillery piece is resolved as if the artillery piece did not have a forward observer at all. A change in target squares (but not which man is acting as forward observer, nor which guns are changing) must be announced in the Opportunity Fire Plot Phase and the change is effected in the Bookkeeping Phase.

[28.3] DAMAGE AND SEQUENCING

[28.31] All artillery fire occurs during the Bookkeeping Phase. However, a Player must announce during the Opportunity Fire Plot Phase that he wishes to perform artillery fire; he need not say how many guns or rounds are being fired, and does not reveal the target square until first used.

[28.32] During the Bookkeeping Phase, the Players must determine whether any artillery fire which arrives that Game-Turn hits its target square(s), and, if not, to which square the shell scatters. As a result of the fire, he must also apply damage to any creature or vehicle within the blast radius of the artillery shell.

[28.33] Artillery shells are treated exactly like shells from a tank's main gun; see Charts and Tables Booklet for blast diagram. Case 23.38 also applies to artillery fire.

[28.34] Artillery shells landing in squares on or adjacent to motorcycles or jeeps affect such vehicles. Roll on the Motorcycle/Jeep Damage Table (26.6) to determine the effect on the vehicle.

[28.35] Artillery shells which land in squares containing vehicles affect them. Roll on the Tank/APC Damage Table (26.5) to determine the effect on the vehicle.

[28.4] SMOKE AND ILLUMINATION ROUNDS

Players may have artillery fire smoke or illumination rounds, rather than high explosives. Roll to determine whether the target square is hit, and determine scatter, normally. A smoke shell is treated as if 5 (five) smoke grenades scattered in the same direction; roll to determine direction of the line of smoke for each of the five "smoke grenades". For rules on illumination shells, see Case 34.4.

[29.0] JEEPS

GENERAL RULE:

Jeeps are four-man open all-terrain vehicles. Some jeeps may mount machine guns.

CASES:

[29.1] JEEP MOVEMENT

[29.11] Jeeps have 100 Task Points, which may only be used for movement purposes. Unlike tanks and APCs, jeeps are affected by terrain multiples and additives. However, jeeps may not move into buildings or into forest. All other terrain listed as passable is passable for jeeps.

[29.12] In order to move, the jeep must have a driver. The driver may not exceed Task Points in a Game-Turn the jeep moves. Any man may drive a jeep; if a jeep is left with no passengers or driver, the enemy can capture the jeep simply by moving a man to the jeep and having him drive it away. (The key, an excellent foil to such a technique, is not used terribly much in military jeeps — it also foils quick getaways under fire.)

[29.13] A driver engaged in hand-to-hand combat may not drive the jeep.

[29.14] Jeeps do not have facing, and thus may move in any direction their Player desires.

[29.2] JEEP VULNERABILITY

[29.21] Jeeps may be affected by anti-personnel mines and fragment grenades. If one of the two explode in the jeep's Square, roll 1D6; if a 6 is rolled, the jeep is affected. Refer to the Motorcycle/Jeep Damage Table (26.6).

[29.22] Jeeps may be hit and damaged by small arms fire. Enemy men may fire at the jeep. If the jeep is hit, roll 1D6; if a 6 is rolled, refer to the Motorcycle/Jeep Damage Table.

[29.23] The same procedure as for a miss with a horse or its rider (see Case 19.5) is used. If the jeep is missed, resolve the fire as if the horse had been missed (but only the driver can be affected); if a man inside a jeep has been missed, treat as if a horse's rider had been missed.

[29.3] FIRE FROM JEEPS

[29.31] The driver of a jeep may not fire as long as he remains in the jeep (whether or not the jeep actually moves).

[29.32] Jeeps may carry up to four men (the driver and up to three others). Men may get in and out of jeeps at the same Task Point cost as for mounting and dismounting APCs.

[29.33] The three non-drivers in a jeep may fire their weapons. Fire from a jeep is never considered braced. Fire from a moving jeep is subject to an automatic — 25% modifier (see the Fire Combat
[30.0] MOTORCYCLES

GENERAL RULE:
Motorcycles are treated as jeeps are, with the following exceptions:
- Motorcycles without a sidecar may not carry passengers; they only carry a driver.
- Motorcycles with a sidecar may carry one passenger. The passenger (if any) falls under all restrictions which apply to jeep passengers.
- The driver of a motorcycle may never fire from a moving motorcycle. If the driver does not move the motorcycle in a Game-Turn, he may fire a pistol (only) from the motorcycle.

[31.0] ELECTRIFIED WIRE

GENERAL RULE:
Electrified wire is set up as normal barbed wire (see Section 20.0). Electrified wire also looks exactly like straight barbed wire; a Player encountering electrified wire will not know it is electrified unless he tests it (or touches it).

CASES:

[31.1] TESTING ELECTRIFIED WIRE
Any man may test wire to determine whether it is electrified or not by spending a full Task Execution Phase adjacent to the wire; i.e., by expending 50 Task Points, or 25 Task Points for a Severely Wounded man, to test the wire. Once this has been done, the owning Player must tell the testing Player whether the wire is electrified or not. (Presumably, the man is throwing sticks at the wire to see if it sparks.)

[31.2] CROSSING ELECTRIFIED WIRE
[31.21] If a man throws himself on electrified wire in an attempt to “bridge” the “barbed wire”, there is a 50% chance the man will die; in any case, the man will suffer 1D6 Wound Points. The wire may be bridged as normal barbed wire is bridged, but this is dangerous.
[31.22] A dead man who threw himself onto electrified wire and is killed as a result may provide a bridge for any and all men. A man aware of the presence of electrified wire will not throw himself onto the wire.
[31.23] Rather than bridging the wire, the Player may choose to have one of his men “boost” other men across the wire. The boosting man must spend the entire Task Execution Phase adjacent to the electrified wire, and spends 25 Task Points in the process of boosting; one other man (who must begin the Phase in the boosting man’s square) may move from the square into a square on the other side of the electrified wire, expending his full Task Point allowance in doing so.
[31.24] There is a 10% chance a man boosted across the electrified wire will slip (roll 1D10; if a 1 is rolled, the man has slipped); a slipped man suffers the effects outlined in Case 31.21.
[31.25] A man on one side of the wire may also be boosted across by a man on the other side of the wire (he’s actually bracing the moving man). Again, there is a 10% chance of the moving man falling onto the wire.

[32.0] GUARD DOGS

COMMENTARY:
Guard dogs are generally large canines such as Doberman pinschers or German shepherds. Trained to attack all but those with familiar scents, guard dogs are quite fearsome due to their ferocity and single-mindedness in attempting to munch the Enemy. Generally, a trainer will be assigned to each dog; it is he who fully controls the dogs.

GENERAL RULE:
Guard dogs possess 60 Task Points, can take 10 Wound Points, and never check for panic or preservation. The only task a guard dog can perform is movement; however, whenever a guard dog enters a square with an Enemy man in it, the dog will attempt to engage the man in hand-to-hand (or paw) combat. Dogs controlled by their handlers (non-released) may stand erect and face prone; released dogs will only stand erect. Dogs follow all rules for movement, task execution, hand-to-hand combat, etc., except where specifically noted otherwise, or impossible (no dogs firing machine guns...).

CASES:

[32.1] RELEASE OF DOGS
[32.11] At the beginning of a Scenario, the owning Player designates one man as the dog handler (if there are any dogs). All dogs must begin the game within six squares of the handler; until the dogs are released, the dogs must at all times be within six squares of the handler. Dogs may not engage in hand-to-hand combat until released.
[32.12] Dogs may only be released when they have scented the Enemy. Before the game begins, roll to determine which direction the wind is blowing from (roll 1D10, re-rolling 9s and 10s until a number between 1 and 8 is determined; refer to the Scatter Diagram to determine wind direction).
[32.13] Wind direction may change at the end of every fifth Game-Turn. Roll 1D6; if 1 or 2 is rolled, re-roll for wind direction.
[32.14] During the Bookkeeping Phase of each Game-Turn, take one of the maps not in use, and measure a straight line from each Enemy man in the direction the wind is blowing. If any of these straight lines pass within ten squares of a dog, the dog has scented the Enemy. Additionally, if any Enemy man ever comes within ten squares of a dog, the dog automatically scent that Enemy man.
[32.15] It is possible for the handler to observe an Enemy man before one (or all) of his dogs scents the man. Under these circumstances, it makes sense for the handler to lead the dogs toward the Enemy man.
[32.16] If the dogs have scented the Enemy, they may be released. Once released, they must be moved by the owning Player toward a scented Enemy man. A given dog may be moved toward any Enemy man he can scent, but he must be moved by the shortest, most direct path toward the man.

[32.2] DEATH OF A HANDLER
[32.21] If the dog handler is killed, the dogs will attack the nearest Enemy man they have scented until one of the Friendly men (designated as alternate dog handler at the beginning of play) spends two consecutive Game-Turns without moving. Depending on Task Points to blow a dog whistle. At the end of that time, he will become the new dog handler.
[32.22] While a dog whistle is blowing, dogs will not attack, unless already involved in hand-to-hand combat.
[32.23] If there is a dog who has not scented an Enemy man after the dog handler has been killed, the dog will move as if he had panicked and received a “Move” result.

[33.0] SEARCHLIGHTS

GENERAL RULE:
When Players wish to incorporate searchlights into a scenario, each searchlight will begin mounted on a building (sometimes more than one searchlight will be on a building). Searchlights are considered to be on the roof of a building; thus, if the rules for searchlights are used, the rules for climbing (Section 35.0) must also be used. Searchlights may not be moved during a Scenario.

CASES:

[33.1] TURNING SEARCHLIGHTS
[33.11] Searchlights, like tanks, have facing. At any given time, a searchlight must be facing one of the eight cardinal directions (i.e., the eight directions on the compass rose). The scenario listings will indicate the suggested facing of the searchlights.
[33.12] A searchlight may not be operated unless there is an operator in the same square as the searchlight, on the roof of the building. The operator may not perform any task (except the operation of the searchlight) while he operates the searchlight.
[33.13] Thus, while there is no operator of a searchlight in the proper square and at the proper Elevation Level, not only cannot the searchlight be turned, but the searchlight will have no effect on play whatsoever.
[33.14] During the Observation Phase of each Game-Turn, the operator of a searchlight may turn the searchlight by up to two cardinal points (for example, from direction N to either NE, NW, E or W). No searchlight may be turned by more than two cardinal points in a single Observation Phase.

[33.2] LIGHTED AREAS
AND SEARCHING

[33.21] A searchlight illuminates only a 45º arc.

Refer to the Tank Main Gun Fields of Fire Diagrams (in Case 23.3); this diagram is also used to determine the arc of squares a searchlight illuminates. Thus, a searchlight facing north would shine in the arc labelled "N", and so forth.

[33.22] A searchlight has a range of 25 squares. All squares within 25 Squares of the searchlight in the appropriate arc are lighted. However, a searchlight never lights up the area within three Squares of the searchlight's square (which is too close for the searchlight to be angled toward them). See

[33.23] A searchlight's light extends only into squares to which the searchlight has a Line of Sight. This Line of Sight is traced normally; don't forget that the searchlight is on the roof of the building, and thus one Elevation Level higher than the surrounding terrain.

[33.24] All Squares lighted by a searchlight are considered to be in full sunlight. When Observing
a man in a searchlight-lit area, use the "Day" column of the Observation Range Table, rather than the "Night" or "Dusk" column.

[33.25] If the weather conditions are such that the observation range, even in daylight, is less than twenty-five squares, the searchlight's range is equal to the observation range under those weather conditions for day. Thus, in fog, a searchlight's range is 5 squares; and during a blizzard, its range is 10 squares.

[33.26] Any man within 10 squares of a searchlight has an automatic +30% modification to his chance of observing a man within the lit area (to a maximum of 95%). See the Observation Chance Modification Table (8.34).

[33.27] Any man within the lit area has an automatic –30% modification to his chance of observation when attempting to observe a man outside the lit area.

[33.3] DESTROYING SEARCHLIGHTS

[33.31] Any man in the searchlight's square on the roof of the searchlight's building may destroy the searchlight, at a Task Point cost of 5 (see the Task Point Cost Chart, 5.22).

[33.32] Any man in an area currently lit by the searchlight may shoot at the searchlight. Calculate the probability of hitting the searchlight normally (adding the fire at searchlight modifier — shooting at bright objects isn't easy); if the man hits the searchlight, the searchlight is destroyed. Only men in an area lit by a searchlight may destroy the searchlight.

[33.33] A searchlight in a square hit by a rocket, or hit by or adjacent to a square hit by a tank's main gun or an artillery shell is destroyed.

[33.34] A destroyed searchlight may not be repaired (within the scope of a Scenario, at any rate).

[34.0] ILLUMINATION DEVICES

GENERAL RULE: Various means of creating light have been developed to aid night operations. Covered in this rules Section are illumination grenades, hand-fired flares, and star shells (artillery illumination shells).

CASES:

[34.1] ILLUMINATION

[34.11] Illumination devices have a number of features in common with searchlights. Like searchlights, illumination devices light up an area to the equivalent of full daylight. Men in a lighted area have a –30% modifier when observing outside of the area, and so on.

[34.12] Unlike searchlights, illumination devices light up a circular area around the device.

[34.13] There is no +30% bonus for being within a certain proximity of the illumination device.

[34.14] Obviously, illumination devices have neither facing nor observation arcs.

[34.2] ILLUMINATION GRENADES

[34.21] Illumination grenades are prepared and thrown as are normal hand grenades. They also scatter in the same fashion.

[34.22] Illumination grenades light up all squares within five squares of their destination square. The illumination grenade is considered to be on the ground in the destination square; the grenade only lights up those squares to which it has a Line of Sight. In other words, the light from a square can be blocked by physically blocking terrain, or by elevation.

[34.23] Illumination grenades remain active for the Game-Turn in which they are thrown, plus the following Game-Turn. During the Bookkeeping Phase at the end of the Game-Turn after an illumination grenade is thrown, it becomes inactive.

[34.24] Thump guns are capable of firing spheres similar to illumination grenades; treat such shells exactly like illumination grenades.

[34.25] Rifle grenades are capable of firing illumination grenades. Use the standard rifle grenade procedure to perform fire and scatter for such grenades.

[34.3] HAND-FIRED FLARES

[34.31] Hand-fired illumination flares may be fired at the same cost as throwing a grenade (13 Task Points). When a man fires a flare, his owning Player must specify the target square for the flare.

[34.32] Determine scatter for a hand-fired flare in the same fashion as for a rifle grenade (see Section 18.0 for the procedure).

[34.33] The flare will light up the target square and all squares within ten squares of the target square. The flare is suspended on a parachute above the target square; thus, Lines of Sight are not traced, and the flare lights up all of these squares. Exception: Squares inside buildings to which Line of Sight cannot be traced are not lighted up by the flare (the flare cannot shine through a roof).

[34.34] The flare is operational only until the end of the Game-Turn it is fired. It becomes inactive during the Bookkeeping Phase of the Game-Turn it is fired.

[34.4] STAR SHELLS

Artillery may fire illumination rounds, rather than smoke or fragment rounds; see Case 28.4. These rounds are known as star shells.

[34.41] Scatter and fire, etc., for star shells are determined in the same fashion as for other artillery fires.

[34.42] At the beginning of a Scenario in which illumination rounds are to be used, the Players must roll for wind direction (see Case 32.12). Additionally, Players must roll for wind velocity (roll 1D6+1; 0 meaning there is no significant wind).

[34.43] A star shell lights up its destination square plus all squares within twenty squares of the destination square. The shell is suspended on a parachute in the same way hand-fired flares are, and so falls under the provisos of Case 34.33.

[34.44] The shell is operational for the Game-Turn in which it is fired, plus the four following Game-Turns (unlike frag and smoke shells, star shells are fired immediately upon announcement; see Case 28.31). At the end of the fourth Game-Turn after the shell was fired, during the Bookkeeping Phase, the shell becomes inactive.

[34.45] During the Bookkeeping Phase of each Game-Turn, star shells are subject to wind drift. Each shell drifts as many Squares as the wind velocity in the direction the wind is blowing.

Example: The wind direction is west and the wind velocity is 3; each star shell will drift three squares to the west during the Bookkeeping Phase. On the following Game-Turn, the shell's new square will be its "destination square" for purpose of determining what area it lights up.

[34.5] ILLUMINATION SUMMARY (see Charts and Tables)

[35.0] CLIMBING

GENERAL RULE: Climbing allows men to attain different Elevation Levels, and requires the Players to develop new symbology to denote such.

CASES:

[35.1] TREES

[35.11] Any man in woods or forest square can climb a tree. Doing so requires a full Game-Turn (50 Task Points). Severely wounded men cannot climb trees.

[35.12] A man in a tree is at the same elevation level as the trees; i.e., one level above the surrounding terrain.

[35.13] A man in a tree receives the benefits given by woods or forest (depending on which he's in) when receiving fire, and when the enemy attempts to observe him.

[35.14] No more than one Friendly man may be up in a single wood or square tree at a time; the standard occupancy rules apply to men in a forest square or tree. Note there may be double the normal limit if there are on two different elevation levels; the stacking rules apply to each given elevation level.

[35.15] A man in a tree may engage in hand-to-hand combat only with a man in the same tree (and at the same elevation level per tree); men may never engage in hand-to-hand combat with some man at a different elevation level than they are. Disengagement in a tree consists of falling to the ground; a man disengaging in this fashion suffers 1/2d6 Wound Points in the process.

[35.16] A man may drop from a tree in the performance of movement at the cost of 20 Task Points (see the Task Point Cost Chart, 5.22).

[35.2] BUILDINGS

The maps included with Commando do not include stairways or ladders; Players wishing to include these options in the game will have to draw their own.

[35.21] In any Square a ladder or stairway symbol is drawn, a man may climb the ladder or stairway to the roof, or descend to the ground. Either action requires the expenditure of 25 Task Points (see the Task Point Cost Chart, 5.22).

[35.22] All buildings have gabled roofs, unless the Players mutually agree that the buildings have flat roofs. Men on gabled roofs must remain prone.

[35.23] Men on a roof may jump off the building to any adjacent square outside the building at a cost of 25 Task Points (see the Task Point Cost Chart).

[35.24] Normally, the only way a man can get onto the roof of a building is by a ladder or stairway. However, if one Player's men have hooks and ropes, they may be used to climb buildings. A man with hooks and ropes who begins a Task Execution Phase adjacent to (and outside) a building may climb onto the building at a cost of 50 Task Points.

[35.25] Men on the roof of a building are at a higher elevation level than men on the ground floor—in fact, they are at the same elevation level as the building, and thus one elevation level higher than men on the ground floor.
Each Player may have up to two men on a roof square, and up to two men in the square underneath the roof in the building. Thus, there can actually be eight men in a "square." The definition applying to trees also applies to buildings (see Case 35.14).

Hand-to-hand combat may not occur on gabled roofs. Hand-to-hand combat may occur on flat roofs. If, in hand-to-hand combat, one man inflicts more than 3 Wound Points on another, he may (at his option) instead of inflicting the Wound Points fling the man off the roof. The man lands (prone) in any non-building Square adjacent to the roof, and immediately suffers 1D6 + 2 Wound Points for being flung off a roof.

Case 35.15 applies to hand-to-hand combat on a roof, as well as in trees.

MOVING TO OR FROM ELEVATION LEVEL ZERO

In some Scenarios, the map will have elevation level zero printed on the map. Rather than a simple gradation in the terrain, descent from elevation level zero represents a significant drop (to a running man, at any rate).

When a man moves into or out of a square at elevation level zero into a square at elevation level one, he must pay an additional Task Point cost (see Terrain Effects Chart, 7.39).

All other rules concerning elevation levels apply when dealing with elevation level zero terrain. Remember that a man adjacent to an elevation level zero contour line is not blocked (in observation) by the contour line.

Elevation level zero takes on a slightly different meaning when referring to underwater terrain; see Case 36.1.

UNDERWATER OPERATIONS

COMMENTARY:

Perhaps if this Section were prefaced with the heading "For the Commando Player who has everything," a Player could understand the detail in to which he is going. The underwater rules alone are worth using, simply because they add a rather exotic element to the game.

GENERAL RULE:

Before playing a Scenario with underwater rules, the Players must mark on the map how deep the water squares are. This can be done by indicating the lowest elevation level to which a man can descend when underwater. There is no theoretical limit to the water depth, though Players who wish to add a modicum of realism should not go further than Eleven Levels (plus four deep), unless using a map of their own devising.

CASES

ELEVATION LEVELS AND OBSERVATION UNDERWATER

Elevation levels extend underwater as well as above water. Water level is elevation level zero; however, a standing (erect) man is always considered one elevation level higher than the actual elevation level of the water he is in. Thus, a man at elevation level zero in the water, who was also erect, would be at elevation level 1 for observation purposes.

Line of Sight rules are the same, regardless of whether a man is in or out of the water, or whether he is observer or observation target; Elevation Levels affect Line of Sight in water the same way they do on land.

Observation ranges may be affected by the presence of water. If a man is underwater, each level below the surface adds 10 squares to the distance between him and any man attempting to observe him. Thus, a man prone (he may not be erect underwater) at elevation level 2 is considered 20 squares distant for observation purposes from a prone man at elevation level zero and considered at least 30 squares distant from an erect man at elevation level zero (who is really elevation level 1 for observation purposes).

Men underwater (at elevation level -1 or lower) may never observe men out of the water or vice-versa. Men underwater may observe other men underwater (or at elevation level zero, whether prone or erect). Each square between two men underwater counts as four squares for observation purposes.

Underwater Observation Effects Summary (see Charts and Tables)

MOVEMENT UNDERWATER

A man in a water square may be in one of three states: He may be swimming, he may be standing (erect) in the water, or he may be diving. Only men equipped with snorkels or SCUBA gear may dive.

Men may only be erect in water squares at elevation level zero. Men who move through water squares at elevation level zero must pay the water terrain cost, as listed on the Terrain Effects Chart (7.39).

Men can fire their weapons and engage in hand-to-hand combat as if they were on the land.

A standing man may become a swimming man by falling prone. Swimming men also pay the water terrain cost, but may only fire their weapons at targets out of the water (see also Case 36.33). Swimming men remain at elevation level zero, regardless of the depth of the water below them. They do, however, benefit from the water defensive fire modifier (Case 36.36).

Men equipped with snorkel and/or SCUBA gear are also assumed to be equipped with flippers and wetsuits. Men equipped with such gear move through water squares at the clear movement rate (do not refer to the water line) for Task Point computation purposes.

Men equipped with snorkel and/or SCUBA gear who attempt to move on land pay triple the normal movement Task Point cost to enter each land Square. By expending 50 Task Points (a full Task Execution Phase for non-seriously wounded men, two full Task Execution Phases for severely wounded men), a man with snorkel or SCUBA gear may remove his flippers and mask and pack them away. During the Game-Turn he does so, he is considered prone (at no extra Task Point cost), and may stand erect on the following Game-Turn at the normal Task Point cost for doing so (see the Task Point Cost Chart, 5.22). Conversely, a man with snorkel or SCUBA gear may put his gear back on at the same Task Point cost he paid to take it off.

Men with diving gear are not restricted to elevation level zero in the water (other men are). A man with diving gear may subdivided to an elevation level of the square (determined by the Players' elevation contour lines). Diving (or rising) one elevation level costs 10 Task Points (see the Task Point Cost Chart, 5.22).

As with trees and roofs, each elevation level is a separate "square" for stacking purposes. Thus, in the same square there might be two divers at elevation level -1, two at elevation level -2, two at elevation level -3, etc.

A man must be swimming (prone) in a water square deeper than elevation level zero.

FIRE COMBAT IN AND UNDERWATER

Men at elevation level zero in water who are fired at are treated in the same way men on land are treated. A swimming man is considered prone.

Men standing in the water fire and throw grenades in the same way men on land do.

Prone (and thus swimming) men in water may not fire and move in the same Game-Turn; they may do one or the other (Exception: See Case 36.34).

Prone men in diving gear are able to fire and move in the same Game-Turn, however, they may only fire out of the water at elevation level zero.

Men are in diving gear under water may only fire at other men underwater or swimming men or men erect in the water. If at elevation level zero, they may fire at anyone.

Fire by men who are out of or standing in the water at targets who are in the water, whether prone (swimming) or underwater, is subject to an automatic -20% modifier (see the Fire Combat Modification Table, 10.82). The reverse is true only for men underwater. Additionally, for each elevation level of difference between firer and target, add 10 squares to the effective range from the firer. Thus, the range to a target at elevation level -2 would be 20 squares greater than the measured distance for fire purposes.

Fire by a man with diving gear at another man in the water is resolved normally, except that each square between the firer and his target is counted as four squares for range determination purposes. Thus, if the distance between a firer and his target was 8 squares, the "31-40" column of the Fire Combat Table (10.81) would be used (4 x 8 = 32).

Calculating the distance underwater when the target is at a different Elevation Level and square than the firer may be done in one of two ways:

1. Take the square of the distance determined by the rangefinder, and the square of the distance in Elevation Levels (between firer and target), add the two together, then determine the square root of the sum. Multiply this number by seven (the average of four and ten), and the fire combat will be determined at this "range."

Example: A man is four squares away from the firer and three Elevation Levels lower underwater. The firer scored plus four squared equals twenty-five; the square root of 25 is 5, and seven times five is 35, which is the distance at which the combat is resolved, or:

2. Add four times the distance determined by the rangefinder to ten times the difference in Elevation Levels, and multiply by three-fourth to derive the distance at which the combat will be resolved. Example: In the above example, four times four plus three times ten equals forty-six, three-quarters of which is approximately thirty-four.

Note: The first solution is an application of the Pythagorean Theorem, and will give the true distance between target and firer. The second solution is an approximation which is less time-consuming to calculate, but will produce slightly erroneous results.

Men firing from or under water who are
[36.4] HAND-TO-HAND COMBAT UNDERWATER

[36.41] Hand-to-Hand Combat between men standing in the water is resolved exactly as on land.

[36.42] Hand-to-Hand Combat between swimming men and/or men equipped with SCUBA/snorkel gear proceeds somewhat differently. Men may only fight grappl ed underwater; there is no such thing as ungrappled hand-to-hand combat underwater. Therefore, evading grappling is effectively the same thing as disengagement.

[36.43] Hand-to-Hand Combat underwater is performed in three rounds, not five.

[36.44] When fighting an opponent with SCUBA gear, a man may attempt to tear an opponent’s mouthpiece off. This is in lieu of attempting to do damage in a given round. There is a 15% chance the man will successfully tear the mouthpiece off. Should the mouthpiece be torn off, the rules for snorkel gear (see Case 36.5) apply to the man with the torn-off mouthpiece. The man may replace the mouthpiece at no Task Point cost during any Task Execution Phase in which he is not engaged in hand-to-hand combat and is not incapacitated or killed.

[36.5] SNORKEL GEAR

[36.51] Although men with snorkel gear can dive in the same way men with SCUBA (Self-Contained Underwater Breathing Apparatus) gear can, they are limited in the amount of time they may spend underwater.

[36.52] Normally, a man with snorkel gear must spend at least a portion of every fourth Game-Turn on the man's elevation level zero. He may rise to the surface, then dive again, to fulfill this criterion; but he must be at elevation level zero at least once every four Game-Turns.

[36.53] A man engaged in hand-to-hand combat underwater obviously cannot rise; therefore, a snorkel-equipped man may be prevented from fulfilling Case 36.52. As well, a player may have his man remain underwater for long periods of time—but this can be dangerous.

[36.54] On the fifth Game-Turn a man remains underwater, there is a 10% chance he will become unconscious and an additional 10% chance each Game-Turn. Thus, on the sixth Game-Turn, there is a 20% chance; on the seventh, 30%, etc. Determine whether a man becomes unconscious during the Task Execution Phase, before resolving Panic or Task Execution.

[36.55] An unconscious man is incapacitated. He will rise one elevation level per Game-Turn until he is at elevation level zero. The rise is considered to occur between the Non-Prepared Task Execution Phase and the Prepared Task Execution Phase.

[36.56] An unconscious man may be dragged by a swimming or diving man; the dragging man pays twice the normal Task Point cost while he moves with the excess baggage. An unconscious man in a land square may be revived by a Friendly man who expends a total of 150 Task Points in the same square as the unconscious man. These Task Points must be expended within ten Game-Turns of each other.

[36.57] Unconscious men who are revived possess only 25 Task Points for the remainder of the game, due to weakness. A revived man who subsequently becomes seriously wounded (or already is still must double all Task Point costs.

[36.58] An Enemy man may kill an unconscious man by spending a hand-to-hand combat Phase in "hand-to-hand" combat with the unconscious man. The unconscious man is dead at the end of the first round of hand-to-hand combat, unless there is a Friendly man (who is not unconscious) there to defend him. If that is the case, the Enemy man (or men) must get rid of the Friendly man before killing the unconscious man (who will continue to rise).

[36.6] HIGH SURF

[36.61] If the Players wish, or the weather conditions seem to indicate, there may be a condition of "high surf."

[36.62] When waters are at high surf, water squares may only be entered by men with SCUBA gear. Standing is impossible, as the waves will bowl a standing man over; swimming is impossible (to a non-SCUBA-equipped man), because of the undertides and large waves; a snorkel will be flooded by the large waves.

[36.63] During high surf, fire or grenade throw is impossible into or from the water, but not underwater.

[36.7] GRENADES UNDERWATER

[36.71] Grenades may be thrown into Water Squares by men outside or standing in water. Swimming or diving men may never throw grenades.

[36.72] Grenades are always considered to explode at elevation level zero. All men above or standing in water are affected normally. All men underwater or swimming within three squares (an elevation level is treated as one square for grenade detonation purposes) are affected by the grenade due to the concussive force of fragmentation underwater. Double the damage given on the "vented" column of the Grenade Damage Table (11.83). Even though men are theoretically in the water, shock is more easily transmitted through water.

[36.73] Smoke grenades thrown into the water create a "murk" square in the square they land in (only); this is treated as a smoke square, except it blocks only men observing through the square at elevation levels zero and -1 underwater.

[36.74] Illumination grenades underwater act the same way they do on land. Such a grenade illuminates two squares in all direction (horizontally and vertically).

[36.75] All weapons exploding in a fashion similar to grenades (such as rifle grenades, thump gun shells, etc.) explode with triple the normal explosion radius underwater. The damage for weapons such as tank shells are telescoped proportionately to the new explosion radius.

[36.8] HORSES, CAMELS AND DOGS UNDERWATER

[36.81] Horses and cows, like men, are capable of swimming. They do so in accordance to the regular rules for swimming. Camels will also swim, but, due to their unfamiliarity with water, have their panic percentage doubled when in water.

[36.82] A swimming horse engaging in hand-to-hand combat uses the "horse vs. horse" column of the Horse Melee Table, regardless of whether his opponent is a horse or a man—a horse can't rear and plunge or charge in water.

[36.83] Dogs in water engage in hand-to-hand combat normally, except that, like men, they must be grappled when they fight.

[36.84] Dogs, camels and horses may stand in water the same way men do.

[36.85] A swimming horse or camel may carry a man on its back. A man riding a swimming horse or camel is treated as swimming for all purposes.

[37.0] A CAVEAT

Caveat literally means a warning. It is most often used in the phrase "caveat emptor," — let the buyer beware. It is also used by designers who wish to show off their knowledge of Latin.

The Optional Rules have attempted to cover all pertinent and obvious rules questions that might arise for each Section. Every attempt has been made to make where no obvious omission can be found in any Case. Because of Commando's layered-on rules approach, it is not possible to cover every rules eventuality. Therefore, the designer has omitted references to improbable occurrences, to prevent the rules from occupying the owner's entire living room.

For instance, in the rules for Climbing (Section 35.0), a Player might be tempted to ask how to resolve a Friendly man falling into a square containing two other Friendly men. As this is obviously in violation of the multiple occupancy rules, it perhaps needs clarification. The designer would rule the man could not do so deliberately, and, if the man were forced to, the Player would have until the end of the next Turn to rectify the illegality. No penalty would be applied. But then, common sense would indicate the same solution. If the Players must have an official ruling, or are genuinely distressed by the wording of a rule, they may send in Game Questions formatted as per the prefatory remarks to the game.

The Optional Rules are supposed to be fun, and not cause arguments. They add depth and scope to any game of Commando, and the Players who wish to enjoy Commando as it was meant to be enjoyed should attempt to reach gentlemanly agreements. No hitting below the belt, and enjoy!

[38.0] SCENARIO USE AND ORGANIZATION

COMMENTARY:
Several scenarios are provided for the play of the Historical Game of Commando. The scenarios are a catalogue of representative historical battles and typical (though hypothetical) commando action. The scenarios allow the Players to recreate history within the Commando rules system. Most scenarios are from the World War II period (for it is the period the designer feels most comfortable with), but there are a few modern-era Scenarios and even one dealing with the exploits of Lawrence of Arabia! Players should feel free to choose any Scenario suiting their particular taste, or, if they wish, devise Scenarios of their own making.

GENERAL RULE:
After the Players have decided which Scenario they wish to play, they use the Scenario listings to provide the relevant information necessary to play. The Players must make a sheet (known as the Data Log) on which they record all information not marked on the map in the course of play. This Data Log will greatly facilitate play, and if the Players are willing to invest about five minutes in setting up the sheet properly, they can save about fifteen minutes of playing time and countless arguments.

CASES:

[38.1] THE DATA LOG

[38.11] Preferably, a Player's Data Log should be set up on a piece of ruled paper. The Player should then leave three lines for each man, which normally will be sufficient for all pertinent data.
One-half of one line should be left to record a man’s Endurance, and any Wound Points he incurs in the course of play. At the beginning of the line the Player records the man’s Endurance and his Incapacitation range (his Endurance to his Endurance plus two Wound Points). Whenever a man receives Wound Points, the owning Player should immediately record it on the Data Log, with any change in conditions noted (such as Severely Wounded, Incapacitated or Death). The Player records what weapons the man has on the second half of the first line, plus any ancillary equipment. The Player also notes whether the ancillary equipment is relevant to the Victory Conditions (e.g., explosives to blow up a railway station). Of course, a man discards a weapon (for whatever reason) or exchange weapons, this must be noted on the Data Log.

The Player should also record the base Panic Percentage for each man, as modified by injury. On the same line, any modifications to the chance to hit with weapons fire, grenade throw, etc., should be recorded, but these are likely to be identical for each side. The Preservation Condition should be placed at the top of the Data Log, as it is identical for all men.

When Opportunity Fire is plotted, a Player should record the code “OF”, any special instructions concerning the Opportunity Fire, and the Turn in which the Opportunity Fire is plotted. Unless the first and last conditions are satisfied, Opportunity Fire cannot occur.

Depending on the Optional Rules in use, the Player must make space for all necessary information. If, for instance, the Players are using horses, a line for each horse must be included, keeping track of the current rider of each horse and the number of Wound Points each horse has suffered.

**SAMPLE DATA LOG**

Preservation Condition: 

- **Panic:** 20%
- **Man A** (13/15 THL)
  - OF
  - 1: OF
  - Grenades Used: 1

- **Man B** (14/16)
  - Rifle, Pistol, Knife
  - 3: OF
  - At First Firing Enemy Man
  - Grenades Used: 

- **Man C** (11/19)
  - 2: OF
  - Machinegun, Pistol
  - Grenades Used: 

- **Man D** (17/13)
  - 2: OF
  - Rifle, Pistol, Knife
  - 3: PG
  - Grenades Used: 

- **Man E** (15/17)
  - Rifle, Pistol, Knife
  - Grenades Used: 

- **Man F** (18/20)
  - KILLED
  - Rifle, Pistol, Knife, Explosive
  - 3: OF
  - Grenades Used: 

- **Man G** (12/14)
  - Automatic Rifle, Pistol, Knife
  - 4: OF
  - At Enemy Man
  - Grenades Used: 

- **Man H** (19/21)
  - TH4, 11
  - Rifle, Pistol, Knife
  - 4: OF
  - Grenades Used: 

**Grenade:** +3%

**Weapon:** +5%

**OF:** Opportunity Fire; # Game-Turn; PG: Prepared Grenade (not thrown in Game-Turn in which it was prepared).
Observation Code Letter: The Code Letter corresponds with a code on the Observation Code Table. This will give the Player the base Observation percentage for all his men.

38.23 Optional and Special Rules
Suggested Optional Rules: Any Optional Rules falling in this category are not necessary to the play of the Scenario, but fit into the Scenario or situation very nicely.

Necessary Optional Rules: The Player must be familiar with the specified Optional Rules to play the Scenario.

Special Rules: any special rules will pertain to some special condition present in the Scenario, and are usually applicable only to the Scenario in question.

38.24 Victory Conditions

As Commando is a game which simulates quick and violent action, the victory conditionsreward the Player who performs the most successful quick and violent actions with his men. Modern combat is extremely demanding, and, in many cases, extremely depersonalizing. But modern combat can also bring forth the best in men, allowing them to become men of distinction and valor. A Player's performance will determine whether his men are among the valorous or the dolorous.

* Victory Conditions are broken up by the victory criteria for both sides. It is often possible for two sides to win, two sides to lose, one side to win and one to draw, etc. This is because in commando operations it is possible to accomplish objectives and take unacceptable casualties. Dependent on the military and social conditions in the countries involved, almost anything is possible.

* When the specified game length is over (specified within the Victory Conditions) the Players should compare their accomplishments in light of the Victory Conditions. All of the Victory Conditions are fairly straightforward; there are no diabolical Victory Points to be counted, or anything similar.

* "Victory" applies only to a single action; if the Players wish, they may play several actions and determine the winner by the most consistent good play on the part of one Player.

38.3 "ENDLESS" GAMES

38.31 Due to the nature of certain situations, the game length may be theoretically infinite; i.e., open-ended. Usually the game will end upon the completion of a certain goal, but in some cases the decision to break off will be left to the attacker, and his decision may be influenced by the defender's receipt of reinforcements at periodic intervals.

38.32 Goal-oriented Game Length

When the game length is dependent upon the attacker (the Players whose men are in Commando mode) completing certain goals, the game is played until the attacker has completed his goal(s), exited the game-map, or had all of his men killed or incapacitated (or any combination of the last two placing all men out of action). Once the condition(s) is fulfilled, the game is over and the Player's performances are evaluated in light of the Victory Conditions.

38.33 Reinforcement Trigger

When the game length is indefinite (and it is the option of the attacker to withdraw his men and end the game), the defender will receive reinforcements periodically. The Players must keep track of the Game-Turns to determine when the reinforcements will enter. The Scenario will list both the Frequency (i.e., the number of Game-Turns between arrival of reinforcements) and the Number of reinforcing men. Reinforcement arrival is always calculated from the first Turn an attacking man is observed, or the tenth Game-Turn should an attacking man not be observed by then. Reinforcing men are assumed to have the same original "vital statistics" as those already in play.

38.4 Defensive Zones

38.41 When the defending Player deploys his men on the map, he does so secretly, using a copy of one of the maps provided with Commando. The defending Player is responsible for alerting the attacker at the appropriate time for Observation Checks (but not for informing him of the location of the defending men unless the Observation Check is successful); he also must roll for his men in front of the attacker when the movement of attacking men cause a possible Observation. As defending men become observed, they are moved to the map the Players both have access to.

38.42 The defender is restricted as to where he may set up. Each map is "zoned", with each Zone delineated by direct lines printed on the map and a code number distinguishing the Zone from the others. The set-up for the defenders will be restricted by Zone.

38.43 The Scenario will inform the Player how many he is obliged to set up in each Zone (e.g., Zone 1: none; Zone 2: two, etc.).

38.44 The Player will be informed of any special conditions applying to the defending men (e.g., three men must be in the building which occupies Square 2604, among others); otherwise, the indicated number of men must be placed within the boundary of the Zone (exception: see Case 38.45, Sentry Routine).

38.45 Sentry Routine

If a man is performing Sentry Routine, he spends 25 (twenty-five) Task Points each turn in movement. This movement must be in a set pattern, and the pattern must be continuous (the man must be able to follow the route so at some point he repeats it). The defending Player draws the route on his map, indicating the starting point (where the man is when the attacker enters the map). The movement is executed between the Non-Prepared Task Execution Phase and the Prepared Task Execution Phase.

38.46 Men performing Sentry Routine can move in the Zone they are scheduled for, plus all adjacent Zones.

38.47 Until the defending men are alerted to the commandos' presence (by Observation, gunfire, etc.), they must either follow the plotted Sentry Routine with no deviation whatsoever, or remain in the Square they began in.

38.48 No more than half (rounding down) of a defending Player's men may perform Sentry Routine. The rest of the men must remain in the same Square until freed by the attacking men's actions.

38.49 Defending men do not Panic until they become aware of the presence of the attacking men.

38.5 Entry into Play

38.51 The attacking Player's men never begin play (the map edge in color) is given a map edge from which to enter play (e.g., commandos enter on East edge). On occasion the attacking Player will be limited to entering between certain Squares (e.g., between 1264 and 2564 or between 0132 and 0155), in which case the attacking Player must bring his men into one of the Squares between the two named Squares or on the named Squares themselves.

38.52 The attacking Player has the option to bring on as many men as he wishes at a particular Square, or to stagger the arrival of his men in Game-Turns (i.e., he may bring on one or more men on the first Game-Turn and may keep the balance in reserve for future Game-Turns). As long as the attacking Player obeys all rules of the game and restrictions of the Scenario, there are no further limitations on when and where he must bring his men in.

38.53 Should the Player wish to move two or more men into the same Square at the edge of the map in the same Game-Turn, each man after the first man must pay a penalty of 5 Task Points per man for the second and each subsequent man is the third man to enter the map via a given Square in the Game-Turn, he would already have expended 10 Task Points.

38.54 A man entering the game-map pays the full Task Point cost for the first full Square he moves into. The penalty mentioned in Case 38.53 would be assessed on top of the Task Point cost for entering the Square.

38.55 Reinforcing men follow the same rules as do the attacking Player's men.

38.56 If informed that one of his men observed a defending man at the end of his Task Point expenditure, the attacking Player may alter that man's expenditure from the point he observed the defender.

38.6 Contact and Normal Playflow

38.61 After an attacking man fires, throws a grenade, or is observed by a defending man, the defending men are alerted to the presence of the attacking men. On the following Game-Turn, in the Task Execution Phase, all defending men who have not observed any attacking men automatically Panic (no dice-roll).

38.62 This Panic is executed according to the normal rules for Panic, except "Move" results on the Panic Results Table are treated as "Fall Prone" results.

38.63 Defending men who have observed attacking men do not automatically Panic, but instead may execute Tasks according to the normal rules for expenditure of Task Points. These men may only execute Tasks normally. On the Game-Turn the defenders are first alerted to the presence of the attackers, these men have an additional 10% chance of Panic. Thus, men who have observed commandos on the first Turn commandos are observed increase their Panic Percentage 10%. This modifier is never again applied in the course of the Scenario.

38.64 All Sentry Routines cease and all men who previously were remaining in the same Square are now free to execute Tasks on the Game-Turn after the automatic Panic Game-Turn.

38.7 Creating New Scenarios

Players should feel free to create Scenarios of their own if they have particular situations which tickle their fancy, or if they grow weary of the Scenarios provided with the game. The Players may use already existing maps, or create entirely new ones; when creating a new map, remember the Commando maps are printed on a grid corresponding to four-to-the-inch graph paper.

Before beginning play, Players should examine the listing in a sample Scenario provided with the game, and ascertain their Scenario contains information corresponding to each of the listings. It is always better to determine all information before play, rather than wrangle about details in the midst of it. Players of Commando who feel they have created Scenarios which they would like to share with others are encouraged to submit them to Moves.
[39.0] RAID ON ENTEBBE, 3 July 1976

[39.1] HISTORICAL DATA AND GAME CONDITIONS
Era: Modern
Map: J
Weather Condition: Clear
Light Condition: Night

[39.2] ISRAELI COMMANDOS
Mode: Commando
Panic Percentage: 5%
Preservation Multiple: 4
Number of Men: 8
Endurance: 18 (D10 + 13)
Combat Bonus (+) or Debit (−): Fire: +12%; Grenade: +20%
Weapons and Ancillary Equipment: Submachine gun; Pistol; Combat Knife.
Observation Code Letter: A

[39.3] UGANDAN SENTRIES
Mode: Defending
Panic Percentage: 45%
Preservation Multiple: 20 (see special rules)
Number of Men: 11
Endurance: 10 (D6 + 7)
Combat Bonus (+) or Debit (−): Fire: −15%; Grenade: see special rules
Weapons and Ancillary Equipment: Semi-automatic rifle; swagger stick
Observation Code Letter: L

[39.4] OPTIONAL AND SPECIAL RULES

[39.41] Suggested Optional Rules
Israelis: Thump Guns (Section 19.0); Climbing (Section 35.0)

[39.42] Necessary Optional Rules
None

[39.43] Special Rules
Ugandan Preservation: If a Ugandan man ever fails his Preservation Check (see Case 15.1) he will move towards the Friendly mapedge until he exits. Such a man may only execute Preservation Movement.

Ugandan Presence of Mind: Because of the confused state in which the Ugandan defenses were in, no Ugandan man may throw or prepare to throw grenades (However, Israeli men may exchange Weapons with Killed or Incapacitated Ugandan men and gain grenades).

Ugandan Sentries: Because of the disorganization in the Ugandan military, no Ugandan man may be plotted for Sentry Routine.

Hostages: In the terminal building (bounded by Squares 1740, 2440, 1743 and 2443), there are considered to be two groups of hostages. Each group of hostages occupies an area two Squares square (a two by two Square area); they are set up by the Ugandan Player. No Ugandan soldier may begin the game in the terminal; no Ugandan man may enter the terminal until the Israeli Player begins to move the hostages.

Hostage Movement: The Turn an Israeli man enters the terminal, the Israeli Player may move the hostages. Hostage groups possess 30 Task Points, which may only be expended in movement.
Hostages must be in a Square adjacent to an Israeli man (just one per group); they will not move otherwise. Hostages never panic or check Preservation.

Fire at Hostages: Any time a Ugandan soldier fires at a Square containing hostages, he benefits from a Fire Modification of 25%. Should the Ugandan man hit, one hostage is dead. Keep track of dead hostages. A Ugandan may not fire at hostages until an Israeli has moved the hostages.

[39.5] GAME LENGTH
[39.51] Number of Turns
The game is goal-oriented; when the Israeli Player exits the hostages and the commandos, the game is over.

[39.52] Defending Reinforcements
Every fifteenth Turn after the first Israeli has been observed, 5 (five) Ugandan men enter between 0164 and 4064.

[39.6] Defensive Zones
[39.61] Zone 1: none.
[39.64] Zone 4: one man.
[39.65] Zone 5: one man.
[39.67] Zones 7 through 12: one man each.

[39.7] COMMANDO ENTRY SQUARES
The Commando Player enters his men between Squares 0101 and 4001.

[39.8] VICTORY CONDITIONS
[39.81] Commando Player
The Israeli Player must exit the two hostage groups from the map; they automatically lose if more than ten hostages are dead. The Israeli Player also may not lose more than two of his own men; only killed men and Incapacitated men not taken from the map count against him.

[39.82] Defending Player
The Ugandan Player wins if he kills four or more Israelis or prevents the Israeli Player from exiting the hostage groups from the map (if one exits, but the other doesn’t, the Ugandan Player receives no Victory). If more than fifteen hostages are killed, the Ugandan Player is ceremoniously executed by Idi Amin for giving him bad publicity. Any Ugandan exiting the map has a private moral victory.

[40.0] ACTIONS OFF VAAGSO ISLAND, 27 December 1942

[40.1] HISTORICAL DATA AND GAME CONDITIONS
Era: World War II
Map: D
Weather Condition: Light Rain
Light Condition: Dawn/Dusk

[40.2] BRITISH
Mode: Commando
Panic Percentage: 13%
Preservation Multiple: 9
Number of Men: 8
Endurance: 17 (D10 + 12)
Combat Bonus (+) or Debit (−): Fire: +12%; Grenade: +12%
Weapons and Ancillary Equipment: Rifle; Pistol; 6 men equipped with knives, 2 with umbrellas; 2 explosives (see special rules).
Observation Code Letter: B

[40.3] GERMANS
Mode: Defending
Panic Percentage: 25%
Preservation Multiple: 20
Number of Men: 10
Endurance: 13(D6 + 10)
Combat Bonus (+) or Debit (−): −3%; Grenade: 0%

Weapons and Ancillary Equipment: Carbines; Pistols; Combat Knives.
Observation Code Letter: F

[40.4] OPTIONAL AND SPECIAL RULES

[40.41] Suggested Optional Rules
Artillery (Section 28.0): 15 rounds, represents Royal Navy detachment; if in use, Germans receive three Guard Dogs (section 32.0).

[40.42] Necessary Optional Rules
None.

[40.43] Special Rules
The British possess two explosives with the following characteristics (see Case 11.7):
Number: 2
Effects: will destroy all Walls of a building if set off inside the building. Will destroy one wall if set off adjacent to the Wall. Rubble occurs on opposite side of destroyed Wall (one Square line).
Emplacement Requirements: 75 Task Points; adjacent to Wall
Fuse Time: Two Game-Turns.
Chase of Success: 95%
Effect on Men: 0 Squares: 4D10; 1-2 Squares: 2D10; 3-4 Squares: 1D10; 5-6, 1D6.

[40.5] GAME LENGTH

[40.51] Number of Turns
The Scenario is goal-oriented; when the British destroy the house bordered by Square 1258, 1358, 1260 and 1360, the game is over.

[40.52] Defending Reinforcements
On every thirtieth Game-Turn after an attacking man is Observed, the Germans receive ten reinforcements.

[40.6] DEFENSIVE ZONES

[40.61] Zone 1: three men.
[40.62] Zone 2: one man.
[40.63] Zone 3: one man.
[40.64] Zone 4: none.
[40.65] Zone 5: four men.
[40.66] Zone 6: one man.

[40.7] COMMANDO ENTRY SQUARES
The commando Player enters his men on any Square between 0115 and 4015.

[40.8] VICTORY CONDITIONS

[40.81] Commando Player
The British Player wins if he destroys the building described in Case 40.51, and receives less than six casualties (at the end of the Scenario, there must be at least three non-Incapacitated or non-Killed British men).

[40.82] Defending Player
The German Player wins if the building described in Case 40.51 is entirely intact, and at least three of his original men survive (not Incapacitated or Killed). If nine of the German men survive, it is an automatic German victory.

[41.0] THE RAID ON SON TAY, 21 November 1970

[41.1] HISTORICAL DATA AND GAME CONDITIONS
Era: Modern
Map: A
Weather Condition: Clear
Light Conditions: Day
[41.2] UNITED STATES GREEN BERETS
Mode: Commando
Panic Percentage: 9%
Preservation Multiple: 8
Number of Men: 12
Endurance: 17 (DG + 14)
Combat Bonus (+) or Debit (−): Fire: +12%;
Grenade: +12%;
Weapons and Auxiliary Equipment: Automatic Rifle; Pistol; Combat Knife
Observation Code Letter: B

[41.3] NORTH VIETNAMESE ARMY
Mode: Defending
Panic Percentage: 25%
Preservation Multiple: 15
Number of Men: 11
Endurance: 13 (D10 + 8)
Combat Bonus (+) or Debit (−): Fire: −2%;
Grenade: 0%
Weapons and Auxiliary Equipment: Carbines, Pistols, Fists (all North Vietnamese are assumed to be equipped with two fists).
Observation Code Letter: E

[41.4] OPTIONAL AND SPECIAL RULES

[41.4.1] Suggested Optional Rules
Searchlights (Section 33.0): the North Vietnamese begin with two in the Guard Towers (otherwise treated as blocking terrain).
Thump guns (Section 21.0): 2 for Green Berets (in lieu of automatic rifles).

[41.4.2] Necessary Optional Rules
None.

[41.4.3] Special Rules
• Unless using the Searchlight Optional Rules, the Guard Towers are considered completely blocking terrain. If the Searchlight rules are used, the Guard Towers have ladders on the side of the tower facing towards the center of the prison compound. The Climbing rules (Section 55.0) are, of course, used in concert with the Searchlight rules.
• The Sentry Routine rules are not used in this Scenario.

[41.5] GAME LENGTH

[41.5.1] Number of Turns
The Game lasts 20 Game-Turns.

[41.5.2] Defending Reinforcements
There are no defending reinforcements (during the action, a helicopter containing part of the attack force landed next to the barracks from which the reinforcements would have come, and eliminated the possibility).

[41.6] DEFENSIVE ZONES

[41.6.1] Zone 1: two men.
[41.6.2] Zone 2: no men.
[41.6.3] Zone 3: 5 men inside the prison compound; two outside.
[41.6.4] Zone 4: none.
[41.6.5] Zone 5: two men.

[41.7] COMMANDO ENTRY SQUARES
The Commando Player may enter all his men on either of the short sides of the map (between 0101 and 4001 or between 0164 and 4064). All men must enter in the same side. The Commando Player writes down his choice of sides before the defending Player deploys his men.

[41.8] VICTORY CONDITIONS

[41.8.1] Commando Player
The Commando Player cannot win unless a surviving man (not killed or incapacitated and not dragged off the map) has observed the eight buildings within the prison compound (which may only be performed from one of the two doors to the complex or inside the complex), and he kills at least five North Vietnamese (or Incapacitates them).

[41.8.2] Defending Player
The North Vietnamese Player wins by Killing or Incapacitating 5 or more Green Berets, while taking no more than 7 such casualties himself.

[42.0] LAWRENCE OF ARABIA ON THE HEJAZ RAILWAY
Note: This Scenario is fictional, but is typical of various raids carried out by Lawrence in Arabia.

[42.1] HISTORICAL DATA AND GAME CONDITIONS

[42.1.1] Era: WWI
Map: M
Weather Condition: Clear
Day

[42.2] LAWRENCE AND THE ARABS

Panic Percentage: 15%
Preservation Multiple: 9
Number of Men: 12
Endurance: 15 (D10 + 10)
Combat Bonus (+) or Debit (−): Fire: +3%;
Grenades: see special rules
Weapons and Auxiliary Equipment: 1 Machine Gun on sledge (see special rules); 11 rifles; 4 have Samurai swords (but not man with MG), the rest have daggers.

[42.3] TURKS

Panic Percentage: 35%
Preservation Multiple: 10
Number of Men: 20
Endurance: 14(D6 + 11)
Combat Bonus (+) or Debit (−): Fire: +1%
Grenades: see special rules
Weapons and Auxiliary Equipment: 2 armed with ceremonial swords, pistol and swagger stick; 18 armed with rifle, dagger.

[42.4] OPTIONAL AND SPECIAL RULES

[42.4.1] Suggested Optional Rules

[42.4.2] Necessary Optional Rules

[42.4.3] Special Rules

Horses and Camels (Section 19.0): The Arabs begin with eight hobbled camels and a mule (see special rules). Arabs are considered Cossacks for purposes of controlling mounts.

[42.4.4] Suggested Optional Rules

[42.4.5] Reinforcement

Protection from Fire inside the Train: When firing on a man inside the train, apply the normal penalty for firing through a door (the thin wooden walls of trains did not afford all that much protection).

Arab Bravery: While the Arabs are in Preservation Condition Zero, any Arab who receives a Panic result of "Move" will move towards the nearest Observed Turk (standing erect, if necessary) and attempt to engage him in Hand-to-Hand Combat if he reaches the Square of the man. If there are no Turks Observed by the Panicking man, the result is applied normally. (Lawrence had trouble restraining his oft-hot-blooded men).

[42.5] GAME LENGTH

[42.5.1] Number of Turns
The game is played until one side is the victor.

[42.5.2] Reinforcements
There are no reinforcements for either side,
[42.6] ARAB SET-UP
The Arab Player sets up six of his men north of Zones 2 and 7, and the other six on the south side. The men on each side must be set up in two adjacent Zones.

[42.7] TURKISH TRAIN ENTRY
The Turkish Train enters at square 2101 on Game-Turn 1.

[42.8] VICTORY CONDITIONS
[42.8.1] Turkish Player
If there are no live, non-Incapacitated Arab men on the map and there is at least one live, non- incapacitated Turkish man on the map, the Turkish Player wins.

[42.8.2] Arab Player
If there are no live, non-Incapacitated Turkish men on the map and there is at least one live, non-Incapacitated Arab man on the map, the Arab Player wins.

[43.0] TRENCH RAID NEAR PASSCHENDALE, 31 July 1917

[43.1] HISTORICAL DATA AND GAME CONDITIONS
Era: WWI
Map: L
Weather Condition: Mist
Light Condition: Dawn/Dusk

[43.2] BRITISH
Mode: Commando
Panic Percentage: 5%
Preservation Multiple: 4 (see Special Rules)
Number of Men: 22
Endurance: 13 (D6 + 10)
Combat Bonus (+) or Debit (-): None.
Weapons and Ancillary Equipment: Carbine, Large Knife, 4 with wire clippers (see Case 20.3).
Observation Code Letter: F

[43.3] GERMAN
Mode: Defending
Panic Percentage: 7%
Preservation Multiple: 8 (see Special Rules)
Number of Men: 12
Endurance: 13 (D10 + 8)
Combat Bonus (+) or Debit (-): None.
Weapons and Ancillary Equipment: 10 with rifles, Combat Knives, 2 with Machine guns, Pistols, Combat Knives (see special rules).
Observation Code Letter: E

[43.4] OPTIONAL AND SPECIAL RULES
[43.4.1] Suggested Optional Rules
Artillery (Section 28.0): British get 10 rounds, Germans get five. Note trenches halve (rounding down) the damage caused by artillery.

[43.4.2] Necessary Optional Rules
Barbed Wire (see Section 20.0): All wire is considered straight wire.

[43.4.3] Special Rules
 Preservation: Unlike other men in difficult situations, the men of World War I did not run—because there was no place to run to. A German soldier who did run away would probably be killed after court martial (with disgrace to his name); a British soldier would probably be killed by the next wave of men (and bayonetting certainly was not something to look forward to). Thus, when a man fails his Preservation Check, he falls Prone and expends no Task Points in the Turn.

Machine Guns: The primitive machine guns used during World War I were usually mounted to allow the user to wield them easily. Thus, when the German Player places his machine guns, he must place them in a trench Square, and they may not be moved. In addition, machine guns may only fire in front of the trench they are located in (and never behind the trench).

Sentry Routine: The Germans may not perform Sentry routine. All Germans must be set up in trenches.

Exiting the Map: The only Player who may exit from the map is the British Player, and he may exit men only from the 400x Square-row.

[43.5] GAME-LENGTH
[43.5.1] Number of Turns
The Scenario is played until 40 Turns are over, all men on one side are killed or Incapacitated, or the British exit the map at the 400x Square-row.

[43.5.2] Defending Reinforcements
There are no reinforcements within the scope of the Scenario (actually, the Turn limit simply reflects the next wave of men for each side).

[43.6] DEFENSIVE ZONES
[43.6.1] Zone 1: all German men (must be set up in trenches).

[43.6.2] Zone 2: none.

[43.7] COMMANDO ENTRY SQUARES
The British Player enters his men between Squares 0101 and 0164.

[43.8] VICTORY CONDITIONS
[43.8.1] Commando Player
The British Player wins by exiting five men off the 400x Square-row. He achieves a moral victory by eliminating the Germans in the first row of the trenches.

[43.8.2] Defending Player
The German Player wins by Killing or Incapacitating all British men. In actuality, neither Player should win this game. The Scenario is slanted in the Germans' favor, but this is only because the British are taking their turn at idiotic suicidal frontal charges. Even if the British soldiers succeed in exiting the map, they will undoubtedly expire before the next line of trenches.

[44.0] ASSAULT ON LIPPE RIVER BRIDGEHEAD, 24 March 1945
Note: The actions represented here were concurrent with Operation Varsity, the paratroop-aided seizure of the Rhine River.

[44.1] HISTORICAL DATA AND GAME CONDITIONS
Era: WWII
Map: F
Weather Condition: Clear
Light Condition: Night

[44.2] UNITED STATES RANGERS
Mode: Commando
Panic Percentage: 10%
Preservation Multiple: 10
Number of Men: 9
Endurance: 16 (D6 + 13)
Combat Bonus (+) or Debit (-): +10%; Grenade: +15%
Weapons and Ancillary Equipment: 4 with carbine, pistol and large knife, 5 with automatic rifle, pistol and combat knife.
Observation Code Letter: B

[44.3] GERMAN MILITIA/GARRISON
Mode: Defending
Panic Percentage: 30%
Preservation Multiple: 15
Number of Men: 12
Endurance: 12 (D10 + 7)
Combat Bonus (+) or Debit (-): Fire: none; Grenade: +2%
Weapons and Ancillary Equipment: 3 with rifles, pistols and swagger sticks, 9 with machine pistols, large knife.
Observation Code Letter: D

[44.4] OPTIONAL AND SPECIAL RULES
[44.4.1] Suggested Optional Rules
Underwater Operations (Section 36.0): Rangers are equipped with SCUBA gear, 3 may enter on squares 0115, 0116, 4015, or 4016.

Flamethrowers (Section 17.0): Germans get one in lieu of one of the machine pistols.

[44.4.2] Necessary Optional Rules
None.

[44.4.3] Special Rules
- On the eighteenth Game-Turn after the Rangers enter the map, the German Player may attempt to blow up the bridge. The detonator is located in Square 3007. It has a 65% chance of succeeding, and only affects those on the bridge. Unless using the Underwater Operations rules, a man on the bridge when it is demolished is killed. If the detonator fails, it may not be used again.

[44.5] GAME LENGTH

[44.5.1] Number of Turns
There is no limit of Turns; the game is goal-oriented.

[44.5.2] Defending Reinforcements
If the Rangers have not achieved their goal by Game-Turn 30 (after Observation by a German man), the German Player receives a reinforcement of 5 Machine Pistol-equipped men.

[44.6] DEFENSIVE ZONES
[44.6.1] Zone 1: three men.

[44.6.2] Zone 2: five men.

[44.6.3] Zone 3: one man.

[44.6.4] Zone 4: three men.

[44.6.5] Zone 5: none.

[44.6.6] Zone 6: none.

Note: No German soldier may perform Sentry Routine in Zone 6.

[44.7] COMMANDO ENTRY SQUARES
The Rangers enter between Squares 0164 and 4064.

[44.8] VICTORY CONDITIONS
[44.8.1] Commando Player
The Ranger Player wins if he captures the bridge intact (no Enemy men on the bridge; Rangers on both sides of the river).

[44.8.2] Defending Player
The German Player wins if he kills or Incapacitates more than four Rangers, or prevents the Rangers from holding the bridge at the end of the game (only possible if the Rangers hit Preservation, etc.).
[45.0] THE RADAR STATION AT BRUENVAL, 27 February 1942

[45.1] HISTORICAL DATA AND GAME CONDITIONS
Era: WWII
Map: E
Weather Condition: Light Snow
Light Condition: Night

[45.2] BRITISH COMMANDO
Mode: Commando
Panic Percentage: 12%
Preservation Multiple: 8
Number of Men: 10
Endurance: 16 (D6 + 13)
Combat Bonus (+) or Debility (−): Fire: +12%;
Grenade: +10%
Weapons and Ancillary Equipment: Submachineguns, pistol and combat knife.
Observation Code Letter: C

[45.3] GERMAN GARRISON
Mode: Defending
Panic Percentage: 25%
Preservation Multiple: 14
Number of Men: 13
Endurance: 11 (D6 + 8)
Combat Bonus (+) or Debility (−): +5%; Grenade: none
Weapons and Ancillary Equipment: 3 with Machine Pistols, Pistols and swagger sticks; 10 with rifles, pistols and combat knives.
Observation Code Letter: D

[45.4] OPTIONAL AND SPECIAL RULES
[45.41] Suggested Optional Rules
Electrified Wire (see Section 31.0): 25 lines worth but not encircling buildings.
Barbed Wire (20.0): 40 lines
Satchel Charges (25.0) and Hand-Held Flares (34.2): 10 total of the former and 12 per man of the latter (British).

[45.42] Necessary Optional Rules
None.

[45.43] Special Rules
None.

[45.5] GAME LENGTH
[45.51] Number of Turns
The British Player must exit the map by the edge he entered from by the conclusion of the 30th Turn. Any men left are Incapacitated.

[45.52] Defending Reinforcements
There are no defending reinforcements — the game limit represents reinforcements from the German Infantry Division nearby arriving on the scene.

[45.6] DEFENSIVE ZONES
[45.61] Zone 1: one man.
[45.62] Zone 2: one man.
[45.63] Zone 3: three men.
[45.64] Zone 4: three men.
[45.65] Zone 5: one man.
[45.66] Zone 6: one man.
[45.67] Zone 7: three men.

[45.7] COMMANDO ENTRY SQUARES
Before the German Player deploys his men, the British Player secretly writes down whether he is going to come on on the xx64 Square-row or the 01xx Square-row. After the German Player has secretly deployed his men, the British Player enters on any Square in the row he chose.

[45.8] VICTORY CONDITIONS
[45.81] Commando Player
To win, the British Player must be able to exit five non-Incapacitated men via the mapedge they entered; one of these men must have the radio. The radio is obtained by expending 75 Task Points in Square 1612 in two consecutive turns.
[45.82] Defending Player
The German Player wins by keeping the radio on the map by Game-Turn 30 (after Observation), or by Killing or Incapacitating 7 of the Commandos.

[45.0] SKORZENY TO THE RESCUE

[46.1] HISTORICAL DATA AND GAME CONDITIONS
Era: WWII
Map: C
Weather Condition: Mist
Light Condition: Day

[46.2] GERMAN COMMANDOS
Mode: Commando
Panic Percentage: 6%
Preservation Multiple: 5
Number of Men: 8
Endurance: 7 (D6 + 11); 1 (Otto Skorzemy)
is 25 (D6 + 22)
Combat Bonus (+) or Debility (−): Fire: +10%;
Grenade: +10%
Observation Code Letter: B

[46.3] HOUSE GUARD
Mode: Defending
Panic Percentage: 25%
Preservation Multiple: 18
Number of Men: 11
Endurance: 13 (D6 + 10)
Combat Bonus (+) or Debility (−): Fire: −4%;
Grenade: none.
Weapons and Ancillary Equipment: Carbines, Pistols and combat knives.
Observation Code Letter: F

[46.4] Optional and Special Rules
[46.41] Suggested Optional Rules
One Tank (Section 23.0) for the House Guard; 3 Rocket Launchers for the Germans (Section 26.0); Anti-Personnel Mines (22.1).

[46.42] Necessary Optional Rules
None.

[46.43] Special Rules
• Sentry Routine: No man may perform Sentry Routine outside of the Zone he is initially assigned to.
• The Swimming Pool: Unless using the rules for Underwater Operations (36.0), the swimming pool is off limits.
• The Prisoner: The Prisoner is deployed inside the house. If all Enemy men in the house are either Killed or Incapacitated, the prisoner will move with a commando. The prisoner may not be shot at, and has 40 Task Points for movement, only.

[46.5] GAME LENGTH
[46.51] Number of Turns
The German Player has 25 Turns (after Observation of a German by a House Guard) in which to rescue the prisoner and exit the map.

[46.52] Defending Reinforcements
There are none. It is assumed the Germans will leave once the regular army is alerted, since the amount of men in a given garrison is enough to scare off the commando force.

[45.6] DEFENSIVE ZONES
[45.61] Zone 1: two men.
[45.62] Zone 2: none.
[45.63] Zone 3: five men.
[45.64] Zone 4: two men.
[45.65] Zone 5: two men.

[45.7] COMMANDO ENTRY SQUARES
The German Player secretly records his entry edge — either on the xx64 Square-row — and, after the House Guard Player has set up, enters on any Square along that edge.

[46.8] VICTORY CONDITIONS
[46.81] Commando Player
The German Player wins if he exits the prisoner from the map-edge he entered by the end of the 25th Game-Turn after one of his men have been Observed, and he takes so more than six casualties (Kills or Incapacitations).
[46.82] Defending Player
The House Guard wins if the prisoner is still in the house at the end of the 25th Game-Turn. The House Guard wins a moral victory if it kills or Incapacitates Skorzemy.

[47.0] COMMANDO FRONT-LINE ACTION
Note: The following Scenario is a good example of why commandos are not used in front-line combat.

[47.1] HISTORICAL DATA AND GAME CONDITIONS
Era: WWII
Map: E
Weather Condition: Heavy Rain
Light Condition: Day

[47.2] BRITISH COMMANDOS
Mode: Commando
Panic Percentage: 9% (except APC)
Preservation Multiple: 10
Number of Men: 9 (not including APC crew)
Endurance: 17 (D10 + 12)
Combat Bonus (+) or Debility (−): Fire: +12%;
Grenade: +12%
Weapons and Ancillary Equipment: Submachineguns; pistols; 1 with sabre, 6 with combat knives, 1 with umbrella; APC; 2 Rocket Launchers
Observation Code Letter: B

[47.3] GERMAN ARMY
Mode: Defending
Panic Percentage: 20% (except, of course, tank)
Preservation Multiple: 15
Number of Men: 10 (not including tank crew)
Endurance: 14 (D10 + 9)
Combat Bonus (+) or Debility (−): Fire: none;
Grenade: +3%
Weapons and Ancillary Equipment: 5 with Machine Pistols; 5 with semi-auto rifles; all with pistols and daggers; 1 Tank
Observation Code Letter: C
[47.4] OPTIONAL AND SPECIAL RULES
[47.41] Suggested Optional Rules
None in particular, though Mines (22.0) of all varieties will make for an interesting game.

[47.42] Necessary Optional Rules
Tanks (Section 23.0), APCs (24.0) and Rocket Launchers (26.0). The Tank and the APC come with full crew. Artillery (28.0) — the British receive three rounds of artillery.

[47.43] Special Rules
None.

[47.5] GAME LENGTH
[47.51] Number of Turns
There is no finite limit; the game is goal-oriented.

[47.52] Defending Reinforcements
Reinforcements in the middle of a running battle are few and far between. This is not one of the times they appear.

[47.6] DEFENSIVE ZONES
[47.61] Zone 1: none.
[47.62] Zone 2: one man.
[47.63] Zone 3: one man.
[47.64] Zone 4: one man.
[47.65] Zone 5: five men and the tank (the tank may not perform Sentry Routine).
[47.66] Zone 6: two men.

[47.7] COMMANDO ENTRY SQUARES
The Commando Player enters on the xx64 Square-row.

[47.8] VICTORY CONDITIONS
Victory is determined by the Player who possesses the house which includes Square 2615, and has managed to Incapacitate or Kill all Enemy men (or the men have exited the map).

[48.0] THE GREAT OILFIELD RAID

[48.1] HISTORICAL DATA AND GAME CONDITIONS
Era: Modern
Map: G
Weather Condition: Clear
Light Condition: Dusk

[48.2] UNITED STATES COMMANDOS
Mode: Commando
Paper Percentage: 10%
Preservation Multiple: 11
Number of Men: 8
Endurance: 17 (D6 + 14)
Combat Bonus (+) or Debit (−): Fire: +12%; Grenade: +15%
Weapons and Ancillary Equipment: Automatic Rifle, Pistol and Large Knife, 3 explosives (see special rules).
Observation Code Letter: B

[48.3] SOUTH WOGGIANS NATIONAL GUARD
Mode: Commando
Paper Percentage: 35%
Preservation Multiple: 20
Number of Men: 7
Endurance: 11 (D10 + 6)
Combat Bonus (+) or Debit (−): Fire: −10%; Grenade: −5%
Weapons and Ancillary Equipment: Rifles, daggers.

Observation Code Letter: F
(And see special rules).

[48.4] OPTIONAL AND SPECIAL RULES
[48.41] Suggested Optional Rules
Anti-Personnel Mines (Cases 22.1 and 22.2) — 17 for the Woggisians; Thump Guns (Section 21.0) and Rifle Grenades (18.0) — as many as the American Player desires.

[48.42] Necessary Optional Rules
None.

[48.43] Special Rules
• Technical Advisers: An evil non-democratic large nation has sent technical advisers to the South Woggisians, and these advisers just happen to carry submachineguns for their personal safety. They are the reinforcements the Woggisian Player receives, and their characteristics are different from the Woggisian troops.
  Panic Percentage: 23%
  Preservation Multiple: 20
  Number of Men: 6
  Endurance: 14 (D6 + 11)
  Combat Bonus or Debit: Fire: +5%; Grenade: none.
  Weapons and Ancillary Equipment: Submachineguns, Pistol, Combat Knife.

Observation Code Letter: D
Remember that the Preservation Multiple only applies to each reinforcing group of men; not the whole force of reinforcing men.
• Explosives: the explosives the U.S. Player assigns to his men have the following characteristics:
  Number: 3
  Effect: will destroy an oil tank completely (all Squares become rubble); will do same to house or crane if set off on, in or adjacent to house or crane.
  Emplacement Requirements: 100 Task Points; on, adjacent to, or in demolition target.
  Fuse Time: Three Game-Turns.
  Chance of Success: 75%
  Effect on Men: 0 Squares: 6D10; 1-2 Squares: 3D6; 3-4 Squares: 1D6; 5-6 Squares ½D6.
  • Cranes: There are two cranes on the map. The body of the crane is considered blocking, and may not be moved through unless using the Climbing rules (Section 35.0). The arm of the crane is at Elevation Level Two, and is thus higher than the Square itself (it blocks Line of Sight at Elevation Level Two; two men at Elevation Level One Observing "through" the arm of the crane would be able to observe each other). The terrain below the arm of the crane is Clear.

[48.5] GAME LENGTH
[48.51] Number of Turns
The game is theoretically infinite; the Scenario is goal-oriented.

[48.52] Defending Reinforcements
The South Woggisian Player receives a reinforcement group (as described in the special rules) on the second Turn after Observation of a US Commando, the seventeenth Turn, the thirty-second Turn, and so on. The reinforcements enter opposite the commando entry squares.

[48.6] DEFENSIVE ZONES
[48.61] Zone 1: one man.
[48.64] Zone 4: one man.
[48.65] Zone 5: four men.
[48.66] Zone 6: one man.

[48.67] No South Woggisian man may perform the Sentry Routine.

[48.7] COMMANDO ENTRY SQUARES
The Commando Player may bring his men on between Squares 2801 and 4001, or between 4001 and 4036. The men must enter on fifteen adjacent Squares; i.e., no man may be more than fifteen Squares (tracing along the map edge) away from another man, regardless of entry Turn.

[48.8] VICTORY CONDITIONS
[48.81] Commando Player
The US Player wins if he destroys at least two of the three oil tanks and suffers no more than 50% casualties (Kills or Incapacitations).

[48.82] Defending Player
The South Woggisian Player wins if none of the oil tanks are destroyed, or if six or more Commandos are killed or incapacitated.

[48.9] STREETFIGHTING IN WORLD WAR II EUROPE

[48.10] HISTORICAL DATA AND GAME CONDITIONS
Era: WW II
Map: H
Weather Condition: Clear
Light Condition: Day

[48.11] GERMAN COMMANDO
Mode: Commando
Paper Percentage: 10%
Preservation Multiple: 10
Number of Men: 10
Endurance: 17 (D10 + 12)
Combat Bonus (+) or Debit (−): Fire: +12%; Grenade: +12%
Weapons and Ancillary Equipment: 8 with machine points, pistol and dagger; 1 with machinegun, dagger; 1 with flamethrower, dagger.
Observation Code Letter: C

[48.12] PARTISANS
Mode: Defending
Paper Percentage: 20%
Preservation Multiple: 9
Number of Men: 11
Endurance: 14 (D6 + 11)
Combat Bonus (+) or Debit (−): Fire: none; Grenade: +15%
Weapons and Ancillary Equipment: Machineguns, large knives.
Observation Code Letter: C

[48.13] OPTIONAL AND SPECIAL RULES
[48.14] Suggested Optional Rules
Tanks (Section 23.0), APCs (24.0), Jeeps (29.0), Motorcycles (30.0). Germans might have Artillery (28.0) while Partisans might have satchel charges (25.0).

[48.15] Necessary Optional Rules
Flamethrowers (Section 17.0) — the Germans being with an equipped man; and Climbing (35.0) — all buildings go up to Elevation Level 3.

[48.16] Special Rules
None.

[48.17] GAME LENGTH
[48.18] Number of Turns
The Scenario is played in 25 Game-Turns. Victory
[49.52] Defending Reinforcements
There are no defending reinforcements.

[49.6] DEFENSIVE ZONES
[49.61] Zone 1: two men.
[49.62] Zone 2: two men.
[49.63] Zone 3: none.
[49.64] Zone 4: two men.
[49.65] Zone 5: two men.
[49.66] Zone 6: three men.

[49.7] COMMANDO ENTRY SQUARES
The German Player may enter his commandos on any map edge he wishes. He need not enter the men on the same map edge; the only restriction on him is a man must enter play via an edge.

[49.8] VICTORY CONDITIONS
[49.81] Commando Player
The German Player must Kill or Incapacitate nine Partisans by the last Turn of the game to fully win; but if Players are interested in play balance, he must kill or Incapacitate five partisans and avoid death or Incapacitation of over half of his men.

[49.82] Defending Player
The Partisan Player wins by either having a live, non-Incapacitated man in Zones 1, 2, 4, 5, and 6 at the end of the last Turn, or by killing or Incapacitating seven commandos.

[50.0] DESTRUCTION OF ARMY GROUP CENTER HEADQUARTERS

[50.1] HISTORICAL DATA AND GAME CONDITIONS
Era: WWII
Map: K
Weather Condition: Blizzard
Light Condition: Day

[50.2] CRACK ALLIED COMMANDO TEAM
Mode: Commando
Panic Percentage: 5%
Preservation Multiple: 0 (see special rules)
Number of Men: 8
Endurance: 19 (D6 + 6)
Combat Bonus (+) or Debit (−): Fire: + 15%; Grenade: + 20%
Weapons and Ancillary Equipment: 6 with automatic rifles, pistols and combat knives; one with machinegun and pistol; one with machine pistol and umbrella
Observation Code Letter: A

[50.3] SUSPICIOUS GERMAN GUARDS
Mode: Defending
Panic Percentage: 15%
Preservation Multiple: 12
Number of Men: 14
Endurance: 13 (D10 + 8)
Combat Bonus (+) or Debit (−): −1: None.
Weapons and Ancillary Equipment: 12 with rifles; pistols and large knives; 2 with machine pistols and swagger sticks.
Observation Code Letter: D

[50.4] OPTIONAL AND SPECIAL RULES
[50.41] Suggested Optional Rules
Climbing (35.0), Rifle Grenades (18.0), Satchel Charges (25.0), Anti-Personnel Mines (Cases 22.1 and 22.2) — and see special rules.

[50.42] Necessary Optional Rules
Underwater Operations (Section 35.0) — Allied team is equipped with snorkel gear.

[50.43] Special Rules
• Anyone familiar with current suspense fiction should recognize this Scenario — extremely well-trained heroic Allied team undertakes impossible task against improbably German position and achieves mission. This Scenario is particularly well-suited to adaptation to the Role-Playing Game (see separate booklet), and such goodies as the Miraculous Escape Matrix may be included at the option of the Players.
• This Scenario lends itself to all Optional Rules with the exception of Artillery (Section 28.0). Whenever adding an Optional Rule benefiting one side, the Players should also add a counter-balancing Optional Rule to aid the other side. As a general rule, the Allied team should get only portable or air-droppable Optional Rules (ranging from rocket launchers to horses [1]), because they are far behind enemy lines, while the Germans can get everything up to the kitchen sink (tanks, electrified wire, etc.).
• The Allied Player may only win by destroying certain key records and equipment. This may be achieved by destroying 150 Task Points by three separate men in the building including Square 1665. These Task Points are not expended for any normal Task; the men remain in a given Square and the Player announces he has expended the Task Points.
• Preservation: The Allied commandos never undergo Preservation Checks. What kind of heroes would break under pressure?
• The Tramway: A man who begins a Turn in one of the buildings marked "Tram" may, instead of Task Point execution, be placed in the other building marked "Tram." The only condition to this transfer is that there be no Enemy men in the building the man is going to.

[50.5] GAME LENGTH
[50.51] Number of Turns
The Scenario is over forty Turns after Observation of the first Allied man, or when all Allied men have exited the map.

[50.52] Defending Reinforcements
None. The entire Army is assumed to show up on the forty-first Turn after Observation of an Allied man, thus preventing further operations.

[50.6] DEFENSIVE ZONES
[50.61] Zone 1: two men.
[50.62] Zone 2: none. Note: No German may perform Sentry Routine in Zone 2.
[50.63] Zone 3: four men.
[50.64] Zone 4: one man.
[50.65] Zone 5: one man.
[50.66] Zone 6: one man.
[50.67] Zone 7: one man.
[50.68] Zone 8: four men.

[50.7] COMMANDO ENTRY SQUARES
The Commando Player may enter any number of men along the 01xx square-row, between squares 4001 and 4025 and may enter up to 2 men in the stream at squares 4040 or 4041 or at 0140 or 0141.

[50.8] VICTORY CONDITIONS
[50.81] Commando Player
The Commando Player wins by achieving the conditions set forth in the Special Rules (destroying key information and equipment), and successfully exiting four live, non-Incapacitated men by the end of the game from an entry square.

[50.82] Defending Player
The German Player wins by either preventing the Headquarters from being ransacked (destroyed), or by killing or Incapacitating all commando men.

DESIGNER'S NOTES
Commando. The very name evokes images of carefully-camouflaged men stealing through the night to destroy enemy installations. The elite soldiers are the dogs of war, set loose to wreak havoc upon unsuspecting sentries and soldiers. Swiftly and silently the commandos attack, leaving a trail of wreckage and corpses. Perhaps the most feared men in the armed services, the fame and controversy surrounding the commando have lent him a special mystique.

Super tactical (or man-to-man) games have always been a fascination of the designer's, ever since Sniper's been his favorite game. In the earliest of super tactical games, the rules were terrible, often not defining fully such functions as fire, but the game soon became one of the most popular to ever be released by SPI. Man-to-man games (the only other major one being Patrol!) depend partly on the attention to detail tactical games seem to use as a signature, and also on an element of role play: "Sergeant John Doe speed to hex 2644, and emptied the magazine of his automatic pistol into the surprised German guard..."

These elements were desirable, and every effort was made to retain the detail and role play parts of the game. But for all its merits, Sniper! was a game of ludicrous premises. Fiasco could be avoided or minimized by remaining in hexes with the correct end number, fire was incredibly deadly, never failing to kill a man after a certain point, and all other sorts of wacky play mechanics contrived to make a very strange game. Some of the problems were easy to solve due to advances in the state of the art, others required more radical solutions.

The decision to go to the square grid is certainly the most visible and most important decision. Immediately, several problems are laid to rest. First, buildings do not look like folding accordions, and fire can be easily range attenuated (and realistically, too). Even movement, which is usually favored by the hex grid, fares well under the Task Point system. To make sure men pay equal costs to cover equal distances, the cost to move diagonally should actually be 7.070 Task Points, but what's seven-hundreds of a Point between friends? The clinching argument for the square grid was it made observation easier (with the hex grid, "edges" of a hex would just out and cause all sorts of Line of Sight arguments). One of the most interesting features of the graphics end of the product was the coincidence of naturalistic and field terrain on the same map; again, this is simpler to do on the square grid.

The combat system cleaned up an Augean stable left by the Sniper!/Patrol! family of games. Not only can one get as close to exact hit probabilities as is necessary in a game to make it "realistic," but a new variable was added to the individual man: his marksmanship. Casualties are about one-half to three-quarters of what they should be on a real battlefield (but the kill rate is precise); this is because Players will insist on engaging in firefights whenever the game allows them to. Playtesting determined that all but the most passive of Players (e.g., Charlie on the toilet) did not let the weighing of casualties affect the kill and wound
rates at all. I must confess it is weird to factor in a Player's bloodstream into the Combat Results Tables for a game. But I am as guilty as anyone else of playing to kill.

Geometric maps may be fine for other people, but they have all the reality of a stuffed blue elephant to me. While I am not going to talk about such great subjects as The Pursuit of the Faqir of Ipi (still one of my favorite scenario titles), the maps provided with the game have integrity; they belong to the situation. Due to game economics, this forced me to go to a counter-less approach — to fully produce the game without the necessity to write things down would have cost between $25 and $30.

Upon first perusal of the game, the players may perceive an unwieldy amount of bookkeeping to be done. As anyone who has played the game more than once can tell, this is not a problem with the game; despite the increased game mechanics the players must keep track of, veteran players of Sniper felt it was easier to keep track of the men's condition on pieces of paper rather than hunt for counters denoting the men's status. The game can be played in a reasonable amount of time (three hours for an average Scenario, including set-up), the only real hitch may be the proliferation of die-rolls. To avoid die-rolling becoming mundane, the designer attempted to switch the dice and dice patterns; several playtesters wryly commented that

half the Sequence of Play should concern randomly choosing dice and then rolling until an aesthetically pleasing combination appeared.

The Historical Standard rules are simpler than any super tactical game produced before, but when the gamut of Optional Rules are added, the game is more complex than any super tactical game ever put out. Special attention was paid to the Optional Rules; the temptation to throw in rules just to impress the Players (a common failing of games these days) was avoided. The only Optional Rule which is not particularly recommended is Artillery, which is there for obvious reasons.

The final design decision was the complexity level of the observation rules, always the problem child of wargame rules (or bete noire to the literati). The rules were simplified after keeping track of who had observed who and whether human eyeballs could do gymnastics to keep all men in range in sight proved tedious. The current rules do have such goodies as weather, but they are not completely true to life (but no game has so far succeeded on that count, so I can safely cop out).

Modern tactics are very necessary in Commando. One play-tester stubbornly refused to use basic covering fire tactics, and was distressed for weeks when his men invariably died with their boots on, off and in between. Another gentleman wished to remain secure in buildings, impervious to all fire, and later ruefully admitted that grenades were a nice handy-dandy little weapon, and hadn't he better evacuate his defensive positions?

So stalk the wary enemy sentry from your concealed position. Cause the enemy to dread the very land in which he resides. Become a nameless fear, a special terror and earn the distinction of being a commando.

—Eric Goldberg

COMMANDO
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Commando

Special Forces and Operations in Modern Military Organizations

by Stephen B. Patrick

"Gentlemen, this operation will place each and every one of you in grave peril. Though I regret sending you on this most dangerous mission, I must stress the desperate straits in which our country will be should we allow the enemy to go unchecked. You are the best our proud land has to offer. You must not fail! Your platoon leaders will give you detailed instructions on the day of the operation. Good luck and God be with you."

The military organizations of today's nations have come to depend on an elite group of men. During times of war and of peace, risky operations requiring highly skilled and valorous men are assigned to specially trained units. The units' structure may differ by country, but these skilled men are all commandos.

In its narrowest sense, a Commando is a member of a British organization, derived loosely from the regular military establishment, which trains as a team in fighting somewhat irregular warfare, primarily in the form of raids behind enemy lines. In the popular sense, the term commando has been extended to any irregular type of operation, other than those conducted by partisan movements, which strikes behind enemy lines. It is usually characterized by clandestine organization and planning, secretive movement to the operation zone, maximum emphasis on surprise and speed, and a concurrent difficulty in extracting the commandos once the operation is over.

The distinction between the technical application of the term Commando and the broader, popular usage is important to remember because the theoretical approach of mounting a commando operation differs depending on the type of operation being performed. The conventional image would apply not only to the British Commandos, but also to the U.S. Army Rangers and Special Forces (in their combat configurations), as well as, by extension, to Orde Wingate's Chindits and Merrill's Marauders in Burma during World War II. It would also apply to such modern organizations as the West German detachment from their border guards, trained in anti-terrorism, which made the raid in Somalia. To a lesser extent, the form also applies to the force raiding Entebbe (but that, as will be noted tends to blur over into another form of Commando).

The key element characterizing the formal Commando is that it is an established military force with a prepared course of instruction for training. The organizations are, of course, volunteer in that one must volunteer to be a Commando, but the missions are not. One follows orders in that respect. Commando units normally have formal military designations and a continuity in that, when losses occur, they are usually replaced by new men. Commando operations are usually treated as part of regular military operations. However, as the traditional form has been applied, they are generally separate from the main military push. The British, who created the system, used the Commandos for raids where they had no immediate intention of opening up any front. They were to force the Germans to spread troops around and defend everywhere, rather than being able to defend in depth in key locations. They were also for special missions which could not be accomplished by conventional means, such as air raids. Examples of this are the St. Nazaire raid to close off that harbor to the Tirpitz and the Bruneval raid to capture the Wurzburg radar system. Commando units were also used to fight as regulars, and in fact that was the most common commitment of the U.S. Rangers during the war — alongside regular troops.

The other type of commando operation was much more irregular. The participants were not necessarily military men. Often they were led by a
military man, but the other participants were par-
tisans or at least nationals of the country where
the raid was to occur. The German special troops,
under the direction of Otto Skorzeny, might be con-
sidered a bridge between the traditional Command-
do and the popular application of the term. Skorzeny's men were all soldiers, but their training
was very much oriented toward the given mission,
rather than the broad course of training of general
nature, such as the British Commandos would
receive. Hence military necessity forced the
capture of the Hungarian Regent, Horthy, were much more akin to the special raids put on by theBritish
organizations controlling spies and partisan opera-
tions behind German lines.

The key element of this second form of com-
mando operations is that it is generally ad hoc. That
is, the group is assembled solely for that
mission. If members go on another mission, that
is coincidental. They are often selected because
they have special skills or knowledge. The most
common criterion is familiarity with the language
and/or the areas where the operation is to take
place. This is why such operations tend to be man-
aged by local nationals. These missions are often
gender to a matter of timing. That is, they cannot
just go to the area, strike, and leave. Often they
must wait for a specific situation to occur. Thus,
for example, Czech nationals were sent to
assassinate Heydrich. They knew the area and
would have to go underground for a while to
become familiar with Heydrich's movements (not
to mention the fact that if they were to have a
chance of escape, they would have to become
close to the partisans movement). Similarly, when
the British decided to try to capture the com-
mander general on Crete, they sent in a mixed force,
mostly of Cretans who had gone to England when
Greece was overrun, led by a Greek-speaking Englishman. They, too, had to spend
time checking out the optimum moment to strike,
as well as working out their escape route.

When speaking about commando operations in
relation to man-to-man combat, the import-
ant thing to bear in mind is that the ideal operation
involves no such combat. If done according to
plan, actual combat is minimized. Ideally Com-
mandos will strike, do what has to be done, and be
gone before anyone can react. Obviously, this
does not always happen. The St. Nazaire raid was
expected to involve fighting with the garrison,
though the destruction of the garrison was not
one of the raid's objectives. Only rarely is destruc-
tion of the defending forces made an objective of
commando operations. The most significant of
the commando operations directed against troop
units was the Dieppe raid where the commandos
had to knock out artillery emplacements.

Here again there is a difference in approach
between the Commando, as a military unit, and
the commandos of the ad hoc organizations. The military units are, as mentioned, trained military
men. The local militia is made up of local militia
and expected to use them. They are well-trained in
this equipment — far better trained than a normal
military organization. Therefore, they are ready
to engage in man-to-man combat. Since their objec-
tives are normally militarily sensitive targets, they
can expect that, despite their best planning, they
may have to engage enemy defending these
targets. The reverse is true with the less conven-
tional commando operations. The participants
may be expected to use weapons but, ideally, they
will have to use them only at the time and place of
their choosing. They will normally have nothing
by way of weapons and, if they are to be hand to
and, ideally, concealed until needed. Subma-
chineguns are especially suited for this. Training
of the unconventional commandos emphasizes
preparation for the mission to the virtual exclusion
of training with weapons. The regular Commandos
will always train with all their equipment ex-
cept when actually preparing for a mission, in
which case attention will focus on only what is
needed to do the job.

Theory of Commando Operations

To speak of theory in regard to commando operations may be a contradiction in terms. Virt-
ually all operations, whether performed by the
regular Commando units or the ad hoc units, are
tailored to suit the situation. The approach, then,
is very pragmatic and practical. There is very little
theoretical doctrine the way there is for conven-
tional ground combat. A review of commando operations shows that there are a great many beyond surprise and speed. In military pat
tience, the doctrine of surprise is emphasized. However, it has often been stated that surprise in conventional warfare is not meant to be open-mouthed astonishment, merely doing the unexpected. In commando situations, open-mouthed astonishment
is what is desired. The key to success is hitting
where no one expects a strike. The more obvi-
ous the target, the greater the need for conven-
tional forces because the more likely the enemy is
prepared. This may be as good a basis as any for
determining when a Commando force should be
used and when a more irregular, ad hoc organiza-
tion is suitable. Other factors deal with the amount
of time the organization must operate behind enemy
lines and the degree of difficulty in getting them
back out.

A common element in all commando style operations is the lack of a logistical tail. They must
basically with what they carry. A large military unit
military unit will make more logistical demands
than a small one. Commando units usually do not
function in smaller groups than company size
while the ad hoc organizations may be only a few
men. While a regular Commando organization can
carry ammunition for some time behind enemy lines, as
Layfooce did when it attempted a raid to capture
Rommel at Beda Littoria, one usually thinks in
terms of less than a day ashore for a Commando
unit. The ad hoc units can and did operate over a
period of months behind enemy lines. The regular
Commando units had, as Layfooce did, a detailed
plan of evacuation; the ad hoc units were expected to
go to ground after they had accomplished their mission and work their way out gradually.

There are almost no rules which can be laid
down about commando operations. This must be
kept in mind in their execution.

Some examples might better show the man-
ner in which the operations could differ. One of
the earliest Commando raids was a classic of its
type. This was the raid on the Norwegian fish-oil
factories located on the Lofoten Islands. The fish-
were used for glycerine for explosives. The raid
occurred in May 1940. This was the 3rd and 4th
Commandos. Their landing was unopposed except
by an armed trawler, which was dispatched by a
British destroyer. They took 216 prisoners, mostly
Lufhiffate personnel, and destroyed the factories.
The only British casualty was one person who acci-
dently shot himself. The planning was detailed;
they struck without alerting the Germans and were
able to get off without German reaction. In fact,
the Germans did not arrive until the following day.

Among the ad hoc operations, a good exam-
ple was the raid on Crete in 1944. It had its genesis
in Cairo when Maj. Patrick Leigh-Fermor was
selected to ride to Crete to reconnoiter Cretan
Gen. Friedelich Muller. Leigh-Fermor's principal
qualifications were that he spoke German and
Greek fluently. His assistant was another
Englishman and the rest of the agents were Greeks
who worked for the British SOE "Special Opera-
tions Executive," the organization which control-
lized such operations as well as spy operations.
Leigh-Fermor was dropped on 4 February, but
were made it impossible to drop the other three
men and he actually had to lay low on Crete for
two months until they could be landed by boat.
By the time they landed, Muller had been replaced
by GM Heinrich Kniepe so they decided to try to cap-
ture him, instead. They then moved to the vicinity
of Heraklion, where German forces were located,
and set about familiarizing themselves with
Kniepe's actions. They reached the point
where they could recognize his car by the sound of
its engine. Finally, on 26 April, they stopped the
gendar's car, while dressed as German MP's,
at a sharp bend in the road. They then drove off
with the general in his car and left it at a pre-
arranged location with evidence to make it look like
a normal commando raid and to convince the Ger-
man's he was already on route to Cairo. They then
went up into the hills to arrange for their actual
transportation, assisted by partisans. While the
Germans combed the island, Leigh-Fermor, his
team, and his prisoner all hid out in a cave in the
Lida mountains. They were finally evacuated by
boat on the night of 14-15 May, bringing off a
classic example of the irregular commando opera-
tion.

Failures

To find examples of failure among regular Commando operations is difficult. Not that many
were actually mounted, and they were carefully
chosen. The most unsuccessful was the most
dramatic: the raid on Beda Littoria to kill Rommel.
The organization responsible for this operation
was known officially as Special Service Brigade,
composed of 7,8, and 11 Commandos. It was
commanded by Maj. Lt. Col Geoffrey Keyes and
popularly known as Layfooce. On this night of
13/14 November 1941, Layfooce put ashore a force
commanded by Lt. Col Geoffrey Keyes with the
goal of attacking the so-called Rommel Haus at
Beda Littoria on 17-18 November, to coincide with
the launching of an attack to relieve Tobruk. They
were put ashore near Hamra, on the coast, by
two submarines. Layfooce was to remain near the
coast with the supplies, a second force under
Lt Gay Cook was to cut telephone and telegraph
wires at Cyrene, and Keyes was to lead the main
raid.

In almost movie style, Keyes' force stormed
the house at Beda Littoria, inflicting a number of
casualties, but Keyes was killed in the attack and
his number two man, Campbell, too seriously
wounded to evacuate. The survivors, under Sgt
Terry, went back empty-handed to link up with
Layfooce. Cook's force had been captured. Rough
seas prevented the evacuation of the remnants of
the force and so they headed east. As it was, only
Layfooce and Terry escaped capture, so the raid
would have to be considered a failure. As it was,
it was a waste of time. Their intelligence was wrong.
Rommel was not at the house nor had he ever
been there: it was an Italian-German communica-
tions center and nothing more. The cause of the
failure might well be attributed to attempting too
much with too little. The force which arrived was
inadequate to handle the German defenses.

Although the Commando fostered a spirit of ini-
tiative, in this case it seems to have played them
false.

The failures among the more irregular com-
mando type operations were much more common.
Among the more dramatic, however, was the
raid to assassinate Heydrich. The participants
were all Czechs, acting under the aegis of SOE. As
with Leigh-Fermor's operation, they were dropped
in well before they attacked and made contact
with the partisans. Quite similarly to the Crate operation, they too traced their quarry’s movements and planned their attack when his car would have to slow to make a turn and, as is well known, they did succeed in killing Heydrich. The weak link was one of the members of the team sent in by the SOE who did not participate: Karel Curda. He lost his nerve and gave the names of one of the surveillance party, and as a result, some of the partisans who were hiding them. After that it was a relatively rapid matter to conclude. None of the key people escaped. The problem here illustrates the key problem with the irregular type of commando operation: it relies on too many people for too long. If one finally cracks, the whole situation is undone.

The Commando as Individual

Relating these operations to the individual soldier presents some interesting situations. All of the people involved in commando operations, whether formal Commando-type units or ad hoc operations, are partisans. They are also fully aware of the fact that their operations are more risky than conventional ones. The conventional Commando operations are the more likely to encounter a strong enemy defense. Obviously the ad hoc operations don’t have the firepower to risk a major firefight and so those operations are not mounted where a strong enemy defense is a serious risk. In comparison, two of Commando units under fire to that of conventional units, the Commandos would probably perform better. For conventional units, this is because they are better trained and are selected in part for their initiative. While statistics compiled during the war showed that, overall, an extraordinary small fraction of the European soldiers actually fired at the enemy, this could be expected to be higher among the Commando units. The repeated combat training of conventional Commando units would give them a confidence unequalled only by battle-hardened units and their initiative level would probably result in their performing better than the hardened units. By contrast, the ad hoc units are not trained in combat and are actually expected to avoid it where possible. In all likelihood, a force of this type would not fare as well against a conventional unit as would the Commandos. At Dieppe the Commando elements were outnumbered, but they gave as good as they got and accomplished more of their mission than the regular units. By contrast, in those cases where the ad hoc commandos have had to fight it out with the enemy, they have generally lost. In part this is because they have not had the training usually suited for defense. The attempt of Heydrich’s assassins to hold out in a church was bound to end fatally for them, sooner or later. But then, no unit in such a situation could expect to outlast an enemy capable of bringing up reinforcements at will. The situation found themselves in is typical of the situation in which an ad hoc commando unit might find itself if the enemy were on to them.

Because surprise was generally on their side, the commando units could usually be counted upon to reach their objective. Getting out was the problem. However, the key to the issue was how well their intelligence forces had assessed the enemy defenses. If the enemy were stronger or in a greater state of readiness than anticipated, once the secrecy was lost, commandos could have rough going. In the St. Nazaire raid, the objective was to block the dock designed for the French liner Normandie (which could also handle the Tirpitz) by ramming it with an old destroyer loaded with explosives. Confronted with the task of damage parts of the port facilities, which were being used as a U-boat base. In the fighting on the docks themselves, the British lost 169 dead out of the less than 300 who landed. Of the commandos left behind on the docks when the ships pulled out, only five made it back to England; the rest sat out the war in German POW camps. Clearly, the force was inadequate to dispatch the port facilities back safely. As it was, they damaged the port facilities severely, though at great cost.

In several instances, there are examples of more the Germans’ way, the raid might have accomplished more than was done. On the way, the destruction of the Normandy dock by the Campbeltown and the damage to the old harbor entrance by torpedoes. By contrast, Layforce’s assault at Beda Littoria was a failure primarily because Rommel was never there. Had he been present, based on the casualties they took, all probability the raid would still have failed. The Lofoten Island raid, on the other hand, went so smoothly that they probably could have landed half the force and still have done the job successfully.

As a whole, it may be said that commando operations are kept small. While this runs the risk of only seeming obvious; the smaller the force, the less likelihood of detection on the run in and the greater the chances of getting the force out since the embarcation time would be so brief. But this cuts the margin thin. No commander likes to attack at short odds. Monomancy likely to have odds of 50/50 against him. One or better in his favor. Commandos hoped for parity, at best, and settled for inferior numbers, counting on surprise and speed as their weapons. Usually, it worked.

Breaking Points

Obviously, commando operations put an unusual stress on the people involved. Unlike all other forms of warfare (except, perhaps, airborne operations) they completely savaged their unblemished with home. They have no logistical tail; they are adjacent to no friendly units and the only thing between them and POW camp is, again, surprise and speed. This seems, despite these pressures, to be no record of anyone in a regular Commando unit stresses this is not surprising. The typical regular Commando operation was usually very brief. Even at St. Nazaire it was over in a matter of hours. The Commandos who could not get out were prisoners by dawn.

Most of the pressure of combat comes when the mind has a chance to work. During a fire fight, instinct exerts more control than reason. Only in an extended period of tension does one find people who cannot take the strain. This is why, among commando-type operations, it is the ad hoc groups that have a history of people giving up. As already mentioned, during the Heydrich assassination attack, the Germans might never have caught the people responsible but for one of them committing breaking under the strain. However, his motivation was peculiar. Foolishly, instead of going to stay with partisans when he landed, he stayed with his family. Therefore, if he were compromised, he could be sure his family would suffer. This, of course, remains a flaw in using local nationals in such operations. If they have relatives who could bring breaking under the strain. However, the Germans were very good at that during World War II. By the same token, many of the best agents were immune to this pressure because they had lost their relatives when the Germans invaded.

In the Ardennes Offensive, many of Skorzeny’s operatives, dropped behind American lines to confuse the Americans, broke down and revealed their mission— as they understood it. A key factor here was that while they were volunteers, they were not trained in the same manner, as Allied Commandos, mainly because they had been put together on such short notice. As a result, many times, and thus not trained in the manner that was to turn out to be what they told the Americans—to assassinate Eisenhower. There is no proof that this was the case, but the Germans who were captured thought it was and responded accordingly. As it turned out, this misunderstanding worked to the German advantage, as a lesson to be learned, had these Germans been told that, in the event of capture they had only to keep quiet for three to four days (the operation would obviously have revealed its objective by then and either be on its way to victory or be thwarted) they would have been much better informed. Instead, they were inadequately briefed and therefore had no motivation to continue to evade capture, aside from the basic one of not wishing to be a POW.

By contrast, Layforce, even though the operation as a whole was a failure, managed to withdraw in relatively good order in the knowledge that while only two realized the British lines, they could just as well have surrendered and not risk getting killed while trying to get back to friendly lines, once the operation was over. The reason lies in the more thorough indoctrination received.

Among regular units, one of the things which separates the good from the bad is when they do what they are supposed to do when the plan goes away or the leader is knocked out. If they are basically well trained, they will improvise. If not, they will sit still and let themselves be “overcome by events,” reacting to whatever comes along rather than forcing the issue. Commandos were trained against this issue. If one plan no longer works, make a new one, but do something. There is no magic answer as to why men break in combat, but it does seem clear that a major factor is men having enough time to worry about the unexpected. Commando operations are short and violent. Time is not a factor in that sense. The detailed planning will cover alternatives if the main plan does not work out. This type of planning minimizes the risk of people being put in a position where they might break. This, in turn, may be why there is no real indication of men breaking on Commando raids and only rare indication of men breaking in the ad hoc missions.

Mystique

The ultimate question in commando matters is the mystique surrounding them. How much of it is propaganda and how much true? In all candor, more is probably true than false. Commandos, of all flavors, are a breed apart. To begin, they are all volunteers. The mere fact that they are volunteers would suffice to raise them above the average cut of soldier. Of course, when speaking about volunteers, that is not quite the same thing as comparing a Commando with an average enlisted man. In the normal run of things, a typical enlisted man in all services may or may not end up where he wants to be. When one volunteers for a Commando unit—or for the ad hoc commando unit—a very specific form of unit is in mind and there is no doubt that if the volunteer passes the testing and training, he will be right where he asked to be. The motivation, then, is present right from the beginning.

Another primary consideration for selection for Commando units is initiative. One of the biggest criticisms leveled against the British Commandos was that they were drawing off all of the leader types from the regular units. It was a valid point. The people who have the initiative to make them good leaders also have characteristics which
make them good Commandos. Initiative carries with it a certain implication of intelligence. While it should not be assumed that all leaders are necessarily more intelligent than the average member of the population, nonetheless there is some correlation. Physical fitness is another criterion for selection and the training tends to emphasize this. Therefore, Commando units are, man for man, both more fit and possessing greater initiative than their regular counterparts.

In reality, then, Commando units do deserve the title "elite unit" because that is what they are. By the mere fact they volunteer, they have a certain "affinity" (or want of a better word) for war. Without implying that Commandos are killers who enjoy their work, the very fact that they are the people of the danger which combat presents appears to some people who are otherwise quite mind-mannered. Given the affinity for the work at hand, this makes them all the more distinct from the regular soldier.

The commando-type person who engaged in the operations such as the assassination of Heydrich is somewhat differently motivated from his regular counterpart. Obviously, physical fitness is normally a prerequisite (though in a given mission it might be). But they do have in common the fact that they are volunteers. The person on the ad hoc mission is even more a volunteer than the regular Commando. He might be so elated at the thought of the danger which the Commandos may volunteer for the Commandos and may be willing to go where sent, but he has no particular notion of where his next mission will be and, short of dropping out altogether, he has no right to refuse the mission.

The type of people selected by the SOE knew quite well what mission they were being asked to go on and therefore were volunteers in the truest sense. The motivation for many of these people, being displaced citizens of the countries where they were to operate, is a little different and a little more personal than among regular Commando units. But even in those cases where a non-national, such as Leigh-Fermor, was sent in, the motivation was not quite the same as a regular Commando. Still, there has to be that same, almost contradictory thrill at danger that the regular Commandos have. Because these missions call for men to be out for a much greater length of time than a regular Commando would be, they might even be a little more imbued with the love of danger. It is not surprising that for the most part the people involved in both types of organizations are young — in their twenties and early thirties.

Use and Abuse

The use of the Commando units must be distinguished from the mission the ad hoc units were sent on. It should also be noted that the greater number of missions the Commando type units were sent on were not particularly suited for their unique abilities. The Americans were particularly guilty of this misuse: virtually all of the operations engaged in by regular Commando units were stipulated to be conventional combat missions, in conjunction with normal combat units. To determine what the proper mission of a Commando unit is, several thoughts apply. First, they are not meant to be sent on suicide missions. While the risk of casualties might be high and understood as high, Commandos were not sent on missions from which they were not expected to return. The Layforce raid on Beda Littoria may have produced that result, but that was not the intention. This limited them to operations along the coast during World War II. In modern times, with helicopters, paratroopers, and the like, it is possible, depending on the degree of air superiority the friendly side enjoyed at the time. The objective for a regular Commando unit would be one suitable for a highly trained combat unit. That is, it would not be something which could be more easily done by a band of partisans with a little guile. In other words, they felt the target of the mission must be worth the expense, effort, and risk of mounting an operation involving a unit of at least company size (around 200 men) and perhaps more (a Commando, strictly speaking, was about a battalion in size).

Commandos were not designed to hold ground. For one thing, there was a considerable danger that they consisted only of light weapons. This reinforced their unique suitability for raiding. Obviously, they could fight as regular units and hold ground for a long period if necessary, but this was not the best use of their skills. This is not to say that they could not operate over longer periods and evade enemy forces, in fact they did on occasion (as during the British invasion of Madagascar, Commando elements were involved in some forced marches over land in order to secure key positions. But in that case they basically were operating without enemy contact until they were ready to initiate combat. The function of Commandos was to keep the Germans off balance. The British used them for raids along the French and Norwegian coasts. They were a significant enough force that the Germans had to consider them a serious threat. Because they could fight conventional battles, they had to be regarded as a more serious threat than the ad hoc units. Then, too, they could be dealt with in more conventional terms. Commando activity forced the Germans to garrison their coastal installations more heavily than they might have had to had they only been concerned with partisans. It is, however, almost impossible to characterize the missions assigned Commandos and kindred formal units aside from noting what they were not. They ran the gamut from a basic raid, such as Lofoten Islands to the destructive and costly mission at St. Nazaire to the almost surgical operation at Brussels when they snatch a Wurzburg radar set from the Germans using air drops and sea evacuation. There was no common thread among these except, as noted, their proximity to the sea as a means of evacuation.

The ad hoc organizations, such as the SOE or Skorzeny's forces in Germany, tended toward the more dramatic operations. Assassinating Heydrich must rank high on this list. The sinking of the ferry boat transporting heavy water, needed for atomic research, from the Norsk Hydro plant was another "typical" example. Skorzeny's rescue of Mussolini from the Gran Sasso, after Mussolini had been deposed, must fall into the ad hoc category. The rescue of Mussolini through the Alps and the soldiers involved were military men, rather than civilians. The major characteristic of these types of operations was the much higher risk of all involved being killed or captured if the mission were discovered prematurely. In no case did the attackers have the luxury of effectively hiding off the enemy for long, and with the exception of Skorzeny's raid on Gran Sasso, all were left to their own devices as to how to get away.

Skorzeny had planned on being flown out by Heinkel aircraft as it was, the operation acquired more drama because he had to fly out using a light observation plane which barely had enough lift, considering the load, to get off. Generally, the differences between the ad hoc and conventional force were thus: the ad hoc units were inserted for the mission and might — or might not — get away. They didn't just blend back into the countryside (though they might, for a short time, in order to avoid capture). Otherwise, their operations could most closely equal the type of operations the partisans would perform. The difference was in the degree of control over their own mission. The partisans were only loosely controlled through any central organization, especially in the west. On the other hand, these specially landed units would be sent on missions selected in London (usuallly) and therefore fit more firmly into an over-all pattern for coordinating the war effort. A third difference of the force, the ad hoc units were uniformly small. They were generally dropped from one plane and would be fewer than a dozen in number — usually much less. The reason is obvious. There may be strength in numbers, but it is pretty hard to hide the drop of an empty airplane. The men in the ad hoc units hid out among the populace for very long, not to mention the difficulty of escaping in very great numbers.

By contrast, ad hoc units could be inserted well inside enemy territory. While Leigh-Fermor's operation landed in the lowlands of France, it is doubtful that the type of vessel needed to land a regular Commando force could have gotten to Crete so readily. In summary, Commando and commando-type units are selected for missions behind enemy lines, unsuitable for partisan units (for whatever reason), whose missions are individualized at a rather high echelon to be worth the effort of inserting and trying to withdraw these units. The type of unit used depends on whether the mission calls for a regular combat unit and whether a regular combat unit (i.e., Commando unit) could be inserted and withdrawn.

Legend

Finally, there is the Commando mystique. Commando units, in the formal sense, are better than other units. There are advantages for their leadership skills, initiative, and the rest of the attributes. While initiative, in the form of volunteering, may be considered an attribute for selection to units such as airborne units or the U.S. Marines, there is neither a need nor a desire for that in a Commando unit. The more common volunteer units have great need of followers, as well as leaders. That the initiative level may be higher among these traditional volunteer units than among regular units is obvious, but they are not the same as the quality of the leader. The British Commandos, the U.S. Army Rangers, the U.S. Marine Raiders, and similar Commando-style units. While the average soldier may shy away from actually firing his weapon in combat (for the obvious reason that to do so he will have to expose himself to enemy fire, as well as reveal his position), this is expected to be the exception in Commando units. In fact, their whole scheme of operation is founded on the idea that they will get maximum firepower from the individuals participating, thereby getting the fighting effect of a much larger unit. Many of the better known volunteer units claim high performance from their men. The Commandos usually got it.

The type of person who will go behind enemy lines for a long period is an entirely different breed. He is quite apart from the traditional Commando or traditional soldier. While soldiers and a Commando are motivated primarily by the value of teamwork and learn to rely on it, the people who got behind enemy lines — the ad hoc commandos — have to be much more independent. They must be willing to sacrifice the very ties which bind Commandos together in order to accomplish the mission. When they may work in teams and cooperate with each other to the utmost, they cannot ignore the fact that they may have to go it alone if the need arises. Those who cannot act alone have really flinched from the premise of the mission. The psychological profile of the kind of person who would go and then the mission to assassination is probably interesting to see. The risk of not coming back was high from the beginning so the people who went on it must have had a uniquely high sense of mission, so great that it overrode normal human concern for personal safety.
To draw a portrait of the typical ad hoc commando is almost impossible because they seem to vary between those who enjoyed the adventure, such as Leigh-Fermor (which may be doing him a disservice to put it so glibly!), to those whose hatred of the enemy rose above all considerations. These are the people who made the skin to the partisanissans and, of course, this type of mission is the closest to the partisan’s type of warfare.

The net result of all of this is that the ad hoc group came to be the stuff of which legends were made and the regular groups came to be resented. They were resented because they got the best of everything and syphoned off the best of the personnel from the regular units (which could have benefited from the very leadership and initiative which made the men such ideal Commandos). The fact of this resentment which one realizes that all of the Commando-type units of the war have either been disbanded or downgraded (the U.S. Army does have Ranger battalions, but they have been deliberately supplanted by the Special Forces who, in their turn, were allowed to wither. The argument can be made that Commandos are uniquely needed in wartime and a nation cannot indulge the luxury of stripping the best men from the regular units to man Commando-type units. The reverse argument is that a nation can not afford not to have Commando units if there are missions for which they are uniquely suited and, if they cannot afford to do without them, why should they not be as ready as the rest of the establishment during peacetime?}

**SELECTION AND TRAINING**

The first element of Commando selection is that of volunteering. After that comes a rather thorough evaluating period. If the person were going to go to work for the SOE, there would be a check on the person’s background to be sure he was not a double agent. If the person were to be a regular Commando, he would be checked to see whether he had the leadership and initiative (which would also be evaluated through the course of the initial training phases). Most Commando units require a physical fitness test as a pre-requisite for admission. Recommendations of commanders would be an important factor in evaluating leadership and initiative.

Regular Commando-type units falls into two categories: the initial training to enable the person to function along with the rest of the Commandos; and the on-going training designed either to hone skills more finely or to prepare for a specific operation. Because the U.S. Army still has Ranger units, it is easy to examine the program of instruction the Army has set down for Ranger training. It is apparent that this is little different from what was done in World War II.

Key elements in Ranger training are:

- Physical conditioning
- Hand-to-hand and bayonet combat
- Designed to instill aggressiveness and develop self-confidence
- Escaping and evasion
- Confidence tests such as a rope drop, suspension traverse, and the like
- Patrol planning, orders and techniques
- Survival (living off the land)
- Land navigation and map reading
- Intelligence
- Ambush and roadblock techniques
- Aerial resupply and airborne operations
- Cliffs assault techniques
- River crossing expedients
- Mountain techniques and expedients

To this list the British in World War II would have added small boat handling in the sea and surf. One of their requirements was that a person not be susceptible to sea sickness since their principal means of landing would be by small surface vessel or submarine from which the Commandos would proceed to shore in small boats (usually rubber). Thus, handling one of these both coming in through the surf and going back out was central to the ability of the unit. If they could not land safely, they were of little use. The British also emphasized forced marches. This was both for training and because they saw a need to be able to move rapidly cross-country. As it turned out, the only time they really used this was in the landings on Madagascar. Still, the U.S. Army Rangers obviously have some of this in mind even now.

Basic Ranger training is adaptable to one, two, or three week courses. Obviously, the longest is the most thorough, and between ½ and ⅔ of the time in all of these periods of instruction is spent in field exercises. The essence of this type of warfare is practical application. Theory is of little value since each person must be capable of surviving on his own skills. The nature of Commando-style operations leaves no room for carrying someone who cannot pull his share of the load.

An important part of Commando-type training is the dual sense that people are trained to function as individuals and yet as part of a team. While individuality is encouraged to a point, the individual cannot rise above the team. The Commandos deliberately paired people in more or less fixed teams in order to emphasize the team-work aspect.

This type of training is surprisingly predictable, when one thinks about the types of missions they go on. Physical training is important because the operations are physically demanding. People not in good physical shape become liabilities. The training is mentally demanding because the missions require people who will react properly even when things seem to be going wrong. The person who freezes simply has no place in Commando-type units, and the training is designed to force them to surface early rather than in the midst of a mission.

Much of this same training forms the basis for the on-going training in these units. Since so much of the basic training for Commando-type units is directly related to their functions in these units, it follows that there will be more of the same in a person’s training to such a unit. For the British, work in small boats was critical, and this would receive even greater emphasis as the time for an operation got near. They would practice landing under virtually all conditions, especially those of absolute darkness since such conditions would be the most desirable for them in a real operation. Considering the fact that they never had to work on cliffs, the concentration on rapelling technique and mountaineering is interesting but, as should be apparent, they could not predict their next mission’s location. As it was, the Rangers utilized this very technique at D-Day when they scaled the cliffs opposing their movement inland (though that was hardly a Commando style operation since they were reinforced by the rest of the Allied army).

Once a specific mission was designated, the tempo of the training would change. The first goal would be to try to find a piece of coast similar to the one they were to land on. Then they would practice landing and withdrawing operations so that those phases of the operation would run almost mechanically. In fact—though they apparently did well in this area since there is no real indication of difficulties encountered in getting ashore or off which could have been anticipated when their actual missions are examined. If all attempts would be made to create mock-ups of the terrain where they were to fight and they would become as familiar with it as possible. The use of mock-ups was better, obviously, than maps because even the best map reader is disoriented when he sees a physical representation as opposed to a map. Moreover, they did not lack for it. How can a nation afford not to have Commando units if there are missions for which they are uniquely suited and, if they cannot afford to do without them, why should they not be as ready as the rest of the establishment during peacetime?
PLANNING AND DOCTRINE

Unlike his counterpart commander of a similar unit, a Commando unit commander’s operations were highly controlled. While a company commander can usually send out patrols simply by notifying his battalion that he is doing so, the Commando troop commander took no initiatives except within the narrow context of his operation.

A second factor is that the selection of the mission would be made at a very high level. The type of people selecting the Commandos for a mission would be the same people who would normally be assigning missions to field armies and would be considering not only military operations but political ones. While, if one follows the Clausewitzian line of reasoning, no military operation is devoid of political impact, some have more direct impact than others. While a battalion commander may not be particularly concerned with the politics of a given battle, the theater commander may well be.

However, given that the impetus for the operation comes from very high in the military chain, the individual Commando leader who will actually conduct the operation becomes involved at a very early stage. It is perhaps unique to Commando-type operations that there is such an interface between the high level commands and such relatively junior officers (majors and lieutenant colonels, generally) on such a free basis. The reason for the Commando leader being brought into the planning so early is that he actually becomes involved before the mission is solidified. He has to make sure that the planning as to the scope of the mission is within the capability of his unit.

In normal warfare a mission beyond the capability of a unit can either be reinforced or called off with relatively little impact. Commandos ashore against an enemy they can’t handle run the risk of being wiped out without anything being gained. Then, too, he must make his transportation needs known.

Commando operations are usually combined arms operations in that they are initiated either by sea or by air. This means that someone must direct the supporting arm to detail the equipment necessary to land and take-off the Commandos. If the equipment is unavailable, that must be learned as early as possible so that the mission can be abandoned or changes made to make the equipment available. Finally, it is important that the Commando leader meet with the people setting up the mission as early as possible in order to make his intelligence needs known. Either through over-flight or through partisans, photographs are usually obtained of the objective. This then forms the basis for constructing scale models of the objective so that the Commandos can orient themselves. They will also want to know what the nature of the enemy defenses will be. This may be obtained from overflights, but more probably it will require getting in touch with partisan elements and will take time. Obviously, much of this information need not be obtained immediately but will have to be in hand well before any final planning can be done.

Essentially, much of the planning is backward. That is, they calculate when they want to be ashore and plan backward from there to calculate when they have to be getting into their small boats; when their transportation must arrive off the landing area; when they must embark to be transported to the landing area, etc. At the same time, they will plan the rendezvous arrangements. This is more difficult when the landing is by air and the pick-up by sea. When both landing and pick-up is by sea, the same vessel which brought them will take them off so the Commandos will know if the sea transportation arrived. If they parachute in, they will not know whether the sea transportation encountered any problems en route until they try to make their rendezvous. Then, too, when the Commandos land by sea they will be quite familiar with where the boats are located when they try to withdraw. When they drop from the air, they have the dual problem of getting to where the planned pick-up site is and hoping that the people pulling them off reach the same location. In effect, the chances of something going wrong in this phase increase when there is a parachute landing followed by sea evacuation.

By contrast, one can hardly speak of Commando doctrine because it is surprisingly elementary. The principles of war are almost all applicable: surprise, unity of command, massing of forces at critical points, simplicity and so on. But unlike regular ground forces, Commando operations are generally governed only by the twin criteria of surprise and speed. They must achieve surprise. If surprise is lost, their chances for success are slim. Speed is a relative term. It doesn’t mean unreason the enemy. It means getting the job done. It does mean that they do the job before the enemy can react. Once the land surprise is gone. Now they must move through their tasks and be gone before the enemy can stop them. However, the speed factor is the one which is hardest to plan. One can never know how alert the enemy will be. In great measure the Commandos plan that the shock of the initial landing — the surprise effect — will be so great as to cause the enemy reaction to be confused initially. Now if the enemy reacts smoothly, the way they have been trained, almost all of the value of the surprise is gone and the time which within to work is suddenly pared down to a minimum. Actually the enemy was thrown into confusion and during the time they were sorting things out, the Commandos could react.

All of the foregoing relates to regular Commando-type units. The ad hoc missions sponsored by people like SOE would differ significantly. The one similar fact would be the initial mission selection coming from a high authority.
echelon. For the SOE-type of mission, they would have even more a political impact in mind than a Commando operation. Snatching the commandant general of Crete out from under the very noses of the Germans is a considerable political coup because the Greeks then would be much harder to convince that the British were not there and that the Commandos were invincible. By contract, most of the planning was left to be carried out after landing. The sole considerations which would be acted on before the team landed would be the matter of how to get them there and arranging links between the team and the partisans (if appropriate). Evacuation was not a fixed event. Leigh-Fermor was to call for his evacuation when ready; Skorzeny had radio to the aircraft to take him off Gran Sasso. This is in contrast to the normal Commando operation where the evacuation element arrives at a fixed point at a prescribed time. Most of the detailed planning is done once the team lands. In both the Heydrich mission and the one on Crete, the team made personal observations on their target’s habits, assisted by the partisans. Only then could they tell where to strike and when.

With these missions, too, speed and surprise are the key elements. But because they will not be doing more than one thing, the time involved becomes every brief — on the order of five minutes or so. While this makes timing more critical from a planning point of view, it virtually eliminates concern about enemy reaction. If the planning is right and surprise achieved, the team will be gone before anyone knows anything has happened (except, obviously, the victims).

With these types of operations, there really is no doctrine. It is all played by ear. In fact, because of the unusual and unorthodox techniques involved in both regular Commando-type operations and the ad hoc types, there aroused particular annoyance on both sides. Hitler issued orders that Commandos were to be shot out of hand as they violated the Geneva Convention on the conduct of war; the Allies tried Skorzeny, primarily in connection with his troops’ operations during the Bulge. Being unable to fit these operations into a standard doctrinal category, they were claimed by both sides as somehow illegal. They were, in fact, nothing more than a phenomenon of the time, for the first time, to insert people behind enemy lines who had a decent chance of getting out alive.

A good example of a Commando operation which showed the finesse with which things were cut was the St. Nazaire operation. The essence of the raid lay in avoiding cutting down the old destroyer Commandobellionton into something which looked like a Mowe class torpedo boat. The similarity wasn’t particularly close, but since they were coming in under cover of darkness they might pass most inspections. The Commandobellionton was to ram the outer lock of the dry dock built to accommodate the French luxury liner, Normandie. It was also the only dock on the Atlantic Coast capable of holding the Tirpitz, sister ship to the Bismarck. If the Normandie dock was knocked out, then the Germans could not risk sending the Tirpitz into the Atlantic because there would be no place to repair it were it damaged like the Bismarck. The idea was not only to ram the lock but, as the ship would contain explosives, make sure it lodged there. Then the explosives would go off and finish the job. When that was blown, the plan called for a motor gun boat to slip into the gap and proceed to blow the lock at the other end while troops disembarked to knock out the gun emplacements.

The British were fortunate that the George IV dock at Southampton was similar to the Normandie dock. The Commandos trained there, working until they would set charges in complete darkness. The military force was Number 2 Commando, plus demolition forces amounting to eighty more men drawn from Commandos 1, 3, 4, 5, 9 and 12. The total Commando strength was 61 men. The ships would sail flying German flags so that if observed they might pass safely. Paradoxically, an air raid, sent in on the night of 26 March 1942 to divert the attention of the Germans alerted their commander that something was amiss. When the Campbeltown and her escorts approached, the German commander put a searchlight out and decided that the Campbeltown was not German (in fact it was ex U.S. Buchanan, one of the fifty flush-deck destroyers the U.S. had given the British) and put a shot across her bows. When the proper lights were displayed, he was still certain that something was wrong so he had them fire across her bows again. By this time, however, they were only 1500 meters from shore and although the Germans opened fire with all they had, it was too late. Campbeltown was able to rip through the netting guarding the harbor and smash into the middle of the southern lock, sticking the first fifteen feet of the ship in the lock. By now it was 1:30 am on the 27th. At the same time, troops landed from motor boats at the old breakwater and moved to knock out the locks to the main basin (which, in turn, gave access to the submarine pens) as well as the other lock gates in the harbor. In addition, a British torpedo boat, seeing the Campbeltown had achieved its mission, fired two torpedoes with a 2½ hour delay fuse at the lock to the old harbor entrance.

However, the German defenses worked better than expected and the Commandos who landed to storm the various locks were cut off from their pick-up boats. As a result, the naval commander of the expedition pulled off and went back to sea.

By dawn the fighting had stopped. At this point the raid was less than a success. Of the eighteen boats involved in the operation, only two got back to England and 169 of the 518 Commandos were dead. As it turned out, of those cut off, only five escaped. The pump-house needed to operate the locks was knocked-out and the Germans ran off balance.

On a much larger scale — and perhaps a somewhat suspect comparison — is the Dieppe raid. It has been billed as a reconnaissance in force. This was more than a Commando raid, yet it might be said to have been conceived in a similar spirit. The lift was covered by the Number 3 Commando and the Royal Regiment of Canada; the center by the Essex Scottish and Royal Hamilton Light Infantry Regiments, as well as the South Saskatchewan and the Queen’s Own Cameron Highlanders of Canada Regiments, while the right had Number 4 Commando. Further elements included the 14th Canadian Army Tank Battalion and the Fusiliers Mont-Royal as well as the Royal Marine “A” Commando and 50 U.S. Army Rangers. All told there were over a thousand Commandos of various sorts and a total of over 6,000 men. The 302d Infantry Division. Sc the landing par was outnumbered to begin. As it turned out, the Germans reacted promptly and effectively, as if they were not surprised at all. Indications are that they may well not have been. Looking
ed out and the hoisting works destroyed, but that was all. The Germans inspected the Campbelltown but were lulled by the fact that everything seemed in order — it had been deliberately left unstripped of the personal items which would indicate a normal ship, thereby confusing the Germans into thinking that it had only rammed when withdrawal was impossible.

At about 10:00 am, with about 125 Germans on board, the charges finally went off in Campbelltown. In the late afternoon the two delayed action torpedoes went off, destroying the old entrance. While the old entrance was later repaired, the Normandie dock was out of action for the war.

In effect, the final result was a success but at much greater cost than if the surprise had been complete. Had the German commander not been so sure that Campbelltown was not German, the British might have gotten ashore unopposed and, had that been the case, might have evacuated most of their men safely. To make matters worse, the Germans in fact had no intention of moving the Tirpitz into the Atlantic so to that extent the raid was unnecessary. However, the British intelligence didn’t know this and, realizing what a near thing it was with the Bismarck, it was clearly worth the effort if they could prevent the Tirpitz from getting into the open waters of the Atlantic.

In retrospect, this might be said to be a result of mixed results. Had the Germans been more thorough in checking the Campbelltown, they could have disarmed the explosives. Had they been less responsive, the British might have made a clean sweep. To say that something went wrong is unfair. All the planning in the world could not allow for a rapid German response. If the response had been more rapid, they might not even have gotten the Campbelltown into position. That is simply one of the intangibles with which Commando operations must work.

at it after the battle was over, it would appear that there had been a failure of intelligence in miscalculating how ready the Germans were. Much later it would appear that the raid was deliberately staged to demonstrate that a landing in 1943 was impossible. The result was the loss of almost 4,000 men out of somewhat over 6,000 who participated. For the Germans, 10th Panzer 1st SS Panzer Divisions were alerted but never moved, so confident were they of success.

That Dieppe was ill-planned is obvious. Almost nowhere else had a raid met with such opposition. The St. Nazaire raid, though drawing heavy casualties, simply failed due to a timing problem — the Germans reacted more swiftly than anticipated. Still, this is not to say that the plan was ill-conceived. This is the essence of the Commando raids: their intelligence was thorough enough that in most cases they were able to get in and out with minimal casualties. They were then able to inflict damage beyond their bare numbers, and that was what made them valuable.
SEQUENCE OUTLINE

A. Observation Phase: If either Player can draw a Line of Sight from one of his men to an Enemy unobserved man, he may attempt observation with that man. A single observation attempt may be made for a given man during the Observation Phase. See the rules for observation (Section 7.0).

B. Opportunity Fire Plot Phase: Both Players secretly note which of their men will perform Opportunity Fire (or Throw) on the Data Log. At the end of the Phase, each Player must declare whether any (but not how many) of his men are plotted for Opportunity Fire.

C. Initiative Determination Phase: The Players each roll 1D10; the Player with the higher die-roll will execute Tasks first for one man in the two upcoming Phases. See also Case 6.1.

D. Hand-to-Hand Combat Phase: Any men engaged in hand-to-hand combat resolve such combat through use of the hand-to-hand combat rules (Section 12.0) and adhering the following subsequence:
   1. Disengagement
   2. Grapple/Evasion
   3. Hand-to-Hand Combat Resolution
Step 1 is resolved once at the beginning of the Phase, but Steps 2 and 3 are repeated five times to complete the Phase. Each execution of Steps 2 and 3 is known as a Round.

E. Non-Prepared Task Execution Phase: The Player with the Initiative may execute Tasks for any one of his men, up to the limit of that man’s Task Points. Before he does so, the Player must make a Panic Check: if his man fails the check, he may not perform voluntary Task Execution (see Case 14.0) and must perform all actions via the Panic Routine. When Task Execution or Panic Routine is completed, the other Player may now execute tasks or Panic Routine for a non-Opportunity Fire-plotted man. This subsequence alternates until one Player runs out of men or declines to move any more men. The other Player may then execute tasks or Panic Routine with the remainder of his non-Opportunity Fire-plotted men until they are exhausted or he declines to use any more. Note: Task Execution or Panic Routine may be interrupted by Opportunity Fire. See Case 10.7.

F. Prepared Task Execution Phase: The Prepared Task Execution Phase is performed in the same fashion as the Non-Prepared Task Execution Phase, except that only men plotted to Opportunity Fire may execute tasks or Panic Routine in this Phase. If the men have already performed Opportunity Fire, they must deduct those Task Points from their operating total. If the men have not performed Opportunity Fire, they then must deduct the cost to plot Opportunity Fire. Opportunity Fire may still be executed by those men who have not yet executed Tasks in the Phase on men being utilized.

G. Bookkeeping Phase: Preservation Checks for the two opposing sides are rolled (if necessary), and other bookkeeping functions (e.g., explosives, if any should be in use during the scenario) are resolved. Also, Players note whether observed Enemy men have become unobserved (see Section 7.0).

H. Game-Turn Record Phase: The Players denote the passage of one Game-Turn, and play continues to the beginning of the next Game-Turn (Phase A).
### [5.22] Task Point Cost Chart

<table>
<thead>
<tr>
<th>Movement</th>
<th>Task Point Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move one Square orthogonally</td>
<td>5</td>
</tr>
<tr>
<td>Move one Square diagonally</td>
<td>7</td>
</tr>
<tr>
<td>Move one Square orthogonally while prone</td>
<td>10</td>
</tr>
<tr>
<td>Move one Square diagonally while prone</td>
<td>14</td>
</tr>
<tr>
<td>Stand erect</td>
<td>7</td>
</tr>
<tr>
<td>Fall Prone*</td>
<td>13</td>
</tr>
</tbody>
</table>

#### Combat

<table>
<thead>
<tr>
<th>Task Point Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fire flamethrower</td>
</tr>
<tr>
<td>Affix rifle grenade</td>
</tr>
<tr>
<td>Detonate Claymore mine</td>
</tr>
<tr>
<td>Fire rocket launcher/thump gun/LAW</td>
</tr>
<tr>
<td>Reload one shell for rocket launcher</td>
</tr>
</tbody>
</table>

#### Vehicles

| Mount Tank (Enemy or Friendly) | 30 |
| Mount APC/Jeep/Motorcycle | 35 |
| Dismount APC/Jeep/Motorcycle | +7 |
| Operate vehicle | 50 |

#### Miscellaneous

| Carry flamethrower | +5 |
| Cease burning (must be prone) | 25 |
| Clip straight barbed wire | 50 |
| Clip concertina wire | 100 |
| Test electric wire | 50 |
| Release dog(s) | 5 |
| Blow dog whistle | 35 |
| Fire hand-fired flare | 13 |
| Destroy searchlight | 5 |
| Operate searchlight | 50 |
| Remove/don snorkel/SCUBA gear | 50 |
| Revive unconscious man | 150 |

#### Optional Rules

| Carry Incapacitated man | +15 |

### [8.13] Observation Range Table

<table>
<thead>
<tr>
<th>Weather Conditions</th>
<th>Day</th>
<th>Dawn/Dusk</th>
<th>Night</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear</td>
<td>U</td>
<td>25</td>
<td>12</td>
</tr>
<tr>
<td>Light Rain</td>
<td>50</td>
<td>20</td>
<td>10</td>
</tr>
<tr>
<td>Heavy Rain</td>
<td>25</td>
<td>12</td>
<td>6</td>
</tr>
<tr>
<td>Mist</td>
<td>50</td>
<td>25</td>
<td>10</td>
</tr>
<tr>
<td>Fog</td>
<td>5</td>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>Light Snow</td>
<td>40</td>
<td>18</td>
<td>8</td>
</tr>
<tr>
<td>Heavy Snow</td>
<td>20</td>
<td>10</td>
<td>4</td>
</tr>
<tr>
<td>Blizzard</td>
<td>10</td>
<td>5</td>
<td>2</td>
</tr>
</tbody>
</table>

Cross-index the Time of Day with the Weather Condition; the result will be the (true) distance a given man can observe in squares. This is known as the Observation Range. U = Unlimited.

### [8.63] Observation Chance Index

<table>
<thead>
<tr>
<th>Observation Code Letter</th>
<th>Base Observation Chance</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>95%</td>
</tr>
<tr>
<td>B</td>
<td>90%</td>
</tr>
<tr>
<td>C</td>
<td>85%</td>
</tr>
<tr>
<td>D</td>
<td>80%</td>
</tr>
<tr>
<td>E</td>
<td>75%</td>
</tr>
<tr>
<td>F</td>
<td>70%</td>
</tr>
<tr>
<td>G</td>
<td>65%</td>
</tr>
<tr>
<td>H</td>
<td>60%</td>
</tr>
<tr>
<td>J</td>
<td>55%</td>
</tr>
<tr>
<td>K</td>
<td>50%</td>
</tr>
<tr>
<td>L</td>
<td>45%</td>
</tr>
<tr>
<td>M</td>
<td>40%</td>
</tr>
<tr>
<td>N</td>
<td>35%</td>
</tr>
<tr>
<td>P</td>
<td>30%</td>
</tr>
</tbody>
</table>

Every time a man executes a task, he expends Task Points as per the above schedule. Tasks prefaced with a "+" code must be performed in conjunction with some other Task (either movement, or combat). These assessments are for one time only. Note movement Task Point costs may be modified by the Terrain Effects Chart (7.39).

*A man may fall prone at no Task Point cost if it is the last Task he executes in a given Phase. **The Opportunity Fire Task Point cost is added only if the plotted man actually Opportunity Fires. However, if he does not Opportunity Fire, he pays a five Task Point cost for plotting the fire before he executes any more Tasks. *Cost to fire weapon is included in expenditure of all Task Points.

Consult scenario to determine the Observation Code Letter of a given side. The Base Observation Chance will be the same for all men on a given side. If a given side is in DefendingMode (see Section 38.0), all men on the side have 20% subtracted from their chance to observe until the Game-Turn after a Commando Man is observed (to a minimum of 5%).
### [10.81] FIRE COMBAT TABLE

<table>
<thead>
<tr>
<th>Weapon</th>
<th># of fires</th>
<th>0-1</th>
<th>2-3</th>
<th>4-8</th>
<th>9-20</th>
<th>21-30</th>
<th>31-40</th>
<th>41-50</th>
<th>51+</th>
<th>Magazine Check</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pistol</td>
<td>1</td>
<td>90</td>
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<td>60</td>
<td>60</td>
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<td>P</td>
<td>P</td>
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</tr>
<tr>
<td>Machine Pistol</td>
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<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
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</tr>
<tr>
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<td>-</td>
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<td>20</td>
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<td>P</td>
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<tr>
<td>braced</td>
<td>-</td>
<td>50</td>
<td>40</td>
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<td>20</td>
<td>05</td>
<td>01</td>
<td>P</td>
<td>P</td>
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<tr>
<td>Carbine</td>
<td>1</td>
<td>80</td>
<td>75</td>
<td>70</td>
<td>70</td>
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<td>55</td>
<td>40</td>
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</tr>
<tr>
<td>Rifle</td>
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<td>83</td>
<td>80</td>
<td>77</td>
<td>70</td>
<td>65</td>
<td>55</td>
<td>40</td>
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<td>No</td>
<td>1D10</td>
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<tr>
<td>Semi-auto Rifle</td>
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<td>80</td>
<td>75</td>
<td>73</td>
<td>70</td>
<td>67</td>
<td>60</td>
<td>45</td>
<td>25</td>
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<td>1D10</td>
</tr>
<tr>
<td>Auto Carbine</td>
<td>2</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
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<td>-</td>
<td>-</td>
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</tr>
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<td>3</td>
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<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-20%</td>
<td>1D10-1</td>
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<tr>
<td>Light Machine Rifle</td>
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<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-18%</td>
<td>1D6+2</td>
</tr>
<tr>
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<td>-</td>
<td>26</td>
<td>25</td>
<td>26</td>
<td>22</td>
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<td>05</td>
<td>-10</td>
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<td>braced</td>
<td>-</td>
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<td>35</td>
<td>36</td>
<td>32</td>
<td>25</td>
<td>15</td>
<td>00</td>
<td>P</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Automatic Rifle</td>
<td>3</td>
<td>-</td>
<td>-</td>
<td>-</td>
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<td>-</td>
<td>-</td>
<td>-</td>
<td>-13%</td>
<td>1D10</td>
</tr>
<tr>
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<td>-</td>
<td>30</td>
<td>30</td>
<td>25</td>
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<td>12</td>
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<td>P</td>
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<tr>
<td>Machine Rifle</td>
<td>3</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-13%</td>
<td>1D10</td>
</tr>
<tr>
<td>hand-held</td>
<td>-</td>
<td>25</td>
<td>30</td>
<td>25</td>
<td>20</td>
<td>10</td>
<td>00</td>
<td>P</td>
<td>P</td>
<td>-</td>
<td>-</td>
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<tr>
<td>braced</td>
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<td>35</td>
<td>40</td>
<td>35</td>
<td>30</td>
<td>20</td>
<td>10</td>
<td>-05</td>
<td>P</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Submachinegun</td>
<td>5</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-30%</td>
<td>1D10-2</td>
</tr>
<tr>
<td>hand-held</td>
<td>-</td>
<td>25</td>
<td>40</td>
<td>35</td>
<td>25</td>
<td>15</td>
<td>-05</td>
<td>P</td>
<td>P</td>
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<td>35</td>
<td>25</td>
<td>05</td>
<td>P</td>
<td>P</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Machinegun*</td>
<td>6</td>
<td>30</td>
<td>60</td>
<td>50</td>
<td>40</td>
<td>25</td>
<td>10</td>
<td>-05</td>
<td>P</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Flamethrower†</td>
<td>1</td>
<td>90</td>
<td>80</td>
<td>80</td>
<td>60</td>
<td>P</td>
<td>P</td>
<td>P</td>
<td>P</td>
<td>No</td>
<td>1D6+2</td>
</tr>
<tr>
<td>hand-held</td>
<td>-</td>
<td>80</td>
<td>75</td>
<td>60</td>
<td>55</td>
<td>35</td>
<td>05</td>
<td>P</td>
<td>P</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>braced</td>
<td>-</td>
<td>80</td>
<td>75</td>
<td>60</td>
<td>55</td>
<td>35</td>
<td>05</td>
<td>P</td>
<td>P</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

The Number of Fires informs the Player how many times he rolls dice to determine whether he hits the target man or not. After determining the proper Range, the Player determines the base chance of hitting the target (listed under the appropriate Range column), and modifies as per the Fire Combat Modification Table (10.82). The Magazine Check must be rolled if there is a percentage chance listed (of the weapon becoming unloaded). If the man hits his target, the Player rolls the appropriate dice listed in the Damage column and applies the Wound Points to the Enemy man. A Man must take at least one Wound Point each time he is hit by fire (Case 10.53).

P = Prohibited. The man may not fire at a target at the indicated Range. *Machineguns may be fired braced only. †Note that Flamethrower explodes on die roll of 96-00 (see Case 17.31), unless it has been repaired, in which case it explodes on die roll of 91-00 (see Case 17.35). †Also causes burning (see Case 17.4).

### [11.81] GRENADE ACCURACY TABLE

<table>
<thead>
<tr>
<th>Grenade is...</th>
<th>1</th>
<th>2-4</th>
<th>5-8</th>
<th>9-12</th>
<th>13-15</th>
<th>16-25</th>
<th>26-36</th>
</tr>
</thead>
<tbody>
<tr>
<td>WWI fragmentation</td>
<td>90</td>
<td>65</td>
<td>35</td>
<td>15</td>
<td>P</td>
<td>P</td>
<td>P</td>
</tr>
<tr>
<td>WWI smoke</td>
<td>90</td>
<td>65</td>
<td>45</td>
<td>25</td>
<td>05</td>
<td>P</td>
<td>P</td>
</tr>
<tr>
<td>WWII fragmentation</td>
<td>95</td>
<td>75</td>
<td>55</td>
<td>35</td>
<td>P</td>
<td>P</td>
<td>P</td>
</tr>
<tr>
<td>WWII smoke</td>
<td>95</td>
<td>75</td>
<td>65</td>
<td>45</td>
<td>25</td>
<td>P</td>
<td>P</td>
</tr>
<tr>
<td>WWII illumination</td>
<td>95</td>
<td>75</td>
<td>65</td>
<td>55</td>
<td>35</td>
<td>P</td>
<td>P</td>
</tr>
<tr>
<td>WWII rifle</td>
<td>01</td>
<td>25</td>
<td>95</td>
<td>66</td>
<td>50</td>
<td>15</td>
<td>10</td>
</tr>
<tr>
<td>Modern fragmentation</td>
<td>95</td>
<td>80</td>
<td>65</td>
<td>45</td>
<td>10</td>
<td>P</td>
<td>P</td>
</tr>
<tr>
<td>Modern smoke</td>
<td>95</td>
<td>80</td>
<td>70</td>
<td>55</td>
<td>40</td>
<td>05</td>
<td>P</td>
</tr>
<tr>
<td>Modern illumination</td>
<td>95</td>
<td>80</td>
<td>70</td>
<td>65</td>
<td>45</td>
<td>10</td>
<td>P</td>
</tr>
<tr>
<td>Modern rifle</td>
<td>01</td>
<td>25</td>
<td>95</td>
<td>75</td>
<td>55</td>
<td>30</td>
<td>15</td>
</tr>
</tbody>
</table>

Determine the era and type of the grenade. Cross-index with the range and obtain the base chance of hitting the target Square.

P = Prohibited. Men may not throw that particular type of grenade the indicated number of squares.

### [11.83] GRENADE SCATTER TABLE

<table>
<thead>
<tr>
<th>DIE</th>
<th>Squares Scattered</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>1</td>
</tr>
<tr>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>6</td>
<td>3</td>
</tr>
</tbody>
</table>

Roll 1D6; the Grenade Scatters in the direction determined on the Scatter Diagram the indicated number of Squares.
### TERRAIN EFFECTS CHART

<table>
<thead>
<tr>
<th>Field Terrain</th>
<th>Blocking</th>
<th>Multiple</th>
<th>Additive</th>
<th>Fire Combat Modification</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear</td>
<td>no</td>
<td>1</td>
<td>0</td>
<td>none</td>
</tr>
<tr>
<td>Rough, Crater</td>
<td>no</td>
<td>2</td>
<td>0</td>
<td>-10%</td>
</tr>
<tr>
<td>Trench</td>
<td>no</td>
<td>1</td>
<td>+2</td>
<td>-9%</td>
</tr>
<tr>
<td>Woods</td>
<td>yes*</td>
<td>1</td>
<td>+3</td>
<td>-8%</td>
</tr>
<tr>
<td>Forest</td>
<td>yes</td>
<td>2</td>
<td>+3</td>
<td>-12%</td>
</tr>
<tr>
<td>Dune</td>
<td>no</td>
<td>3</td>
<td>0</td>
<td>-10%</td>
</tr>
<tr>
<td>Rubble</td>
<td>no</td>
<td>2</td>
<td>+2</td>
<td>-7%</td>
</tr>
<tr>
<td>Water</td>
<td>no</td>
<td>2</td>
<td>0</td>
<td>-6%</td>
</tr>
<tr>
<td>Oil Tank</td>
<td>yes</td>
<td>impassable*</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Road*</td>
<td>no</td>
<td>1</td>
<td>-2</td>
<td>none</td>
</tr>
<tr>
<td>Trail*</td>
<td>no</td>
<td>1</td>
<td></td>
<td>none</td>
</tr>
</tbody>
</table>

### Line Terrain:

- **Up Elevation Level**: maybe* 1 (+6) none
- **Down Elevation Level**: maybe* 1 (0) none
- **Door**: maybe* 1 (+5) -10%
- **Window**: maybe* 1 (+23) -15%
- **Slit**: maybe* uncrossable -20%
- **Wall**: yes uncrossable none
- **Fence**: no +12 -5%
- **Barbed Wire**: no See Section 20.0 -4%
- **Bridge**: Bridge 1 0 -1%
- **Drilled Hole**: no uncrossable none
- **Railroad**: no -1 none
- **Runway**: no -1 none
- **Barracks or Hangar Door**: no 1 0 -2%

The first column tells whether the terrain is blocking (see Section 8.0) or not. The Terrain Multiple is multiplied by the Task Point cost to enter the Square (see the Task Point Cost Chart) and the Terrain Additive is added. The Fire Combat Modifier is used in conjunction with the Fire Combat Modifications Table.*Woods blocks Line of Sight only if the LOS runs through the symbol. *See also the Fire Combat Modifications Table; the relation of firer to target is important in determining the Modifier. *If there is any other terrain in the square, the entire square is treated as that terrain for movement. *Also negates any other terrain in the Square (Field or Line, for movement purposes) aside from subtracting from the terrain cost. See the Observation rules for determining blocking terrain. (+4) = When moving from Elevation Level Zero to +1.

### OBSERVATION CHANCE MODIFICATION TABLE

<table>
<thead>
<tr>
<th>Condition</th>
<th>Modification</th>
</tr>
</thead>
<tbody>
<tr>
<td>Target man prone</td>
<td>-15%</td>
</tr>
<tr>
<td>Target man in Woods or Rubble</td>
<td>-10%</td>
</tr>
<tr>
<td>Target man in Rough, Crater, Forest or Dune</td>
<td>-20%</td>
</tr>
<tr>
<td>Target man inside building (and observing man outside)</td>
<td>-20%</td>
</tr>
<tr>
<td>Target man inside hanger or barracks and observing man outside</td>
<td>-5%</td>
</tr>
<tr>
<td>Observing man moving*</td>
<td>-25%</td>
</tr>
<tr>
<td>Target man moving</td>
<td>+20%</td>
</tr>
<tr>
<td>Target man 30 or more Squares away</td>
<td>-25%</td>
</tr>
<tr>
<td>Target man 50 more Squares away</td>
<td>-40%</td>
</tr>
<tr>
<td>Observing man within 10 Squares of searchlight†</td>
<td>+30%</td>
</tr>
<tr>
<td>Observing man in Square lit by searchlight and Observing out of searchlight arc</td>
<td>-30%</td>
</tr>
</tbody>
</table>

Apply any relevant modifiers to the Observation attempt by adding or subtracting from the Base Observation Chance. There is always a minimum 5% chance of Observing a target and a maximum 95% chance.

*1.e., the Observing man has performed Movement in the Game-Turn. †And target is within searchlight arc.

### FIRE COMBAT MODIFICATIONS TABLE

<table>
<thead>
<tr>
<th>Condition</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Target man prone</td>
<td>-12%</td>
</tr>
<tr>
<td>Target flush against a Wall*</td>
<td>-10%</td>
</tr>
<tr>
<td>Fire from a moving vehicle or animal</td>
<td>-25%</td>
</tr>
<tr>
<td>Using Enemy weapon to fire†</td>
<td>-15%</td>
</tr>
<tr>
<td>Target man in water and firer out of water, or vice-versa</td>
<td>-20%</td>
</tr>
<tr>
<td>Target man moving (possible only with Opportunity Fire)</td>
<td>-10%</td>
</tr>
<tr>
<td>Aiming (expends all Task Points)</td>
<td>+10%</td>
</tr>
<tr>
<td>Target man on tank or in APC</td>
<td>-8%</td>
</tr>
<tr>
<td>Firer severely wounded</td>
<td>× .5</td>
</tr>
</tbody>
</table>

When conducting fire combat, consult the above list and the Terrain Effects Chart (7.39) to determine whether any modifiers should be applied to the fire combat. *That is, man in Square adjacent to Wall line has not moved, and will not move. Exception: see Case 13.24. × .5 = Multiply probability of hitting by one-half (rounding down).

### KILL PERCENTAGE TABLE

<table>
<thead>
<tr>
<th>Modified Hit Percentage</th>
<th>Kill Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-05</td>
<td>none</td>
</tr>
<tr>
<td>06-11</td>
<td>01</td>
</tr>
<tr>
<td>12-17</td>
<td>02</td>
</tr>
<tr>
<td>18-23</td>
<td>03</td>
</tr>
<tr>
<td>24-29</td>
<td>04</td>
</tr>
<tr>
<td>30-35</td>
<td>05</td>
</tr>
<tr>
<td>36-41</td>
<td>06</td>
</tr>
<tr>
<td>42-27</td>
<td>07</td>
</tr>
<tr>
<td>48-53</td>
<td>08</td>
</tr>
<tr>
<td>54-59</td>
<td>09</td>
</tr>
<tr>
<td>60-65</td>
<td>10</td>
</tr>
<tr>
<td>66-71</td>
<td>11</td>
</tr>
<tr>
<td>72-77</td>
<td>12</td>
</tr>
<tr>
<td>78-83</td>
<td>13</td>
</tr>
<tr>
<td>84-89</td>
<td>14</td>
</tr>
<tr>
<td>(90-95)</td>
<td>15</td>
</tr>
<tr>
<td>(96+)</td>
<td>16</td>
</tr>
</tbody>
</table>

Before rolling for damage, determine whether the target has been killed outright. ( ) = Hit Percentage may never exceed 90%, but Kill Percentage may exceed 14%.

### GRENADE ACCURACY MODIFIERS TABLE

<table>
<thead>
<tr>
<th>Condition</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Target square is Rough, Crater, Woods</td>
<td>-5%</td>
</tr>
<tr>
<td>Target Square is at higher Elevation Level than thrower</td>
<td>-8%</td>
</tr>
<tr>
<td>Target Square is Dune or Forest</td>
<td>-11%</td>
</tr>
<tr>
<td>Target Square adjacent to Wall* or in Trench</td>
<td>+10%</td>
</tr>
<tr>
<td>Door between target Square and thrower</td>
<td>-10%</td>
</tr>
<tr>
<td>Window or Slit between target Square and thrower</td>
<td>-15%</td>
</tr>
<tr>
<td>Thrower Prone</td>
<td>× .5</td>
</tr>
<tr>
<td>Thrower Severely Wounded</td>
<td>× .5</td>
</tr>
<tr>
<td>Thrower does not have LOS to target Square</td>
<td>× .5</td>
</tr>
</tbody>
</table>

If any of the relevant modifiers apply, modify the base chance of hitting the target square by the appropriate amount.

*If thrower is inside building, applies only to Square inside same building; if thrower is outside building, only applies to Squares outside building. × .5 = Multiply probability of hitting by one-half (rounding down).
[11.84] GRENADE DAMAGE TABLE

Cross-reference era with the type of square in which the grenade explodes. Roll appropriate dice if any men are within Blast Radius and immediately apply Wound Points. A grenade always inflicts at least one Wound Point on a target Man.

[12.91] DISENGAGEMENT TABLE

Non-withdrawing men

<table>
<thead>
<tr>
<th>Withdraw</th>
<th>1</th>
<th>2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Men</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>2-5</td>
<td>2-3</td>
</tr>
<tr>
<td>2</td>
<td>2-3:both</td>
<td>2:both</td>
</tr>
<tr>
<td>4-5:one</td>
<td>3:one</td>
<td></td>
</tr>
</tbody>
</table>

Roll 2D6; compare the number of men on both sides. If the die-roll falls within the appropriate span of numbers, the indicated men disengage.

[12.92] WEAPON DRAW TABLE

When a man attempts to draw a new weapon in Hand-to-Hand Combat, roll 2D6; if the number rolled falls within the span of numbers, the man has drawn the weapon.

[12.93] HAND-TO-HAND COMBAT TABLE

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Not Grappled to hit</th>
<th>Damage</th>
<th>Grappled Damage</th>
<th>% to Kill</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fists</td>
<td>20</td>
<td>3</td>
<td>2</td>
<td>02</td>
</tr>
<tr>
<td>Pistol</td>
<td>22</td>
<td>4</td>
<td>2</td>
<td>02</td>
</tr>
<tr>
<td>Auto weapon</td>
<td>22</td>
<td>4</td>
<td>1</td>
<td>02</td>
</tr>
<tr>
<td>Carbine/rifle</td>
<td>30</td>
<td>6</td>
<td>1</td>
<td>03</td>
</tr>
<tr>
<td>Bayonet</td>
<td>35</td>
<td>8</td>
<td>1</td>
<td>07</td>
</tr>
<tr>
<td>Combat Knife</td>
<td>25</td>
<td>6</td>
<td>6</td>
<td>08</td>
</tr>
<tr>
<td>Large Knife</td>
<td>30</td>
<td>9</td>
<td>4</td>
<td>09</td>
</tr>
<tr>
<td>Saber</td>
<td>35</td>
<td>10</td>
<td>2</td>
<td>10</td>
</tr>
<tr>
<td>Ceremonial Sword</td>
<td>35</td>
<td>6</td>
<td>2</td>
<td>05</td>
</tr>
<tr>
<td>Samurai Sword</td>
<td>35</td>
<td>11</td>
<td>2</td>
<td>11</td>
</tr>
<tr>
<td>Umbrella</td>
<td>35</td>
<td>3</td>
<td>2</td>
<td>01</td>
</tr>
<tr>
<td>Swagger Stick</td>
<td>25</td>
<td>3</td>
<td>2</td>
<td>02</td>
</tr>
<tr>
<td>Garrote</td>
<td>00</td>
<td>-</td>
<td>-</td>
<td>90</td>
</tr>
<tr>
<td>Dog</td>
<td>25</td>
<td>4</td>
<td>6</td>
<td>10</td>
</tr>
</tbody>
</table>

Apply the appropriate situation; roll D100 to determine whether target is hit if non-grappled; target automatically hit if grappled. Any Damage values are carried over to Table 12.94. *See Case 12.8.

[12.94] HAND-TO-HAND DAMAGE TABLE

<table>
<thead>
<tr>
<th>Damage Class</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>11</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>3</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>4</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>5</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>6</td>
<td>6</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>4</td>
<td>5</td>
<td>5</td>
<td>6</td>
<td>6</td>
</tr>
<tr>
<td>7</td>
<td>7</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>4</td>
<td>5</td>
<td>5</td>
<td>6</td>
<td>6</td>
<td>7</td>
</tr>
<tr>
<td>8</td>
<td>8</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>7</td>
<td>8</td>
</tr>
<tr>
<td>9</td>
<td>9</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>9</td>
</tr>
<tr>
<td>10</td>
<td>10</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>9</td>
<td>10</td>
</tr>
</tbody>
</table>

Roll 1D10; cross-index the roll with the Damage Class. The resulting number is the Wound Points inflicted upon the victim in the Hand-to-Hand Combat.

[14.41] PANIC MODIFIERS TABLE

<table>
<thead>
<tr>
<th>Condition</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Man has suffered Wound Points but is not Seriously Wounded*</td>
<td>+10%</td>
</tr>
<tr>
<td>Man is Severely Wounded*</td>
<td>+20%</td>
</tr>
<tr>
<td>Man has Observed Enemy man in the Turn†</td>
<td>+5%</td>
</tr>
<tr>
<td>Man has Observed Enemy man for the first time in the current Turn†</td>
<td>+10%</td>
</tr>
</tbody>
</table>

Add all relevant modifiers to the base Panic Percentage to derive the actual Panic Percentage. Roll 1D100; if the number rolled is equal to or less than the modified Panic Percentage, the man has Panicked; roll on Table 14.42. *The two modifiers are non-cumulative; the Severely Wounded modifier supercedes the other. †The two modifiers are non-cumulative; the first modifier supercedes the other.

[14.42] PANIC RESULTS TABLE

<table>
<thead>
<tr>
<th>Die</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-6</td>
<td>Fall Prone</td>
</tr>
<tr>
<td>7-8</td>
<td>Fire</td>
</tr>
<tr>
<td>9-10</td>
<td>Move</td>
</tr>
</tbody>
</table>

If a man Panicked, roll 1D10. The explanation for the results can be found in Case 14.2.
[18.31] RIFLE GRENADE ACCURACY MODIFIERS TABLE

<table>
<thead>
<tr>
<th>Condition</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Target Square is Rough, Crater</td>
<td>-3%</td>
</tr>
<tr>
<td>Woods or Rubble</td>
<td></td>
</tr>
<tr>
<td>Target Square is at higher</td>
<td>-7%</td>
</tr>
<tr>
<td>Elevation Level than firer</td>
<td></td>
</tr>
<tr>
<td>Target Square is Dune</td>
<td>-8%</td>
</tr>
<tr>
<td>Target Square is Forest</td>
<td>-10%</td>
</tr>
<tr>
<td>Target Square adjacent to</td>
<td>+7%</td>
</tr>
<tr>
<td>Wall* or Trench</td>
<td></td>
</tr>
<tr>
<td>Hangar or barrack's &quot;door&quot;</td>
<td>-6%</td>
</tr>
<tr>
<td>between target square and firer</td>
<td></td>
</tr>
<tr>
<td>Door between target Square and</td>
<td>-10%</td>
</tr>
<tr>
<td>firer</td>
<td></td>
</tr>
<tr>
<td>Window or Slit between</td>
<td></td>
</tr>
<tr>
<td>target Square and firer</td>
<td>-15%</td>
</tr>
<tr>
<td>Firer Severely Wounded</td>
<td>x.5</td>
</tr>
<tr>
<td>Firer does not have LOS to</td>
<td>x.5</td>
</tr>
<tr>
<td>target Square</td>
<td></td>
</tr>
</tbody>
</table>

If any of the relevant modifiers apply, modify the base chance of hitting the target square by the appropriate amount.
*If firer is inside building, applies only to fire inside same building; if firer is outside building, only applies to Squares outside building. x.5 = Multiply probability of hitting by one-half (rounding down).

[18.32] RIFLE GRENADE SCATTER TABLE

<table>
<thead>
<tr>
<th>Die</th>
<th>Rifle Grenade or Thump Gun Scatter</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>6</td>
<td>6</td>
</tr>
</tbody>
</table>

Roll 1D6; the grenade or shell Scatters in the direction determined on the Scatter Diagram the indicated number of Squares.

[21.15] THUMP GUN ACCURACY TABLE

<table>
<thead>
<tr>
<th>Range</th>
<th>Base Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>11-15</td>
<td>80</td>
</tr>
<tr>
<td>16-21</td>
<td>70</td>
</tr>
<tr>
<td>22-27</td>
<td>60</td>
</tr>
<tr>
<td>28-33</td>
<td>50</td>
</tr>
<tr>
<td>34-39</td>
<td>40</td>
</tr>
<tr>
<td>40-45</td>
<td>30</td>
</tr>
<tr>
<td>46-50</td>
<td>20</td>
</tr>
<tr>
<td>51-100</td>
<td>10</td>
</tr>
</tbody>
</table>

Consult the Range column and read across to the base Percentage of hitting the target square. Apply appropriate modifiers, and roll 1D100. If the roll is equal to or less than the modified total, the target square is hit.

[19.49] HORSE MELEE TABLE

<table>
<thead>
<tr>
<th></th>
<th>% to hit</th>
<th>% to kill</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Charging Horse</td>
<td>55</td>
<td>25</td>
<td>2D10</td>
</tr>
<tr>
<td>Rearing Horse</td>
<td>30</td>
<td>10</td>
<td>2D6</td>
</tr>
<tr>
<td>Horse vs. Horse</td>
<td>25</td>
<td>03</td>
<td>1D6</td>
</tr>
</tbody>
</table>

Resolve as per the normal rules for Hand-to-Hand Combat (Section 12.0). See also Case 19.4 for special Horse rules.

[23.8] TANK/APC TASK POINT COST CHART

<table>
<thead>
<tr>
<th>Movement</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move one square orthogonally</td>
<td>5</td>
</tr>
<tr>
<td>Move one square diagonally</td>
<td>7</td>
</tr>
<tr>
<td>Change facing by 45°</td>
<td>5</td>
</tr>
<tr>
<td>Button Down or Open Up</td>
<td>25</td>
</tr>
<tr>
<td><strong>Combat</strong></td>
<td></td>
</tr>
<tr>
<td>Fire main gun</td>
<td>50</td>
</tr>
<tr>
<td>Fire other weapons</td>
<td>25</td>
</tr>
<tr>
<td>Turn turret</td>
<td>25</td>
</tr>
<tr>
<td><strong>Crew or Passengers</strong></td>
<td></td>
</tr>
<tr>
<td>Two crewmen exchange place</td>
<td>20</td>
</tr>
<tr>
<td>Bail out</td>
<td>50</td>
</tr>
<tr>
<td>Re-enter tank</td>
<td>40</td>
</tr>
<tr>
<td>Load and/or discharge passengers (APC only)</td>
<td>25</td>
</tr>
</tbody>
</table>

This Task Point Cost Chart is treated in the same fashion as the Task Point Cost Chart (5.22), except all Task Point costs are paid by the vehicle, not the man.

[23.92] TANK/ARTILLERY SCATTER TABLE

<table>
<thead>
<tr>
<th>Die</th>
<th>Scatter (in Squares)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>6</td>
<td>6</td>
</tr>
<tr>
<td>7</td>
<td>7</td>
</tr>
<tr>
<td>8</td>
<td>8</td>
</tr>
<tr>
<td>9</td>
<td>9</td>
</tr>
<tr>
<td>10</td>
<td>10</td>
</tr>
</tbody>
</table>

If a tank or artillery shell Scatters, roll 1D10 and Scatter the shell to the appropriate Square.
[25.42] SATCHEL CHARGE DAMAGE TABLE

<table>
<thead>
<tr>
<th>Range</th>
<th>Base Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>1D6-2</td>
<td>90%</td>
</tr>
<tr>
<td>1D10</td>
<td>70%</td>
</tr>
<tr>
<td>1D10+1</td>
<td>60%</td>
</tr>
</tbody>
</table>

Determine the type of square (per Case 11.43) the satchel charge explodes in; roll the appropriate dice, and apply the resulting number in Wound Points to the main in the Blast Radius. A satchel charge always inflicts at least one Wound Point on a target man.

[26.5] TANK/APC DAMAGE TABLE

<table>
<thead>
<tr>
<th>Die</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Turret</td>
</tr>
<tr>
<td>2</td>
<td>Turret and Interior</td>
</tr>
<tr>
<td>3</td>
<td>Turret and Interior</td>
</tr>
<tr>
<td>4</td>
<td>Treads and Hull</td>
</tr>
<tr>
<td>5</td>
<td>Treads and Interior</td>
</tr>
<tr>
<td>6</td>
<td>Treads and Interior</td>
</tr>
<tr>
<td>7</td>
<td>Burns and Interior</td>
</tr>
<tr>
<td>8</td>
<td>Burns and Treads</td>
</tr>
<tr>
<td>9</td>
<td>Burns</td>
</tr>
<tr>
<td>10</td>
<td>Destroyed</td>
</tr>
</tbody>
</table>

Turret: The turret has been destroyed or severely damaged. Henceforth, the main gun and coaxial machinegun and turret-hatch machinegun may not be fired. Any man standing in the turret (presumably the commander in Opened Up mode) immediately suffers 1D10 Wound Points. APC crew members suffer 1D6 Wound Points due to collateral damage, but the APC itself is undamaged.

Interior: The interior has been subjected to some splashing from the warhead. Each crewman suffers 1D10 Wound Points, except crewmen in the turret (presumably the commander again). Passengers in APCs would be affected.

Treads: Enough of the treads have been blown away to render the vehicle immobile. For the remainder of the Scenario the vehicle may not move.

Hull: Among other minor damages, the hull machinegun is destroyed and may not be fired for the rest of the game. The hull machinegunner (if any) suffers 1D6 Wound Points; otherwise a tank is unaffected. An APC loses the use of its machinegun and the gunner suffers 1D6 Wound Points.

Burns: The tank or APC is burning and will explode during the Bookkeeping Phase of the next Game-Turn. See “Destroyd” below.

Destroyed: The tank or APC is immediately destroyed. All crew members are killed; all passengers in unroofed APCs immediately take 1D10 Wound Points, and all passengers in enclosed APCs are killed. The explosion of a tank produces the same effect as the detonation of a tank main gun shell (see Diagram 8, next page); the explosion of an APC has the same effect as a LAW Back-blast (see Section 27.0) extending in every direction. All men and animals in range are affected.

[26.6] MOTORCYCLE/JEEP DAMAGE TABLE

<table>
<thead>
<tr>
<th>Die</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-5</td>
<td>Burns</td>
</tr>
<tr>
<td>6-10</td>
<td>Destroyed</td>
</tr>
</tbody>
</table>

Burns: The vehicle is burning, and will explode at the end of the next Turn’s Bookkeeping Phase. All passengers immediately suffer 3D6 Wound Points; the driver suffers 2D10 Wound Points. See “Destroyed” for the effects of the explosion.

Destroyed: The vehicle is immediately destroyed. It explodes: treat a motorcycle explosion as a grenade explosion; treat a jeep explosion as if two grenades detonated in the jeep’s square.

[27.3] LAW ACCURACY TABLE

<table>
<thead>
<tr>
<th>Range</th>
<th>Base Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>11-15</td>
<td>75%</td>
</tr>
<tr>
<td>16-30</td>
<td>60%</td>
</tr>
<tr>
<td>31-45</td>
<td>45%</td>
</tr>
<tr>
<td>46-67</td>
<td>25%</td>
</tr>
<tr>
<td>68 or more</td>
<td>0%</td>
</tr>
</tbody>
</table>

Roll 1D100; if the number rolled is less than or equal to the Base Percentage, the LAW has hit its target.
[36.15] UNDERWATER OBSERVATION EFFECTS SUMMARY

Observer is... Target is... Position is... Each Square is...
Underwater Underwater Vertical 10 Squares
Underwater Underwater Horizontal 4 Squares
Out of water Underwater Any LOS Blocked†

Any relationship where the observer is underwater and the target is underwater is identical if either or both are standing or swimming in water.

*For Observation purposes only. †The relationship is identical if observer and target positions are switched.

[34.5] ILLUMINATION SUMMARY

<table>
<thead>
<tr>
<th>Illumination Type</th>
<th>Illumination Radius</th>
<th># of Turns Operational</th>
</tr>
</thead>
<tbody>
<tr>
<td>Grenade</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>Flare</td>
<td>10*</td>
<td>1</td>
</tr>
<tr>
<td>Star Shell</td>
<td>20†</td>
<td>5</td>
</tr>
</tbody>
</table>

*Suspended on parachute; see Case 34.3.
†Suspended on parachute and subject to drift; see Case 34.4.

DIAGRAM 8: Tank Damage Diagram

= Target square
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**Character Record**

<table>
<thead>
<tr>
<th>Player's Name:</th>
<th>Character's Name:</th>
</tr>
</thead>
<tbody>
<tr>
<td>------------------------------</td>
<td>---------------------------------</td>
</tr>
<tr>
<td>Rank:</td>
<td>Age:</td>
</tr>
</tbody>
</table>

**Characteristics**

<table>
<thead>
<tr>
<th>Strength:</th>
<th>Marksmanship:</th>
<th>Dexterity:</th>
<th>Endurance:</th>
<th>Leadership:</th>
<th>Hero Rating:</th>
</tr>
</thead>
</table>

**Skills**

<table>
<thead>
<tr>
<th>1</th>
<th>Rating:</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Rating:</td>
</tr>
<tr>
<td>3</td>
<td>Rating:</td>
</tr>
<tr>
<td>Bonus</td>
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**Weapons Proficiency**

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**Hero Class:**

**Hero Abilities**

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**Fireteam Members**

(in order of seniority)

**Man #1**

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**Man #2**

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**Man #3**

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**Missions To Date**

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<th>Men Lost</th>
<th>Comments</th>
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COMMODO ADDENDA
As of September 1979

MAPS
If the players wish to use the map co-ordinates as rangefinders (see Case 8.11), they should trim the excess white paper so that the co-ordinates are as close to the edge as possible. Alternately, players may wish to use a ruler, remembering that one quarter of an inch equals of distance of one (1). Thus, a range of 9.25 inches equals 37.

RULES
[4.0] (omission) A line is missing after the fifth paragraph of the second column of this page. It should read “Task Points: Each action a man performs in Commando requires the expenditure of Task Points…”

[13.16] (clarification) There is no Case 13.16.

[38.37] (omission) Unless stated otherwise in the scenario listings, defending reinforcements enter from the map edge(s) or parts thereof directly opposite from the commando entry squares.

[42.2] (clarification) After the two-case pileup is sorted out, the text should read as follows:

[42.41] Suggested Optional Rules
None.

[42.42] Necessary Optional Rules
Horses and Camels (Section 19.0): The Arabs begin with eight hobbled camels and a mule (see special rules). Arabs are considered Cossacks for purposes of controlling mounts.

[42.43] (clarification) The Mule: If the mule receives a panic result indicating “Move”, it instead falls prone.

CHARTS AND TABLES
[7.39] (correction) Last line: (+4) = When moving from Elevation Level Zero to Negative One (−1).

[14.41] (correction) The last entry should read “The two modifiers are non-cumulative; the second modifier supersedes the other.”
51.0 THE GAMESMASTER
  51.1 Functions of the Gamesmaster
  51.2 The Master Map
  51.3 The Defending Force
  51.4 The Commando Force
  51.5 The Pure Moderator
  51.6 Notes on the Gamesmaster’s Role

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ROLE-PLAYING GAME

53.0 SEQUENCE OF EVENTS IN THE
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54.0 GLOSSARY OF GAME TERMS

55.0 THE ROLE-PLAYING GAMESMASTER
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  58.2 Using and Improving Skills
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  59.2 Pistols and Knives
  59.3 Using Weapons and Increasing
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  60.2 Mission Table

60.3 Map Assignment
  60.4 Map Assignment Table
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  62.4 Using the Miraculous Escape Matrix
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      AND FIRETEAM
  65.1 Replacement of Casualties
  65.2 Aging
  65.3 Retirement

DESIGNER’S NOTES
EXPANSION NOTES
GAMESMASTER’S NOTES
DESIGN CREDITS
[51.0] THE GAMESMASTER

COMMENTARY:
In the Historical Game of Commando, both the Commando and defending Player are provided with much more hard data than would be available in a real-life sea battle situation. By having one Player act as a Gamesmaster, the Game may be brought closer to the reality of a commando situation. The Gamesmaster withholds information from the Commando Player and executes the functions of the defending Enemy force, thus recreating the fog of battle. The Gamesmaster's role is to make the players aware that the men in your own force, are up to. Also more than one Player may control a Commando force when a Gamesmaster is used; each Player is entrusted with a portion of the squad. While the Players work together to achieve their objective, they also try for a greater share of the glory.

GENERAL RULE:
The Gamesmaster is the sole possessor of the variable information the Commando Player(s) is normally provided with in any of the Historical Scenarios, such as the Endurance Levels of all Commando and defending forces. The Gamesmaster also keeps a Master-Map in which all the positions of all men are recorded and adjusted as play proceeds. On this map he moves the defending force in an impartial manner as possible (see 51.6). The Commando Player has an identical map on which he records the positions of his men and any information the Gamesmaster informs him he can observe at the moment. The Gamesmaster also secretly records all observation attempts, preservation checks and damage results, informing the Commando Player of these results only when they directly affect any of the Commando Player's men.

PROCEDURE:
Before starting play, the participants designate one of the Players to be the Gamesmaster. This Player should be familiar with all the rules of the Historical Game, since he is the function to faithfully interpret the rules and to make all decisions concerning Optional Rules and any special rules the Players may have devised, such as for paratrooper horses, sleeping necessities, natural disasters and other off-beat occurrences. The Gamesmaster prepares his Master-Map, making sure it matches the Player's map. When using a Gamesmaster, the Commando Player(s) must attempt to fulfill his mission against a defending force controlled by the Gamesmaster. Alternatively, the defending force may be controlled by a "live" Player, in which case three identical maps are used, one each for the Commando and defending Players showing only the positions of the men they control and the Enemy men they can observe, and a Master-Map for the Gamesmaster showing all the positions of all men. If the Gamesmaster plays the Enemy, if this case, the Gamesmaster is referred to as a moderator; he is not taking active part in the game but acting as a referee for the two Players with men. The moderator keeps records on both sides' men and notifies each Player secretly as to the positions of the observed Enemy men and other pertinent information.

Ideally, use of Gamesmaster will lead the Players to the ultimate form of Commando, the Role-Playing Game, in which the Gamesmaster moderates a limitless number of connected commando missions undertaken by distinct commando characters created by the Players.

CASES:

[51.1] FUNCTIONS OF THE GAMESMASTER

Before the start of play the Gamesmaster generates the endurance figures for all Commando and defending men in the scenario. During the game he resolves all die rolls (however, see Case 51.16). The Gamesmaster keeps all these numbers secret, informing the Commando Player only when any of his men become wounded, severely wounded, incapacitated, or killed. The Gamesmaster resolves all observation checks secretly and informs the Commando Player of an observation check only if one of the Commando Player's men has successfully observed the Enemy. The Gamesmaster also secretly checks for Preservation informing the Commando Player only when any of his men are actually fleeing off the map.

[51.13] The Gamesmaster keeps complete Data Logs (see Case 38.1) for both the Commando and defending men as the Players normally would in the Historical Game. The Commando Player should record only the composition of his force, his weapons, and any special equipment his men carry. He should be aware of his Panic Level and chances of success when involved in fire combat and other combat-related actions (see Section 1.5). The Commando Player should know what his objectives in the mission are and the general composition of the Enemy force.

[51.12] The Gamesmaster keeps all other information secret from the Commando Player, including Preservation Multiples, the endurance, and the observation chances for all the men in both forces. The values of the defending men should not be known to the Commando Player; he is only made aware of the existence and state (erect or prone, moving) of a defending man when any of his Commandos has observed that man or when any commando is attacked in any fashion by a defending man.

[51.13] At the beginning of the game, the Gamesmaster rolls up the various endurance for all the men on both sides according to Case 9.4 and the special rules in the scenario being played. He secretly records these on his Data Log. The Gamesmaster rolls secretly when and where the Endurance has been required as in Case 9.1. The only information of this procedure he will pass on to the Commando Player is whether any commandos are wounded, severely wounded, incapacitated, or killed. The Commando Player may discern the current health of the defending force only by observing their actions, or lack thereof.

[51.14] Whenever it is possible for a Commando to observe a defending man, or vice-versa, either during the Task Execution Phase or the Observation Phase, the Gamesmaster rolls for observation (see Section 8.0). The Commando Player is made aware of the presence and location of a Defending man only when the Gamesmaster notifies him of a successful Observation against a Commando.

Whenever an observed defending man is no longer observed by any Commandos, his location again becomes unknown to the Commando Player. The Commando Player should not know if any of his men have been observed by enemy men except as required for the execution of combat actions against those Commandos.

[51.15] During the Bookkeeping Phase the Gamesmaster consults the current Preservation Percentage of both sides and determines whether either side enters a Preservation Condition and whether any man on a given side flee toward the edge of the map in the next Game-Turn (see Section 15.0). He does not inform the Commando Player if any of the Commandos must start moving toward a map-edge until the Task Execution Phase of the next Game-Turn, when the Commando Player tries to expend Task Points for that man. The Gamesmaster executes all functions of preservation for the defending men but does not inform the Commando Player how any of these affect defending men except as can be normally observed.

[51.16] The Gamesmaster does not resolve any fire or other combat actions initiated by the Commando Player, nor does he inform the Commando Player of the outcomes of the Commandos. All these functions are executed by the Commando Player and he knows all the values necessary to resolve them.

[51.17] If the Gamesmaster feels the Commando Player knows information in a printed scenario that he should not, the Gamesmaster is entitled to slightly alter scenario values at his discretion. However, he should try to balance these changes so that on the whole, the opposing forces retain the same comparative strength. As the Gamesmaster must be conscious of in many of the forthcoming rules, moderation and a sense of fair play should guide such decisions. For example, in a scenario the Gamesmaster keeps all die rolls for Commando endurance at the start of the game and offset this debit by increasing the Preservation Multiple of the defending force by a factor of 1.5.
[51.4] THE COMMANDO FORCE

The Commando force may be controlled by more than one Player. The Game Master splits up the Commando into any amount of Commando Players as he deems fair. The Players then discuss among themselves how best to accomplish their mission. During play they sequence the actions of their men as agreed, within the restrictions of the Sequence of Play. The Game Master plays the Defending Force as if all of his groups are Commandos; he should not continually "pick on" a particular Player's Commandos. If the Commando Players fulfill their mission, the Game Master may declare a single winning Commando Player based on comparative performance. This is where the role of the Game Master begins to turn into a bit more than rules interpretation; again, impartiality is imperative.

[51.5] THE PURE MODERATOR

If more than two people are playing the Game Mastered version of Commando, the defending force may be controlled by one of the Players instead of by the Game Master who acts as a Moderator. The Game Master keeps records of the entire game situation on the master-map; the opposing Players record the positions of their own men and any Enemy men the Game Master informs them of on their own maps.

[51.51] When using the Game Mastered version, a pure moderator, three maps are required; the Commando Player's map, the defending Player's map, and the master-map. Neither Player should be able to see any map but his own. The Game Master sees all three maps and must make sure they contain the correct information.

[51.52] The two opposing sides should be seated a fair distance apart as the Game Master must confer with each side secretly regarding the position of their men and any Enemy men that can be observed.

[51.53] The defending Player's map should only show the position of defending men. He should be aware of the Commando men only as informed by the Game Master, in the same way the Commando Player is informed of defending men.

[51.54] The Game Master is still responsible for keeping all information for both sides on his master-map, his Data Logs, as explained in Case 51.1. In addition, he also makes all panic checks. The Player secretly informs the Game Master that he wishes one of his men to perform a given function for the Game-Turn, the Game Master checks for panic and informs the Player as to whether or not his man has gone through with the requested action.

[51.55] The Game Master confers secretly with each Player as it becomes his turn to perform some game function, making sure the positions or status of men are adjusted accordingly on the Player's map and the master-map, and proceeds to the Enemy Player's game functions.

[51.56] The Game Master is responsible for informing the Players of changes on the master-map and the Data Logs. For example, should a Commando be observed, the Game Master would inform the Defending Player of the appearance of a commando, but would not inform the Commando Player that his man has been observed (though the Player will probably figure it out when the defending Player opens fire on the observed man).

[51.6] NOTES ON THE GAMEMASTER'S ROLE

The Game Master should not picture himself in competition with the Players. His role is to provide information in as realistic a manner as possible and to fairly render all decisions regarding disagreement between the Players. To do so, he must know all the Commando rules well and interpret them fairly. The Players will not long tolerate a Game Master who makes bad judgments and rules mistakes.

Players who are unfamiliar with the concept of the Game Master should play the Historical Game of Commando a few times using a Game Master. When they feel comfortable with the Game Mastered version, they may begin expanding the game by introducing Optional Rules and letting the Game Master dream up some of his own. Another purpose of the Game Master is to moderate the 

[53.0] SEQUENCE OF EVENTS IN THE ROLE-PLAYING GAME

The Role-Playing Game is played using a commando character and a group of three men (called a fireteam) subordinate to him. The fireteam takes part in a scenario, or mission, possibly in conjunction with other Players' fireteams. The Players attempt to complete their mission against either a Fire (or Game Master-controlled defending force) as well as they can in the hopes of upgrading their commandos. The Role-Playing Game follows an informal sequence of events centered around a mission. The sequence also details a commando's life between missions, thus allowing the Players to use an evolving character in as many missions as he likes. The Role-Playing sequence of events is described below.

NEW COMMANDOS AND FIRETEAMS ARE CREATED

Each Player generates a Commando character and three members of his fireteam by rolling dice and using the results to give numerical ratings to the various characteristics he commandos and his subordinates possess in the Role-Playing Game. At the end of the fireteam roll, each individual receives ratings for combat characteristics such as marksmanship and strength. In addition, the commando character (only) is given ratings for leadership, hero status and special skills. Some of a commando's attributes may be added to or improved (or possibly degraded) by battle experience. The Player keeps a Character Record (an expanded version of the Data Log) on which he records all current information about his commando character and fireteam from mission to mission.

EXPERIENCED COMMANDOS UTILIZE THE TIME BETWEEN MISSIONS

If a Player possesses a Commando character already, the above functions are not performed; instead the Player determines the amount of time he wishes to spend between his commando's last mission and the upcoming mission. During this period the commando may age and may heal previously incurred wounds. Any members of his fireteam killed in action are replaced with new men. The Commando character may use this "free time" to practice, in the hopes of improving his combat characteristics in future missions.

THE GAMEMASTER DETERMINES THE COMMANDO'S NEW MISSION

When the Players wish to send their commandos out on a mission, the GameMaster determines the nature of the mission and the map it will be played out on, either by his own devising or at random.
He then informs the Commando Players about what they must attempt to accomplish and what special equipment will be provided for the execution of the mission.

THE DEFENDING FORCE IS GENERATED

The Game Master or defending Player (if any is being used) determines the number of men in the defending force, how they are armed, and what their characteristics are. These characteristics are rolled up in the same manner as for subordinate men in a commando's fireteam. However, if the Players or Game Master have devised a scenario in which both sides have commandos, such characters may be generated as commando characters and fireteams (in the first segment of this sequence). The defending force is then deployed secretly on the map, in accordance with the scenario or Game Master's instructions.

THE COMMANDOS ARE PREPARED FOR THEIR MISSION

Most scenarios are geared for an eight-man Commando force (two fireteams). Unless two or more Commando Players are sending their fireteams out on the mission, extra temporary men should be rolled up by the Game Master to accompany the Player's fireteam. The commandos are then given any information about the defending force the Game Master deems necessary, and the player assigns his fireteam the weapons they will carry in to battle. The Commando Player then notes where his fireteam will enter the map (secretly, if there is a defending Player) and the mission is ready to begin.

THE MISSION IS PLAYED TO A CONCLUSION

Using a Game Master, the mission is now played out utilizing the game mechanics of the historical game. However, the characteristics of the commandos and fireteams may affect the chances of success of the various actions taken by either side during the course of the game. When the mission is completed, no winner per se is declared; the Role-Playing Game of Commando is never really over.

THE COMBAT EXPERIENCE GAINED BY THE COMMANDOS IS, RECORDED

After completing a mission, the character records of the Commandos are adjusted in accordance with their performance in combat. If they used any of their listed skills in the mission, the skills may be improved. Each commando is also eligible for promotion (or demotion with a fireteam) in the first segment of this sequence. When these items have been noted on the Character record, the Sequence of Events is completed. The Players may begin another sequence immediately if they wish or may halt play for the time, keeping their Character records for use when they next decide to play Commando.

IN SUMMARY

This Sequence is not meant as a hard and fast rules arbiter, but as a guide to a session of Role-Playing Commando. It allows the Players to start and stop the Role-Playing Game whenever they wish and, by playing a number of missions, to reap the long-range rewards of success as a Commando. All the concepts in the Sequence are fully detailed in the following rules sections, generally in the order the Players will use them.

[54.0] GLOSSARY OF ROLE-PLAYING TERMS

- **Addition:** a modification (expressed in terms of percentage points) that a Character receives when he uses a fire weapon with which he is proficient (Case 59.12).
- **Bonus:** an extra skill or weapons proficiency that can only be acquired by Characters who become Heroes.
- **Character:** A Commando (as in the Historical Game) with a variety of individual attributes chosen by a Player. These attributes allow the Player to identify with his character and trace the ups and downs of his career.
- **Characteristics:** one of six attributes (Strength, Marksmanship, Dexterity, Endurance, Leadership, and Hero Rating) that contribute to the personality of a Character.
- **Commando:** a Character, Man or Temporary controlled by the Commando Player.
- **Defending (or Enemy) Man:** any member of the defending force (those that are attempting to prevent the commandos from achieving their missions).
- **Efficiency Rating:** the expertise with which a Character or Man executes any of his specialized Skills (Case 58.13).
- **Fire Team:** a group of commandos composed of one Character and three Men, all controlled by the Commando Player.
- **Hero Ability:** a special talent, often a bit fantastic, that can be acquired only by Characters who have become Heroes (Case 62.3).
- **Hero Class:** a title describing a Character's heroic stature (ranging from Miserable Coward to Big-Budget Movie Hero) based on his Hero Rating (Case 62.2).
- **Hero Potential:** a numerical rating of the difficulty of a mission, with which to gauge a Character's heroic performance.
- **Man:** A Commando that is not given the attributes of a Character, but who accompanies him on missions as part of his fireteam. "Man" may also refer to a member of the defending force.
- **Master-Map:** A map seen only by the Game Master on which he keeps an overview of all that is happening in a mission.
- **Mission:** similar to a scenario on the Historical Game. The Commando Player sends his fireteam on a mission in order to achieve objectives of military and political importance, thus gaining experience and glory for his Character.
- **Practice:** time expended by a Character between missions in an attempt to increase his characteristics. (Case 64.4).
- **Rank:** A Character or Man's official standing in his organization. This can fluctuate from 0 to 10, depending on the character's performance in combat.
- **Skill:** a particular aspect of warfare or clandestine operations that a Character or Man specializes in.
- **Skill Difficulty Level:** the basic difficulty of employing one skill as compared to another (Case 58.21).
- **Temporary:** a Commando generated by the Commando Player to fill a temporary vacancy in his fireteam or to accompany the team on a mission (Case 60.6).
- **Weapons Proficiency:** a particular type of fire weapon with which a Character or Man is experienced.

[55.0] THE ROLE-PLAYING GAME MASTER

**GENERAL RULE:**

In the Commando Role-Playing Game, the Game Master performs all the functions described in Section 51.0. He also supervises the creation of new Commando characters and fireteams. He determines the mission to be undertaken by the Commandos, which map it will be played on, and may introduce new missions and maps to the game as desired.

**CASES:  
**[55.1] GENERATING CHARACTERS & MEN WITH A GAME MASTER

When a Player rolls up a Commando Character and his fireteam the Game Master should make sure the Character Record is marked properly with the records for all these men. The Game Master is responsible for assigning lower or raise the minimum (see Case 56.12) total for the characteristics, but must state he is doing so before any Players roll their characters (and thus retain his impartial attitude). The Game Master may also demand the re-rolling of exceptionally good characters generated without a witness — and may impose penalties if he feels skulduggery is afoot — so let the Player be warned!

[55.2] PREPARING THE MISSION

[55.2.1] The Game Master determines the mission by choosing one himself or using the Mission Table (see Case 60.1). He then assigns a map for the mission to be played on, using the Map Assignment Table (60.4) if he wishes to assign it randomly.

[55.2.2] As the Game Master gains familiarity with the Game he may devise his own missions to be played on the provided maps, or on one of his own design. A Game Master with a fertile imagination should feel free to make larger or more elaborate maps for any interesting mission he dreams up.

[55.2.3] The Game Master should keep the quality of the Player's Commandos in mind when choosing a mission. If Commandos of great skill take high Hero Ratings are up for a mission, the GameMaster should provide a mission that will tax these elite fighting men (who would be afoomed if challenged by anything else).

[55.2.4] After setting up the mission and location, the GameMaster rolls the defending force according to the scenario instruction or as he thinks benefits the mission he has devised. These are given the same four types of Characteristics as subordinate men in a fireteam. If the defending force is being controlled by a Player, he rolls up his men according to the Game Master's instructions.

[55.3] SUPERVISING THE MISSION

The actual play of a mission is moderated just like a Historical Game, the Game Master must keep in mind the effects of all Role-Playing Characteristics on the Game functions.

[55.31] If the Game Master has devised a mission in which the defending force has one or more Commando Characters, the defending Players control the Characters just as Commando Players control Characters. Character Records are kept for these Commandos. In such a mission the defending force really is not accurately titled, since both sides have an active objective, as provided by the Game Master, that they are trying to achieve. In this case both sides are dealt with as opposing Commando forces by the GameMaster.

[55.32] If there are more than one Player's Commandos on a side, the Game Master must make sure the privileges of rank (see Case 63.2) are obeyed by the Players when expending Task Points for their Characters and men.
[56.0] GENERATING COMMANDO CHARACTERISTICS

COMMENTARY

In the Role-Playing Game of Commando, each Player assumes the role of a Commando Character (primarily) and his three man Fireteam (secondarily). Unlike most other role-playing games, the Players Character is not one individual, but rather the leader of a Fireteam and his three subordinates. The reason for this is in modern combat the fatality rate is much higher than in combat of previous eras.

GENERAL RULE:

A character and his fireteam must be "rolled up" and thereby given attributes before the Player can assume their roles and embark on a mission. There are six characteristics that must be generated for the leader, or Commando Character, of the fireteam; these are strength, marksmanship, dexterity, endurance, leadership, and the Hero Rating. Only four characteristics are rolled up for the three subordinate members of the fireteam, referred to simply as Men; these are strength, marksmanship, dexterity, and endurance.

PROCEDURE:

The Player rolls each characteristic for his Commando Character in the order listed above. He records the numerical value of each characteristic on the Character Record. He then does the same for each of the three Men in the fireteam in the order listed on the record. Note that this differs from the Gamesmaster version of the Historical Game in that the Player (and not the Gamesmaster) determines the Endurance rating of his Commando Character and his Men.

CASES:

[56.1] PARAMETERS OF CHARACTERISTIC DETERMINATION

Each characteristic is rolled up on 4D6 (four six-sided dice rolled at once). The result of this roll becomes the rating the Character or Man will receive for the characteristic. Depending on the characteristic, extreme rolls may be modified by a Bonus or Penalty die-roll.

[56.11] When rolling up characteristics, the Players must follow the order listed on the Character Record (see Case 56.21). That is, the Player first rolls for the six characteristics of his Commando Character beginning with strength. He then proceeds to roll up the four characteristics for Man #1, then Man #2, then Man #3, for a total of eighteen 4D6 rolls.

[56.12] If after rolling up a Character, the combined total of all his six characteristics total 84 or less, the Player may scrap the Character and roll all six characteristics over again.

[56.13] A roll for a characteristic belonging to a Man in a fireteam may never be re-rolled.

[56.14] Some of the characteristics may be given numerical values higher or lower than it is possible to roll on 4D6. If the Player rolls a 23 or 24 (four sixes), he may receive a Bonus Roll. If he rolls a 5 or 4 (four ones) he may receive a Penalty Roll. The Bonus Roll is resolved on 1D100 as follows:

1-50: no addition is made as to the numerical value
51-75: one is added to the value
76-90: two is added to the value
91-99: three is added to the value
00: four is added to the value

The Penalty Roll works in the same way except the number (one through four) generated is subtracted from the numerical value. Refer to the Case regarding each characteristic to see whether Bonus or Penalty die rolls are possible.

[56.2] THE CHARACTER RECORD

A Player wishing to create a fireteam must have a Character Record on which to record the attributes of his commandos and to adjust these as he partakes in missions. The Character Record is an expanded version of the Data Log used in the Historical Game. It provides the Player with all the information about his fireteam and their accomplishments in the efficient, easily refered-to manner.

[56.21] The Character Record details the following information about a Players Fireteam:

Characteristics: The numerical value of all the characteristics of the Commando Character and the Men are recorded after being rolled up. Each characteristic for the Commando Character (only) has a space for two values; the originally rolled value and the current value as modified by the character’s subsequent experience and practice.

Skills: The Player notes which three skills he wishes to give his Character and the Skill Efficiency Rating of each (see 58.13) and records one skill and Skill Efficiency Rating for each man in the fireteam. Again, a Commando Character’s skill rating is listed at both its original and current value. There are two bonus lines for skills that the Player may roll up to Modify the Commando Character of Hero Class (see 62.2).

Weapons Proficiency: The Player notes which three weapons he wishes his Character to specialize in and in the die roll addition the character will receive when using the weapon in fire combat (see Section 59.6, Weapons Proficiency). He also records the weapon and die roll addition for each man in the fireteam. As with skills, weapons proficiency has an original and current value and includes two bonus lines for the Commando Character.

Hero Class: The Character (only) may work himself up to a Hero Class if his Hero Rating becomes high enough (see Section 62.0, Heroes). This class should be recorded and adjusted as necessary. In addition, any special Hero Abilities the Character acquires should be noted.

Missions To Date: Here the Player records the battle history of his fireteam as they complete missions. All data from a mission essential to the continuing career of the fireteam is noted as it will affect a character’s chances of improving (or degrading) his attack.

The Character Record also includes space for the Players and Characters names, and the ranks and ages of the members of the fireteam. Details on the use of the various parts of the Character Record can be found in the appropriate rules Sections in this booklet.

[56.22] A complete game of Commando does not include sufficient Character Record sheets to supply a campaign of Players. The Players should make facsimiles or photocopies of the original for their use. Players of Commando are hereby granted permission to make copies for their private use and enjoyment, but may not make copies for resale purposes. Do not mark on the original, in case more photocopies should be desired at a later date.

[56.3] THE CHARACTERISTICS

Cases 54.4 through 54.9 detail the creation and use of the six characteristics. The first four characteristics (strength, marksmanship, dexterity and endurance) are assigned to all the members of the fireteam. The last two (leadership and Hero Rating) are only assigned to the Commando Character. Unless otherwise noted, all characteristics are rolled up on 4D6.

[56.31] Each Primary Case contains a general description of the purpose of the characteristic, how the numerical value of the characteristic is determined (if the process involves a bonus or penalty roll), how the characteristic affects the Player, and how the rating of the characteristic may be changed through the course of the Commando Character’s career.

[56.32] After rolling up a characteristic, the numerical value should be noted on the proper space of the Character Record under the Original column. The number is never altered through the course of the Commando’s life. If a change in a characteristic is made, the new value is noted under the Current column, next to the corresponding original value.

[56.33] Three of the characteristics (strength, marksmanship and dexterity) are used in conjunction with the Characteristic Modifiers Chart (56.34). This chart tells the Players how the rating of each characteristic affects combat-related functions. In addition to additions to or subtractions from the chance of the attempted function succeeding. For example, a character or man has a Marksmanship rating of 20. The Characteristic Modifiers Chart states that this rating gives the character a 5% addition to his chance of hitting a target, and how the rating of fire combat. He adds this to his percentage chance after other modifiers have been taken into account.

The other characteristics are not used with the Characteristic Modifiers Chart; they affect the play of a mission in different ways.

[56.34] Characteristic Modifiers Chart (see Charts and Tables)

[56.4] STRENGTH

Strength represents a Character’s physical attributes and sheer brute strength. It affects all aspects of Hand-to-Hand combat including the Hand-to-Hand Combat Table and the Hand-to-Hand Damage Table.

[56.41] When rolling up the strength characteristic on (4D6) the Player receives one bonus roll if he rolls a 23 or 24, or a penalty roll if he rolls a 4 or 5. See Case 56.14 for a complete explanation of the bonus and penalty roll. There is never more than one bonus or penalty roll when determining Strength for a particular character.

[56.42] The Strength rating may affect the use of the Hand-to-Hand Table (12.9). Refer to the Characteristic Modifiers Chart (56.34) to see if any modification is made when using the Hand-to-Hand Combat Table during play. This modification is used when referring to the “% to hit” column of the Hand-to-Hand Combat Table only.

[56.43] If the Strength rating is high enough, a Character’s chance of killing an Enemy Man will be increased on the “% to kill” column of the Hand-to-Hand Combat Table. If the Character has a Strength rating of 21 through 24, one is added to the percentage chance of killing the Man; if his rating is 25 through 27, two is added to the percentage chance; if his rating is 28 or 29, three is added; and if his rating is 30 or more, four is added.

[56.44] A high Strength rating will also increase the damage done to an Enemy Man. Apply the modifiers in Case 56.43 to the Hand-to-Hand Damage Table (12.94). However, instead of increasing the percentage chance, the number (one through four) is added to the die roll on the Damage Table. This modified die roll may never be greater than ten.
[56.45] If the Character possesses the personal combat skill (see Case 58.3), any hand-to-hand combat bonus or debit resulting from the Strength rating are taken into account when using the skill.

[56.46] The Strength rating may be increased by practice, which takes place between missions. See Case 64.5 for a complete explanation. This is the only way a Character’s Strength rating may be increased.

[56.5] MARKSMANSHIP
Marksmanship is a measure of a Character or Man’s ability to use all weapons involved in a combat. Considering that most of the decisive combat in Commando is performed with fire weapons, marksmanship is one of the most important characteristics. Depending on his Marksmanship rating, a Character may range from being a real sharpshooter to not being able to hit the broad side of the proverbial barn.

[56.51] Marksmanship is rolled up on 4D6. There is no possibility for a bonus or penalty die roll when generating this characteristic.

[56.52] The Marksmanship rating may affect the use of the Fire Combat Table (10.81). Refer to the Characteristic Modifiers Chart (56.34) to see if any modification is made when using the Fire Combat Table during play. This modification is in addition to all other modifications and is taken into account when using the Kill Percentage Chart (10.83).

[56.53] If the Character possesses the sniping or mobile overwatch skill (see Case 58.3), any fire combat bonus or debit resulting from the Marksmanship rating is taken into account when using those skills.

[56.54] Marksmanship should not be confused with Weapons Proficiency, which represents a Character’s prowess with certain chosen fire weapons (see Section 59.0). Adjustments to fire combat incurred by Weapons Proficiency ratings are in addition to those incurred by an extreme Marksmanship rating.

[56.55] The Marksmanship rating may be increased by practice, which takes place between missions. See Case 64.6 for a complete explanation. This is the only way a Character’s Marksmanship rating may be increased.

[56.6] DEXTERITY
Dexterity is a measure of a Character or Man’s ability to perform feats requiring physical coordination. Dexterity affects grenade throwing and a number of dexterity-related skills. Depending on his Dexterity rating, a Character may range from being a total klutz to having precise control over all his physical actions.

[56.61] When rolling up the dexterity characteristic (on 4D6) the Player receives one bonus roll if he rolls a 3 or 4, or a penalty roll if he rolls a 4 or 5. See Case 56.14 for a complete explanation of the bonus and penalty roll. There is never more than one bonus or penalty roll when determining dexterity for a particular Character.

[56.62] The Dexterity rating may affect the use of the Grenade Accuracy Table (11.81). Refer to the Characteristic Modifiers Chart (56.34) to see if any modification is made when using the Grenade Accuracy table during play. This modification is in addition to any other modifications that may be applied.

[56.63] The Characteristic Modifiers Chart is also referred to when using any of the following skills (if the Character possesses any of them): grenade toss, safe cracking and mountain climbing. If the Dexterity rating shows an addition or subtraction on the Modifiers Chart, it is added to (or subtracted from) the chance of performing the skill successfully.

[56.64] Dexterity may be increased with practice, which takes place between missions. See Case 64.7 for a complete explanation. This is the only way a Character’s Dexterity rating may be increased.

[56.7] ENDURANCE
The Endurance rating represents a character or man’s ability to take physical damage and withstand shock. Its function is identical to that of the Endurance rating in the Historical Game (see Section 9.0). In addition, in the Role-Playing Game a Character’s Endurance rating increases his endurance or regain Endurance Points lost due to wounds incurred in combat.

[56.71] When rolling up the endurance characteristic (on 4D6) the Player may receive bonus rolls if he rolls a 3 or 4. See Case 56.14 for a complete explanation of the bonus roll. It is possible for the Player to receive more than one bonus roll, as long as a bonus roll results in an addition to the Endurance rating the Player may continue rolling, accumulating the bonus Endurance Points. If the Player rolls a 1-50 on a bonus roll (no addition), he receives no more bonus rolls for the characteristic. There are never any penalty rolls when determining the Endurance rating.

[56.72] As in the Historical Game a character is considered to have completed several missions if the Player has rolled a bonus mission if the number of Wound Points he has taken exceeds half the value of his Endurance rating (see Case 9.21). If the number of Wound Points suffered in a mission is equal to or up to two greater than the endurance, he is considered incapacitated. If the number of Wound Points he suffers exceeds his Endurance rating by three or more he is dead, and must be replaced with a new Character or Man (when the mission is concluded).

[56.73] After completing a mission, a Character’s Endurance rating does not automatically return to its full value if the character suffered any Wound Points. He must spend time recovering from his wounds according to the Wound Recovery Chart (64.33). See Case 64.20 for a complete explanation.

[56.74] Under certain circumstances the Endurance rating may be increased. If the Character suffered any Wound Points in a mission and has spent the necessary amount of time to recover from the incurred Wound(s), he may spend the remaining time before his next mission to attempt to increase his endurance. He is considered to be contemplating the meaning of pain during this time. See Case 64.8 for a complete explanation.

[56.8] LEADERSHIP
The Leadership rating indicates a Commando Character’s ability to lead his fireteam in battle. A Man in a fireteam do not receive a Leadership rating; only the Commando Character does. A Character’s Leadership rating will range from making the Character the type of leader his subordinates would like to shoot in the back to the type who can inspire his men to walk into an enemy machine gun nest. The Leadership rating is used to determine the Panic Percentage and Preservation Multiple of all the members of the fireteam except the Commando Character himself; Commando Characters never check for Panic or Preservation.

[56.81] When rolling up the leadership characteristic (on 4D6) the Player receives one bonus if he rolls a 23 or 24. See Case 56.14 for a complete explanation of the bonus roll. There is never more than one bonus roll when determining the Leadership rating for a particular Character.

[56.82] The Panic Percentage and Preservation Multiple for all men in a fireteam are determined by the Leadership rating of the Commando Character to whom they are subordinate. Find the Character’s current Leadership rating on the Leadership Chart (56.85). Reading across on the Chart will yield both the Panic Percentage and the Preservation Multiple for all the men on the missions subordinate to the Character.

[56.83] A Commando Character does not use his Leadership rating or the Leadership Chart to determine his own chances of Panic or Preservation; Commando Characters never check for Panic or Preservation in any manner.

[56.84] A Character’s Leadership rating may be increased or decreased, depending on the outcome of his completed missions. A Character completes three consecutive missions successfully (defined as fulfilling the objectives of the mission and returning from battle with at least half the men initially under his command) his Leadership rating is increased by one point. If the Character completes two consecutive missions unsuccessfully as defined in Case 60.1, his Leadership rating is decreased by one. The Leadership rating may not be increased with practice.

[56.85] The Leadership Chart (see Charts and Tables)

[56.9] HERO RATING
The Hero rating represents a Commando Character’s “sixth sense,” his ability to perform under pressure and just plain luck. Men in a fireteam do not receive a Hero rating; only the Commando Character does. The Hero rating is used in conjunction with Section 62.0, Heroes. Depending on his Hero rating a character will fit into one of the Hero Classes, ranging from Hero Luck to a Beyond Price Big-Budget Movie Hero. Each Hero Class gives the Character certain benefits (or penalties if the rating is very low). If the Character works his way into a high enough Hero Class, he may receive special abilities unavailable to non-Heroes.

[56.91] The Hero rating is rolled up on 4D6. There is no possibility for a bonus or penalty die roll when generating this characteristic.

[56.92] Section 62.0 explains in detail which Hero Class a character’s Hero rating places him in. This class should be recorded on the Character Record and may be changed as a result of the Character’s performance in combat.

[56.93] A Character’s Hero rating (and thus his Hero Class) may be increased or decreased as a result of his actions in combat, depending on whether he successfully completed his mission and what the Hero Potential of the mission was. See Cases 62.1 for a complete explanation.

[56.94] A Character in a high Hero Class may gain extra skills, proficiency with extra weapons, special Hero abilities and the privilege of using the Miraculous Escape Matrix (62.5) when he gets himself into seemingly hopeless situations. His Hero rating also determines whether the character has to refer to the Dismissal Table (64.1) when he performs poorly and if he may embark on a new mission when he has not entirely recovered from wounds incurred in his last mission (see Case 64.25). All these points are explained in detail in the appropriate Case or in Section 62.0.

[57.0] RANK, AGE AND NAME
When creating a fireteam, the Commando’s rank and each Man’s assigned rank and age. The rank, for Man always is 1; a Character’s always starts at 2. A Character’s rank may be improved as he suc-
cessfully completes missions. The rank of a man never increases beyond 1. See Section 63.0, Promotion. The rank of each Man ("1") is already printed on the Character Record. The rank for the Character should be written in.

The age of the Character and each Man always starts at 22 years. This figure should be written in the appropriate spaces. The members of the fireteam will all age from mission to mission. The amount of time that passes between each mission and thus the ages of the members of the Character and each man is determined as described in Section 64.0, Between Missions.

The Player should give his Character a name (or a number if he feels like running a futuristic dictatorship) only to put a personal touch on the Character Record. The name may only be changed if the Character develops a split-personality or undergoes a sex-change operation (pity the poor Gamemaster who has to make rules for that one).

[58.0] SKILLS

COMMENTARY

It seems every hero has at least one special skill that gets him out of a tight jam or enables him to complete his mission in the nick of time. Where would the protagonists of Guns of Navarone be if they could not scale cliffs? Or Sgt. Fury if he could not rapid fire his grenades like a pitching machine? They'd be dead. So it is with the individual abilities called skills and enable characters to specialize in certain areas of warfare to the point where a Commando may become the undisputed master of his art.

GENERAL RULE:

After the Player has generated all the characteristics for his character and fireteam, but before he sends them on their first mission, he may assign skills (chosen from the following lists) to them. Three skills may be chosen for the Commando Character and one skill may be chosen for each Man in the fireteam. Each assigned skill and its Efficiency Rating (determined by a die roll) are marked on the appropriate space of the Character Record. As the skills are used in missions the Character's efficiency at using them may be improved.

CASES:

[58.1] ASSIGNING SKILLS

The Player chooses three Skills for his Commando Character from the lists in Cases 58.3 and 58.4. For each skill he chooses he rolls 2D10 and consults the Skill Efficiency Table (58.16) to determine the Character's Efficiency rating for that skill. He then chooses one skill for each of the Men in his fireteam, then rolls to determine the Efficiency rating for each of these skills as well.

[58.11] The Player may choose any of the listed skills for his Character or Men, and may assign any particular skill to more than one member of the fireteam. If this is done, separate rolls are still made to determine the Efficiency ratings.

[58.12] Each Skill the Player chooses is written out by name on the appropriate space of the Character Record. After determining the Efficiency rating for the skill, the number is noted next to the Rating heading corresponding to the skill. In the case of the Character's Efficiency ratings, the numbers are marked under the Original column.

[58.13] A Character or Man's Efficiency rating for each skill is determined by using the Skill Efficiency Table. The Efficiency Rating represents previous experience. By rolling 2D10 and reading the result on the Table, the character is assigned a rating from 3 through 25. Basically, this represents the Character's performance of his skill under the most adverse conditions. Usually a Character's chances of performing his skill will be some multiple of his Efficiency rating (see Case 53.21).

[58.14] Skills may only be assigned and given Efficiency ratings when a fireteam is first created; not before each mission. A Character (but not a Man) may change the required number of Task Points that he uses the Skill Efficiency Table when he does so. His Efficiency rating for the new skill is automatically recorded at 3%. If he wishes to subsequently switch back to his old skill his rating will be 3%. A Character may gain extra skills during the course of his career if he is in a high enough Hero Class. These are recorded on the Bonus line of the skills section on the Character Record. See Case 62.2.

[58.15] If the Gamemaster's imagination produces any skills not listed in these rules, he may by all means make them available to the Players.

[58.16] Skill Efficiency Table (see Charts and Tables)

[58.2] USING AND IMPROVING SKILLS

Each of the listed skills contains a description of its use, the number of Task Points (if any) that must be expended to utilize it, and the Skill Difficulty Level (SDL) of the skill. The lower the SDL, the more difficult the skill. When a Character or Man wishes to use one of his skills during a mission he expends the required number of Task Points, then he multiplies his Efficiency rating by the SDL. He must roll equal to or lower than this number on 1D100 to successfully execute his skill. As a Character (but not a Man) uses his skills through a number of missions his Efficiency rating may be increased, thus improving his future chances of using his skills.

[58.21] The Skill Difficulty Level represents the expertise required to use a particular skill, since some skills are more difficult to master than others. The SDL of any particular skill is a constant. When using a skill, the SDL is multiplied by the Character's or Man's Efficiency rating for the skill (Exemption: Case 58.3). Any fractions resulting from this computation are rounded down. The Player then rolls 1D100. If he rolls equal to or less than the product of the SDL and the Efficiency rating he has successfully executed his skill.

[58.22] In some cases, failure to successfully execute a skill (that is, a roll) higher than the required number) may place the unlucky Character or Man in an adverse situation (for instance, falling to mountain climb would mean painful downward motion). See the particular skill for details.

[58.23] If a Character (but not a Man) successfully executes one of his skills at least once during a mission, he may attempt to increase his Efficiency rating for that skill. When the mission is over, roll 1D100 once, regardless of how many times the skill was successfully used. If the number rolled is greater than the character's current Efficiency rating, one percentage point is added to that Efficiency rating. This new rating is recorded under the Current column, next to the appropriate skill. The Original rating is never erased; just in case the Players or Gamemaster wish to double-check a character's progress. The Player does not roll to increase an Efficiency rating if the skill was used only unsuccessfully or not at all in a mission.

[58.3] DIRECT COMBAT SKILLS

[58.31] Demolitions

Task Point Cost: 150 minus Skill Efficiency Level

Skill Difficulty Level: 2

Modifications to Charts: None.

Description: This skill is used in conjunction with the rules for explosives (Case 11.7). It represents the ability to destroy various installation through the use of explosives. At the beginning of any mission the Character (or the Character controlling a Man) wishes to use the skill, he equips the Character (or Man) with an explosive of the following characteristics:

Number: 1 or 2 per man with Demolitions skill (another man must carry the second explosive, if any).

effects: If placed against wall (i.e., adjacent to wall) will reduce square on opposite side of wall to rubble and remove wall from play. If placed inside building of less than 11 squares, will reduce all of building to rubble (all walls destroyed); if placed inside building of 11 or more squares, will reduce 10 adjacent squares (one of which must be the square with the explosive) of the Player's choice to rubble, as well as destroying all adjacent walls.

Emplacement Requirements: Adjacent to wall or inside building; Task Points as above.

Fuse Time: 1 to 4 Turns, chosen by Player at beginning of Turn he expends Task Points on emplacement.

Chance of Success: Skill Efficiency Level times Skill Difficulty Level, minimum of 35%.

Effect on Men: 3D10 Wound Points; 1-2: 3D6 Wound Points; 3-4: 1D10+5-6:1D6.

The Skill may be used as often as the owning Player wishes.

[58.32] Sniping

Task Point Cost: +10 (supersedes normal opportunity fire cost)

Skill Difficulty Level: 1.5

Modifications to Charts: Observation Chance Modification Table (8.67), Fire Combat Modifications Table (10.82).

Description: Sniping is the ability to fire when the Enemy is not aware of the location of the firer. When a Character or Man wishes to use the sniping ability, he must be unobserved by the Man he wishes to use it against. He plots sniping in the Opportunity Fire Plot Phase, but, unlike opportunity fire, may execute his sniping ability at any point in the Task Execution Phase (the Man does not have to trigger sniping). As with opportunity fire, the Man who snipes must wait until the opportunity fire portion of the Task Execution Phase to execute any other tasks. The Player owning the Character or Man executing the sniping skill announces the fire when he has discovered an eligible target; the fire is executed regardless of whether the Player executes the sniping ability or not. The sniping ability also aids in observation, giving the sniping character an additional 10% chance of observing any Enemy man (to a maximum of 97%) during legal observation attempts. When performing fire after an unsuccessful chance at sniping, the fire is resolved as normal opportunity fire. When executing fire after a successful sniping roll, the firing man adds +10% to his chance to hit the target, plus 1% for every 10% his Skill Efficiency Level exceeds 50% (rounding down). Example: A Character has worked up his sniping ability to the 70% Skill Efficiency Level. His addition to his Hit Percentage is (70-50)/10 + 10% or 12%. In addition, for every 10% over 50% on the Skill Efficiency Level, the maximum Hit Percentage is increased by 1%. There is no limit to the number of times the skill may be used in the game.
[58.33]· **Grenade Toss**

**Task Point Cost:** Normal Grenade Cost.

**Skill Difficulty Level:** 1

**Modifications to Charts:** Grenade Accuracy

**Modifiers table (11.82).**

**Description:** Grenade Toss is the ability to throw grenades more accurately and, at the higher Skill Efficiency Levels, throw two grenades at once! Every time a character wishes to use the grenade toss skill, he rolls to determine whether he uses the skill successfully. If he does so, he adds 1% for every 5% of the Skill Efficiency Level (rounding down). Thus, if the Skill Efficiency Level of grenade toss was 55%, he adds 11% to the chance of hitting the target square. The grenade maximum (95%) is still the upper ceiling on percentage chance to hit; there are still funny bounces to be accounted for. Once the Skill Efficiency Level reaches 60%, the Character (or Man) may throw two grenades at the same time. This is not dependent upon the Character successfully rolling the skill; but the addition which results from a successful roll must be rolled separately for the two grenades. The cost for preparing two grenades must be paid prior to the double throw, and twice the normal Task Point Cost must be paid during the throw. However, 30% is deducted from the chance for either grenade to hit the target square (before halving, etc.). There is no limit on the number of times this skill may be used.

[58.34]· **Mobile Overwatch**

**Task Point Cost:** +9

**Skill Difficulty Level:** 1.5

**Modifications to Charts:** None.

**Description:** Mobile Overwatch is a very fancy way of stating opportunity fire on the move; when fire is executed upon the Man possessed of the mobile Overwatch skill, he will be able to simultaneously fire back at the firing Man. When a Character possesses this skill his fire is on and successfully rolls the SDL multiplied by the Skill Efficiency rating, the two fires are resolved at the same time; should either man suffer Wound Points in the exchange of fire, the Wound Points are applied at the end of the two fire resolutions. Players with this skill have an exception to the normal fire resolution procedure. In addition, if the Character possessing the Mobile Overwatch Skill rolls 30% less than his Skill Efficiency Level multiplied by the SDL, he fires before the Man who initiates the fire. Of course, this Skill may only be used if the Man has not already fired in the Task Execution Phase.

[58.35]· **Personal Combat**

**Task Point Cost:** None.

**Skill Difficulty Level:** 2.0

**Modifications to Charts:** Hand-to-Hand Tables (12.91 through 12.94).

**Description:** The Personal Combat Skill is used only in hand-to-hand combat, as it represents the ability to defeat opponents in such combat, and thus represents a combination of a rudimentary knowledge of the martial arts and a fair idea of how to best hurt an Enemy Man. When a Character possessing this skill is involved in hand-to-hand combat and successfully rolls the SDL multiplied by his Skill Efficiency rating, his percentage chance of hitting his Enemy is increased by an eight to one ratio (if the percentage is 64%, then 8% is added to his chance to hit). In addition, if the Character’s Skill Efficiency rating ranges from 50% to 74%, one is added to any damage rolls his Enemy must take. If the Character’s Skill Efficiency rating is 75% or higher, two are added to any damage rolls his Enemy must take. If the Character or Man does not have weapons proficiency for a certain type of fire weapon, he will not use the weapon very effectively.

**GENERAL RULE:**

After choosing the skills for the members of his fireteam, the Player should determine **three** different fire weapons his Commando Character will be proficient at using. He then determines one weapon each of his Men will be proficient with. A numerical rating called an **addition**, is assigned for each weapon and all this information is then recorded on the Character Record. As the weapons are used in missions, the Character’s proficiency with them may improve.

**CASES:**

- [59.1]· **ASSIGNING THE WEAPONS**
  
  The Player assigns three fire weapon types to his Commando Character at random by using the Weapons Proficiency Table (59.15). Each of these weapons is then marked on the Character Record and starts with an addition of zero (already printed on the Record). He then assigns one weapon to each Man in his fireteam by using the Table, marking this on his Character Record. They have an addition of zero as well.
  
  - [59.11] For each weapon type the Player wishes to assign a Character or Man on Weapons Proficiency has 2D6 and consults the Weapons Proficiency Table. The resulting number corresponds to a weapon type which is then written down in the correct space on the Character Record. He makes a total of six 2D6 rolls; three for his Character and one for each Man. If on the second or third roll for the Character’s weapons, a 12 on the 2D6 is rolled that has already been assigned to the Character, the roll is taken over until a different weapon is rolled. Men always get the weapon determined by the first roll for them.
  
  - [59.12] The addition for each weapon marked on The Character Record is the number of percentage points added to the Character’s chance of hitting a target whenever he uses this particular weapon. Only a Character’s addition may increase above zero (see Case 59.32). Thus, men always fire their listed weapons with no addition (unless there are other modifiers from the Fire Combat routine) since it is listed at zero and may not change.
  
  - [59.13] The addition for any weapon listed under Weapons Proficiency may never fall below zero (that is, become a negative number). However, if the Character or Man uses any fire weapon not listed on the Character Record, his chance of hitting his target is reduced (see Case 59.31).
  
  - [59.14] Each weapon type assigned for weapons proficiency should be recorded in the appropriate space on the Character Record. The original zero addition is already printed on the Record. If a Character increases his addition, the new number is marked under the current heading on the Record. An assigned weapon type may never be changed.
  
  Exception: A Character may gain proficiency with extra weapons if he is in a high enough Hero Class. These are recorded on the Bonus line of the weapons proficiency section (see Case 62.2).

- [59.15]· **Weapons Proficiency Table**

(see Charts and Tables)

- [59.2]· **PISTOLS AND KNIVES**
  
  In addition to the weapons chosen for weapons proficiency, all Characters and Men are considered proficient with a pistol (with which they are always armed). Pistols are already printed on the Character Record for each Man and the
Character. As with the other weapons he receives, a Character may increase his addition with a pistol (see Case 59.32). A Man may not.

[59.22] Each Character and Man is considered to be armed with a knife. This is not noted on the Character Record. Knives are always available for use in hand-to-hand combat and, in fact, may only be used for hand-to-hand combat (unless the Gamesmaster has devised rules for knife-throwing).

[59.3] USING WEAPONS AND INCREASING PROFICIENCY

Any weapon a Character or Man is proficient with is used according to the rules for fire combat (section 10.3). If a Character or Man is not proficient with a weapon he is firing, see Case 59.31. If a Character’s addition for a certain weapon is above zero, that number is added to his chances of hitting a target with that weapon. A Character may increase his addition for a particular weapon by using it in fire combat.

[59.31] At the beginning of any given mission, Character or Man may be assigned any type of fire weapon(s). If he is not proficient with the weapon, 15% is subtracted from the chance of hitting his target with that weapon. However, the 15% penalty may never reduce the chance of hitting to less than half the original percentage chance of hitting. For example, if the chance of hitting a target with a particular weapon were 26%, and the character was not proficient with that weapon, the chance would become 13%, not 11%.

[59.32] A Character (not a Man) may attempt to increase his addition for any one weapon he is proficient with at the end of any mission in which he hit a target with the weapon at least once. He may not attempt to increase his addition if he did not fire the weapon or if he fired the weapon but never hit a target.

[59.33] If a Character is eligible to attempt an addition increase (see above Case) he undertakes the following procedure: Multiply the current addition by four and add the product to twenty-eight, or in equation form 28 + (4 x addition). Roll 1D100. If the number rolled is equal to or greater than the result of the equation, the character’s addition is increased. Regardless of the outcome of the equation, there is always a minimum 5% chance of increasing the Character’s addition (96-00). Example: A Character currently has an addition of 12 for a weapon he was using in a mission. In order to increase his addition to 13 he must roll higher than or equal to 76 – 28 + (4 x 12).

[59.34] A Character may advance his addition for no more than one weapon type per mission. He may attempt to increase his addition for two different weapons he used in the mission. However, if the first attempt succeeds he may not attempt to increase the second, nor may he attempt to increase the same addition twice after the same mission.

[59.35] Whenever a Character fires a weapon, with which he has proficiency during a mission, his current addition for that weapon is added to the percentage chance of hitting his target.

[60.0] CHOOSING AND PREPARING FOR THE MISSION

COMPUTATION:
Commandos cannot always expect to be assigned where they would most like to go, for the service that trains them and calls them to duty is interested in achieving a goal, not in the welfare and glory of their operatives. Hence, a fireteam’s mission and location are determined by chance, unless the Commando Character is of high enough rank to exercise clout in his organization (see Promotion, Section 63.0).

GENERAL RULE:
The Gamesmaster determines the mission the Commandos will undertake by using the Mission Table (60.2). The results of the table will require the Commando Player’s Fireteam to destroy a facility, rescue prisoners or some other dangerous activity. He then refers to the Map Assignment Table (60.4) to find which of the twelve maps the Commando and defending forces will be operating on. After that, the character determines whether the Commando Player will need extra men to accompany his fireteam on the mission (he usually will, unless another Player with a fireteam is coming on the mission).

CASES:

[60.1] MISSION ASSIGNMENTS

To determine the type of mission the commandos will undertake, the Gamesmaster refers to the Mission Table (60.2). He rolls 1D6 twice; once to determine the column number and once to determine the row number. By cross-referencing the column with the row, a letter from A to M is yielded. This letter corresponds to one of the following mission types.

A. Destroy Facility. The commandos must destroy a building or other large structure designated by the Gamesmaster (or opposing Player if there is no Gamesmaster). Two of the commandos (Player’s choice) may be equipped with explosives (see Case 11.7). The commandos have 4D6 hours in which to achieve their objective. However, on every thirtieth Game-Turn after the first Game-Turn the Commandos were observed, ten Enemy Men enter the map as reinforcements. These Enemy Men are considered to have the same attributes as the original Enemy Men (see Case 61.14). The mission is considered achieved if the facility is destroyed and at least half of the commando force exits the map from one of the mapedges they entered on (see Case 61.41). Hero Potential: 2.

B. Burgle Safe. The Gamesmaster (or opposing Player if there is no Gamesmaster) designates a square within a building on which the total Enemys are located and so informs the Commando Player. Any Commando with the safe cracking skill (including a Temporary, see Case 60.61) may attempt to open the safe so that the precious merchandise may be withdrawn. As in Mission A, ten Enemy Men enter the map every thirty Game-Turn after any commando is first observed. Once the safe has been successfully opened, the Commando Player secretly designates any one member of his force that occupied the safe square as the carrier of the merchandise. If this Character or Man, along with at least half the total commando force exit the map from one of the mapedges they entered on, the mission has been achieved. The Commando Player may have his Characters or Men exchange the merchandise as if they were exchanging a weapon (see Case 13.2). Hero Potential: 1.5.

C. Eliminate Enemy Men. The commandos must eliminate (kill or incapacitate) at least seventy-five per cent (rounded up) of the total Enemy force. The size of the force is determined in accordance with Case 61.11. The commandos have an unlimited number of Game-Turns in which to accomplish their objective. However, on the fortieth Game-Turn after the first Game-Turn a commando was observed, twenty Enemy Men enter the map as reinforcements. These twenty men are added to the original total of Enemy Men when determining how many commandos must be eliminated to fulfill their mission. To accomplish their mission, in addition to eliminating 75% of the Enemy, the commandos must exit at least half of their force from the map, on one of the mapedges they entered from. Hero Potential: 3.

D. Rescue Prisoners. The Gamesmaster (or opposing Player if there is no Gamesmaster) designates a building on which are located four prisoners. Special rules applicable to the prisoners can be found in Scenario 39.0, under Hostages. Enemy Men may not initiate any sort of combat with a prisoner: until the prisoner has been moved. As in missions A and B, ten Enemy Men enter the map as reinforcements on every thirtieth Game-Turn after any commando is first observed. If at least three of the prisoners and at least half of the commando force exit the map from one of the mapedges the commandos entered, the mission has been achieved. Hero Potential: 2.5.

E. Recover Military Hardware. The Gamesmaster (or opposing Player if there is no Gamesmaster) designates a square within a building in which a piece of heavy equipment (death ray, decoding device, etc.) is located and so informs the Commando Player. The first Commando to reach this square is considered to be carrying the heavy hardware from that point on, and must expend twice as many Task Points as normal to escort the machinery to its destination. The heavy hardware may be exchanged between the Commando Player’s Characters and Men (see Case 13.2). As in missions A and B, ten Enemy Men enter the map on every thirtieth Game-Turn after any commando is first observed. If the Character or Man carrying the hardware, along with at least half the Commandos, enters a Game-Turn after the first Commando is first observed, on the commandos’ return trip, ten Enemy Men enter the map as reinforcements. If at least half of the original commando force succeed in exiting the map as required, the mission has been accomplished. Hero Potential: 4.

F. Cross Over into Enemy Territory. The commando force must enter the map on one of the narrow sides (exception to Case 61.41) and exit the map on the opposite side. Once all the commandos have been exited (except for those who have been killed or incapacitated) the Enemy Player may redeploy his surviving men as he sees fit. All killed or incapacitated commandos and defending men are removed from play at this time. Then, all commandos re-enter the map from the side they previously exited and must exit the map from the side they originally entered. If the commandos successfully exit the Game-Turn after a commando is first observed, on the commandos’ return trip, ten Enemy Men enter the map as reinforcements. If at least half of the original commando force succeed in exiting the map as required, the mission has been accomplished. Hero Potential: 4.

G through M. New Missions. The Gamesmaster may make up new missions for the commandos to undertake. He should assign each such mission one of these letters (G-M) so that it may be rolled on the Mission Table. Note that G and H appear more often on the Table; these should be used for new missions if the Gamesmaster has only created one or two. If a new mission is rolled on the Table, it is up to the Gamesmaster to describe it to the Players. If one of these letters is rolled and no mission has been created for that letter, the roll should be taken over.

[60.11] The Hero Potential rating following each mission type has no effect on the actual play of a mission. It is used in conjunction with Section 62.0 (Heroes) when determining a Character’s chance of increasing his Hero Rating after completing a mission. If the Players are taking part in a mission
devolved by the GameMaster, the hero Potential will have to be figured out by him, using the ratings for the above missions and his experience as a guide.

60.12 All the missions, except Mission F, require the Commando Player to exit a portion of his force from one of the two map-edges from which they entered (see Case 61.41). Although the Commando Player may choose which map-edge of the two he wishes to exit his commandos from, they all must be exited from the same side.

60.13 When Enemy reinforcements are called for, they are brought into play in accordance with Cases 61.14 and 61.42.

60.14 All the missions include a description of how the mission is successfully achieved, which is usually contingent on two things: fulfilling an objective and getting a portion of the Commando force safely off the map. Successful achievement of a mission rewards the Commando Player by providing his character with a chance to increase his rank (Case 63.1) and Hero Rating (Case 62.1). Conversely, if the mission is not successfully achieved, there is a chance that the character’s rank or Hero Rating may be reduced.

60.15 A mission is considered over (whether successful or not) when all commandos (except those killed or incapacitated) have been exited from the map in accordance with Case 60.12. The Commando force may not simply be called off in the middle of play if things are going badly for the Commando Player; he must get his surviving commandos off the map. Any incapacitated commandos left on the map are considered killed. (An incapacitated man could be called off the map by the Commando and thus saved. This is considered a task and is listed on the Task Point Cost Chart, 5.22.)

60.2 MISSION TABLE
(see Charts and Tables)

60.3 MAP ASSIGNMENT
After choosing a mission, a map must be selected on which to play out the mission. The GameMaster may simply choose a map or the Players may refer to the Map Assignment Table (60.4). Roll ID6 to determine the column on the Table and ID6 to determine the row. Cross-referencing the column with the row will yield a letter A through N. Results of A through M correspond to one of the already existing maps. This map is used for the mission. The N results (N1, N2, N3) refer to any maps the GameMaster has created (if he has not done so, the roll should be taken over). One result on the table is “See Case 60.5:,” apply the appropriate measures.

60.4 MAP ASSIGNMENT TABLE
(see Charts and Tables)

60.5 EFFECT OF THE MISSION ON MAP CHOICE
The type of mission that has been chosen for a commando force should make some sense on the map they must operate on. Therefore, five entries on the Map Assignment Table are variable, being affected by the type of mission just selected. If the result of the Map Assignment roll is an asterisk (*), the GameMaster should choose the map that he feels most logically portrays the type of battleground the mission calls for. For example, if the mission were to rescue prisoners, the GameMaster might see his way clear to choose the map with the P.O.W. camp on it. Of course, there is always the chance that the mission will be assigned to a map by the Map Assignment roll that does not make much sense.

60.6 PREPARING THE COMMANDOS FOR THE MISSION
Before jumping into the thrill of battle, the commando team must be prepared for their mission (button up your overcoat). The Enemy force is generated in the face of eight commandos (see Section 60.4, Generating the Defending Force). If only one fireteam is going on a mission, extra Men, called Temporary, must be created. The Player then assigns his team the weapons and special equipment they will need to fulfill their mission.

60.61 If only one Player’s fireteam is going on the mission, the Player should generate four Temporary. These four Men are created in the same way as subordinate Men in a fireteam, including one skill and weapon proficiency for each. When playing the mission, the Commando Player controls the four Temporaries and expends Task Points for them as he sees fit.

60.62 Temporary do count as part of the commando force in terms of determining whether a mission is successful (if all the Temporaries are killed in a mission, half the commandos would be considered eliminated). At the end of a mission the Temporary are considered to disappear, unless the Player for future convenience the Player’s decide to keep the Temporaries for use when necessary. If so, they do not take part in any between mission activities (see Case 63.1) and start each mission with all their original rolled attributes, including equipment.

60.63 The Player should assign one weapon to each member of his fireteam and any Temporary. He may assign a different weapon to his Character and each Man. He does not have to assign a Character or Man a weapon with which he is proficient, although it would be wise. All weapons available to commandos are listed on the Weapons Proficiency Table (60.4B). A commando is only committed to carry a weapon chosen at this time for one mission; a different weapon may be selected for him on his next outing. However, his weapons proficiency may not change (see Case 59.14). Note that each commando is also equipped with a pistol and a knife.

60.64 If the mission calls for any special equipment (missions A through C in Case 60.1), the Player should assign the equipment to particular commandos at his choice. When the mission is completed such a commando is no longer consider possessed the equipment.

60.7 WEATHER AND LIGHT CONDITIONS
Missions are not always undertaken at high noon on a warm and fine day. Therefore, after choosing a mission, the natural conditions must be determined. The GameMaster uses the Weather and Light Condition Table (60.73) to select the time of day and the weather conditions for the mission. Results on the table affect only Observation during the course of play, see Section 8.0.

60.71 The GameMaster rolls ID6 to determine the time of day. There are three possible results: day, dawn/dusk or night.

60.72 The GameMaster rolls ID100 and refers to the column on the Weather and Light Condition Table corresponding to the time of day that has been selected. This will give a weather condition ranging from clear to blizzard.

60.73 Weather and Light Condition Table
(see Charts and Tables)

61.0 GENERATING THE DEFENDING FORCE
GENERAL RULE:
Before each mission the specifics of the defending force must be determined. The number of Enemy Men, their attributes, weapons, armor, and where they are armed with and how they are placed on the map is determined by using the Enemy Disposition Tables (61.5). After this is done, the defending force informs the Commando Player which map-edges the commandos may enter play on.

PROCEDURE:
The GameMaster secretly uses the three Enemy Disposition Tables to determine all the details about the defending force. The Commando Player should not be aware of any of these attributes, amounts or placements. If a Player is controlling the defending force, he uses the tables to generate all the necessary information about the defending force, still keeping the information secret from the Commando Player. All the information from these Tables should be recorded on a Data Log, similar to the one used in the Historical Game.

61.1 HOW TO USE THE ENEMY DISPOSITION TABLES

There are three Enemy Disposition Tables, namely the Head Count Table, the Percentage Modification Table, and the Weapons Selection Table. The GameMaster rolls the proper dice for each table in turn, in the above listed order.

61.11 The Head Count Table (61.51) is used to determine the number of men in the defending force. By rolling 2D10 the GameMaster sets the number of men at anywhere from five to fifteen.

61.12 The Percentage Modification Table (61.52) is used to assign ratings for the four standard characteristics (strength, marksmanship, dexterity, and endurance), the Observation Code, the Panic Percentage and the Preservation Multiplier to the defending force. All the Enemy Men receive one set of characteristic ratings; not each man individually. The GameMaster rolls 2D10 three times; once for each section of the Table. The first roll will determine ratings for marksmanship, dexterity, strength and the Hero Potential (see 60.12). The second roll will determine the Endurance Rating and the Observation Code. The third roll will determine the Panic Percentage and the Preservation Multiplier. If the GameMaster wishes, instead of using the Endurance Level printed on the Table, he may roll again for endurance using the instructions listed next to the printed endurance result.

61.13 The Weapons Selection Table is used to assign the defending force’s weapons. The GameMaster rolls 2D10 to see which weapon type (or types) the Men will be armed with. Note that it is possible for up to three types of weapons to be assigned. However, a single Man may carry no more than one weapon. For example, if the defending force numbers 11 men, and a 12 is rolled on the table, seven Men would receive a rifle, three would receive a machine pistol and one would receive a carbine. Every Enemy Man will always be assigned one weapon. Each Enemy Man is also equipped with a pistol and a knife.

61.14 All of the mission types (listed in Case 60.1) contain provisions for defending reinforcements on a certain Game-Turn number after a commando is first observed. These reinforcements are given the same attributes as the
original defending force. Weapons should be assigned to the new men in accordance with the original die result on the Weapons Selection Table with different weapon types being assigned as close to the original ratios as possible.

[61.2] THE HERO POTENTIAL NUMBER
The three Enemy Disposition Tables (the Head Count Table, the Percentage Modification Table, and the Weapons Selection Table) include a column named Hero Potential. This number has no direct bearing on the nature of the defending force. It is used in conjunction with Selection 62.0, Heroes. The number serves as a qualitative rating of a particular aspect of the defending force used when determining a Commando Character's chances of increasing his Hero Rating after completing a mission.

[61.3] DEPLOYMENT OF DEFENDING MEN
After determining the quantity and quality of the defending force, they should be secretly deployed on the map. The defending player (or Gamesmaster, if he is controlling the defending force) deploys two defending Men in each sector on the map.

[61.31] If there are not enough defending Men to place two in all the sectors on the map, sectors may be left empty. However, a sector may not be occupied by only one defending Men, unless the defending force is composed of an odd number of Men.

[61.32] If there are more than twice the number of defending Men as there are sectors on the map, a third Man may be placed in as many sectors as necessary.

[61.33] Within a given sector, a defending Man may be deployed in any square.

[61.4] COMMANDO AND DEFENDING MAP-EDGES
Once the defending Force is deployed on the map, the Commando Player chooses how he wishes his fireteam to enter play.

[61.41] The Commando Player chooses one long side and one short side of the map. His fireteam may enter in any squares along these two map edges at his choice. (Exception: See Case 60.1, Mission F.) Of course, this decision is made with absolutely no knowledge of how the defending force is deployed.

[61.42] If the defending force receives reinforcements during the course of the mission, they are brought into play on one of the two map edges not chosen by the Commando Player. Roll 1D6; if a 1-3 is rolled, the reinforcements enter on the short side of the map, if a 4-6 is rolled, they enter on the long side. Defending reinforcements may be brought into any square on the map edge that is designated for them.

[61.5] ENEMY DISPOSITION TABLES (see Charts and Tables)
[61.51] Head Count Table
[61.52] Percentage Modification Table
[61.53] Weapons Selection Table

[62.0] HEROES

COMMENTARY:
Every commando or spy in the novels or movies you have seen are endowed with some special quality placing them above you and me. Call it luck, intuition, or what have you; they are always getting out of impossible situations in the most improbable ways. In Commando a character may rise to this sort of stature by becoming a Hero.

GENERAL RULE:
Each Commando Character has a Hero Rating determined for him at the start of his career (see Case 56.9), which places him in a certain Hero Class. Each Hero Class gives the character various advantages in combat related actions and determines his Observation Code. The Hero Rating (and thus the Hero Class) may be increased or decreased as a result of the Character's performance on the map. Advantages gained by being in a high Hero Class range from simple percentage modifications for executing combat actions to the acquisition of super-human abilities and the use of the marvelous Miraculous Escape Matrix (62.5).

CASES:

[62.1] HOW THE HERO RATING MAY INCREASE OR DECREASE
Whenever a Commando Character successfully completes a mission there is a chance his Hero Rating will be improved. If a character fails to achieve his mission, his Hero Rating may be decreased.

[62.11] Successful completion of a mission is defined as fulfilling the objectives of the mission (see Case 60.1), and losing no more than half the total commando force (rounding up). If the objectives of a mission are not achieved or more than half of the commandos are killed, the Character has failed to complete his mission.

[62.12] If a commando fails to complete his mission he has a 5% chance to increase his Character's Hero Rating.

[62.13] The Hero Potential is determined by consulting Head Count Table, the first section of the Percentage Modification Table and the Weapons Selection Table; and the Mission Assignments (Case 60.1). Each of these items contains a column or addendum labelled Hero Potential. Find the effect on each table or list used in the mission just played and jot down the Hero Potential for that result. Simply add together the four Hero Potential numbers derived from this process (retaining fractions) to come up with the total Hero Potential for the mission. This number is used in the calculations in Case 61.12.

Example: A Character with a current Hero Rating of 19 has just successfully completed a mission to rescue prisoners against 13 defending Men possessing percentage modifications for a die result of 14 on the Table, all armed with carbines or machine pistols (die result of 7 on the Weapons Selection Table). The four Hero Potential numbers are 2.5, 1, 1.5, and 1, making a total Hero Potential of 6. The Character's current Hero Rating is subtracted from 30, giving him a figure of 11, which is then multiplied by the Hero Potential for a final total of 66. If the Player rolls equal to or, less than this number on 1D100, the Character's Hero Rating is increased to 20.

[62.14] If a Character fails to complete his mission, his Hero Rating may be decreased. Simply roll 1D100. If the result of the roll is equal to or less than the current Hero Rating, his Hero Rating is decreased by one.

[62.2] THE HERO CLASSES
A Character's Hero Rating automatically places him in one of the following eight Hero Classes. Each Hero Class is preceded by the name of the class and the range of Hero Rating values which fall in the class. The description of each Class includes all the special attributes of that Hero Class. These attributes are summarized in the Hero Class Chart (62.26).

Less than 5: Miserable Coward. The Character is forlornly retired from service in perpetual disgrace, having well-earned the distrust of his comrades and superiors. The Character is no longer in play. See Section 65.0 to create a new Character.

5-8: Hard Luck Case. The Character suffers a penalty of 1 percentage point on all combat related actions and a 3 percentage points penalty when attempting to use a skill (after all other modifications). His Observation Code is G.

9-12: Star-Crossed. The Character suffers a penalty of 3 percentage points on all combat related actions and a 1 percentage point penalty when attempting to use a skill (after all other modifications). Observation Code E.

13-20: Average Joe. The Character is not affected beneficially or detrimentally by his Hero Rating. Observation Code D.

21-24: TV Hero. The Character has 2 percentage points added to his chance to perform any combat-related task, and 1 percentage point added to his chance to perform any skill. In addition, a TV Hero may pick one Hero Ability from the list of Hero Abilities (62.3). Observation Code D.

25 or 26: B-Movie Hero. The Character has 3 percentage points added to his chance to perform any combat-related task, and 3 percentage points added to his chance to perform any skill. In addition, a B-Movie Hero may choose an extra skill or weapons proficiency (see Cases 58.1 and 59.1) and retains the ability he gained as a TV Hero. Observation Code E.

27 or 28: Major Novel Hero (soon to be a major Motion Picture). The Character has 4 percentage points added to his chance to perform any combat-related task, and 5 percentage points added to his chance to perform any skill. In addition, a Major Novel Hero may use the Miraculous Escape Matrix (see Case 62.4) once per mission, and retains the skill (or weapons proficiency) and ability he gained in his two previous Hero Classes. Observation Code B.

29 or more: Big-Budget Movie Hero. The Character has 5 percentage points added to his chance to perform any combat-related task, and 7 percentage points added to his chance to perform any skill. In addition, a Big Budget Movie Hero gains a second Hero ability while retaining the first ability the use of the Miraculous Escape Matrix and the skill (or weapons proficiency) he gained at previous Hero Classes. Observation Code A.

Beyond Price. Finally, a Big Budget Movie Hero may gain additional benefits for every two points his Hero Rating exceeds 29. Each time the Big-Budget Movie Hero gains two points on his Hero Rating, his chance to perform a combat-related task is increased by an additional percentage point (e.g., with the Hero Rating at 33 the increase would total 7 percentage points), and his chance to perform a skill is increased by an additional 2 percentage points. In addition, for every two points over 29 the Character increases his Hero Rating by gaining an additional skill or weapons proficiency, then on the next two points he gains a new Hero ability, then on the next two points a skill or weapons proficiency, and so on.

[62.21] The Player should write the current Hero Class on the Character Record and note any Hero abilities and extra skill or weapons proficiency the Character has acquired.

[62.22] If a Character is eligible to gain another skill or weapons proficiency he may choose one of the other but not both. If he chooses a skill he
simply picks one from the lists in Cases 58.3 or 58.4. If he chooses a weapons proficiency, he uses the Weapons Proficiency Table (59.15), rolling 22D6 to determine the character's mastery level. Any skill or weapons proficiency acquired as a result of being a Hero is recorded on the Bonus line on the Character Record.

[62.23] The adverse affects of a low Hero Rating may never cause the chance of performing combat-related tasks to fall below 1% or the chance to perform a skill to fall below 2%.

[62.24] The increase in the chances of performing combat-related actions and skills a Character receives as a result of his Hero Class may increase the chance beyond the maximum allowed in the Historical rules.

[62.25] A Character may never substitute an ability or skill for one he has chosen before; i.e., once the Character has been assigned an ability or skill, it may not be changed.

[62.26] Hero Class Chart

(see Charts and Tables)

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[62.3] HERO ABILITIES

A Character who has reached the TV Hero Class may choose one of the following Hero Abilities. This should be immediately noted on the Character Record. A Character who has reached the Big Budget Movie Hero Class may choose a second ability from the following. The Character may gain yet more Hero abilities if his Hero Rating increases to 3 or more (see Case 60.2, Brand Price). Each ability is listed with a summary of the Charts and specific Rules affected by it, and a description. Unless stated otherwise, each ability may only be chosen for a character once.

A. Ignorant Serious Wounds. When questioned by his concerned comrades, the character who possesses this ability will insist the most serious of wounds is only a scratch and deport himself in a manner to support his assertions. The Character is not considered seriously wounded until he reaches what would normally be incapacitation. He is not considered incapacitated until he exceeds his Wound Point total by three. If he exceeds his Wound Point total by six, he is dead. This ability has no effect on a Character's wound classification between missions (for healing purposes, see Case 64.2) it only affects his performance while on a mission. Rules Affected: Wounds, Cases 9.2 and 9.3

B. Increase Endurance (this ability may only be chosen if the Character already possesses A, Ignorant Serious Wounds). Since the Character is of such heroic stature and it would be inconvenient for him to bite the big one, during the course of a mission he may take one-and-a-half times (150%) his current Endurance Rating (rounded down) in Wound Points. All effects of the Ignorant Serious Wound Ability still apply, and are not modified by this modification. To summarize, a Character with an endurance of 18 who chose this ability would now have an endurance of 27, and could receive 27 Wound Points before he would be considered wounded.

C. Inspire Men in Battle (may only be chosen if the Character has a Leadership Rating of at least 2). This ability allows him to rally his men that it's time to win one for the Gipper, or the patron saint of ammunition. The Character may use this ability twice per mission. When he does so, all commandos that can possibly observe him at the beginning of the Game-Turn do not check for panic or he may subtract one from the current Preserving Wounds this mission. This ability may be chosen more than once, in which case the Character may use the ability twice per mission for every time that it has been chosen. Rules Affected: Panic (14.0), Preservation (15.0), Leadership (56.8).

D. Sixth Sense for Danger. In the heat of battle the Character has an uncanny knack for spotting perilous situations in the nick of time. The character automatically observes anyone within ten squares of him who is not blocked from observation (no die roll). The Character also has a twenty percent modification in his favor when attempting to observe Enemy men outside the ten square range. In addition, the Enemy Player must inform the Character of the presence and position of all Enemy Men within twenty squares, even though it may be impossible for the Character to actually observe those men (Enemy men revealed in this manner must still be observed in order to be fired upon). Rules and Charts Affected: Observation (8.0), Observation Chance Index (8.66), Observation Chance Modification Table (8.67).

E. Move Swiftly and Silently. darting from shadow to shadow and tree to tree, the Character is very difficult to observe and runs like an Olympic champion. When an Enemy Man is attempting to observe the Character, a thirty percent die is applied (however, the Enemy man's chance of observing may not fall below a fifty percent minimum). In addition, the Character may always execute an extra Time-Turn (see Case 60.2, Brand Price). Each ability is listed with a summary of the Charts and specific Rules affected by it, and a description. Unless stated otherwise, each ability may only be chosen for a character once.

F. Luck of the Irish. When the chips are down, the Character will come through with just the right extra effort to get the job done. The Character may, immediately before a die-roll for any game-related action, announce there is a 10% modification in his favor. This may be only be performed once per mission, or if it is not used during a mission, may be applied to a die-roll in the between missions activities. This ability may be chosen more than once, in which case the Character may apply the 10% modification to a number of die rolls per mission equal to the number of times he has selected the ability, or he may modify a simple die roll by the combined percentage modifiers (20%, 30%, 30%, 30%, 30%, 30%, 30% more).

G. Right Place at the Right Time. This ability is useful only if the GameMaster has devised missions in which the commandos must find a hidden object(s), such as a treasure, secret documents, etc. The Character is able to find even the most deviously hidden object and has earned the envy of his peers for he always seems to be right there when it comes time for promotions. The Character is told the location of anything he is searching for and he finds it. Rules Affected: Wounds, Cases 9.2 and 9.3.

H. Engaged to Striking Paramount. Love conquers all, and for Heroes it increases the chance of success. If the Character ever rolls a 6D6 and a 1D6, add together the total and add it to the combined percentage of success, and 1D6 and subtract it from the combined percentage of failure. The Character may use this ability once per mission and may only be used in combat. Rules Affected: Promotion (63.1).

I. Mind Over Matter. The Character is not taking mindbending stimulants, nor can he slow the passage of time. Rather, the Character knows the most efficient way to perform any function and may do more in a given time due to his natural talent for overcoming confusion under fire. This ability may be chosen any number of times. The first time, it gives the Character an additional five Task Points per Game-Turn, the second additional ten Task Points per Game-Turn (for a total of 15), the third time an additional 15 Task Points (for a total of 30), and so on.

J. Establish Good Terms with Intelligent Horse (comes with a free Intelligent Horse). Hiyo Silver, Hello Trigger. The Character has a horse, more intelligent than the normal equine, which is steadfastly devoted to the Character. The Character takes care of 2D6 of Wound Points, and the horse is a normal horse and may be moved independently of its owner (it may expend Task Points on its own). The horse may use the Miraculous Escape Matrix (62.5) once per mission (the Player will have to change one of the results though, unless the horse is Mr. Ed, it will not say "Lock, its Halley's Comet!!") The horse also has an extra 20 Task Points per Game-Turn and may initiate Hand-to-Hand Combat. Although the horse may not observe Enemy men for combat purposes, he may sight them and thus reveal their position and presence. If the horse is observed by the Enemy Men, the horse may be slain. If the horse is observed by an Enemy man on a sentry routine, the routine is not automatically broken, but rather it is a 5% chance; roll a die. The Character owning the horse should be considered a Cossack in terms of performing Game functions while on horseback. Section 19.0, Horses, should be referred to when using this ability. If the horse is wounded or seriously wounded, it may heal between missions. If the horse is incapacitated, the Character should expend one Task Point to do the right thing. If the horse is killed, the ability is useless (intelligent horses are hard to come by). The Ability may be chosen again, but only if the first horse is killed. The GameMaster may introduce similar Hero Ability for Loyal camels if he wishes. Rules Affected: Horses (19.0), Sentry Routine (38.45).

[62.4] USING THE MIRACULOUS ESCAPE MATRIX

A Character who has reached the Major Novel Hero Class may use the Miraculous Escape Matrix (62.5) once per mission. This matrix gives the Character a very good chance of escaping from a seemingly hopeless situation.

[62.41] A Character who has the right to use the Miraculous Escape Matrix may announce he wishes to do so immediately after any one combat action resulting in the Character receiving Wound Points or being killed. The Player consults the matrix while the Character is still alive. If the Player successfully rolls a miraculous escape, the Wound Points are not added to the Character's total (or the Character is not dead) and is considered to be in the same condition he was before the combat was resolved.

[62.42] For convenience, there are only two rows on the Matrix: an "E" result indicates the Character has miraculously escaped; a "C" result indicates the Character has "crapped out," and receives the Wound Points he has coming to him.
or dies. However, Players who wish to know how the miraculous escape was achieved should consult the lower right code number after the "E" and compare it to the following list for a full explanation of what happened. Note that if the Players elect this option, some of the explanations may have an effect on play (see Case 62.43).

1. **Commando Trips over Rock:** The commando character fortuitously stumbles over a rock and bellyflops on the ground as the bullet or fragments whirl harmlessly overhead. The commando character should be considered Prone.

2. **Enemy Man Sneezes:** The villainous chap about tolug our hero succumbs to the common cold and so disturbs his aim.

3. **Bullet Strikes Soldier's Lucky Piece:** The amulet the soldier wears over his heart deflects the deadly missile, saving the commando from certain death.

4. **Enemy Round a Blank:** A comrade of the Enemy Man played a trick on him by loading a blank in his gun, never expecting action to occur. Our hero is saved by a strange twist of fate.

5. **Meteorite Strikes Enemy Man:** A meteorite from heaven impacts on the Enemy Man, causing considerable pain, and sending his bullet astray.

6. **Panicking Horse Shields Commando from Fire:** A stray horse gallops madly across the board and is struck by the projectiles intended for the commando, expiring upon the spot. Do not mark the horse's presence on the game-map.

7. **Adroit Use of Bayonet Fends Off Bullets:** By positioning his rifle at precisely the right angles, the commando fends off all bullets and fragments that might do him more than minor harm.

8. **Enemy's Gun Jams:** The dummy forgot to clean his rifle, etc. If our hero performs to his record, it'll be the last time The Enemy Man forgets to clean his rifle.

9. **Lightning Strikes Once:** The Enemy man is struck by lightning, and hence does not hit our hero. The shock causes the Enemy man to fall prone.

10. **Enemy Man Falls for the Old "Look, It's Halley's Comet!" Trick:** No one ever said sentries were extremely predictable. The commando was not.

11. **Ice Bullet Melts in Gun:** Thinking to hide any traces of the murder, the sentries are using bullets made of ice. This was in the gun for a few days, and results in a watery "pft."

12. **Commando's Bullet-Proof Vest Withstands Supreme Test:** For once, the manufacturer lives up to his guarantees. Commando shrugs off brush with death easily.

13. **Black Cat Runs Across Man's Path:** The resultant bad luck causes the man to miss his target. He probably won't look into too many mirrors either, today.

14. **Explosion Destroys Sentry:** The sound of the gun going off distracts the man to the point that his aim goes awry.

15. **Commando Sticks Out Tongue; Disgusted Sentry Looks Away:** As the old saying goes, "All's fair in love and war."

16. **Sentry Trips over Untied Shoe lace:** Neatness counts. Place the firing man in a prone position.

17. **Sudden Earthquake:** Earthquake knocks all Men (and animals) on the game-map prone; sentry's bullet deflected as sentry falls.

18. **Bullet Messes Commando's Hair:** The sentry's bullet creases the commando's hair as he ducks, perting it nicely.

19. **"It's Only a Flesh Wound!"** The bullet has taken of one of the commando's little toes, or passed through the web connecting his thumb and forefinger, or hit him somewhere else where no real damage can be done.

20. **Truck Backfires on Nearby Road:** A truck on a road just off-map has backfired, startling the sentry into shooting high.

21. **Sabotage:** Fifth columnist in Allied pay have been consistently sabotaging the gunship on Enemy weapons. The sentry misses, but will not be affected in the future, as he now knows to compensate for the skewed gunship.

22. **Fore!** A golf bolt hit with tremendous velocity from a golf course several miles behind the front intercepts the bullet as it speeds towards the commando.

23. **Saved by Faith!** Seeing his death approaching, the religious commando falls to his knees to commend his soul to the Almighty. The bullet whizzes over his head, missing only because he's kneeling. Commando should be considered prone.

24. **For Shame!** Enemy Man's suspenders give way, causing his pants to drop. Embarrassed, the sentry clutches his pants, dropping the weapon in the process.

25. **What a Hunk!** The Enemy Man is of the opposite gender and is stunned by the commando's beauty. Smitten, he misfires.

26. **Ex-smoker Gets Shakes:** The Enemy Man is trying to quit smoking and is experiencing withdrawal symptoms (his hands are shaking severely, causing the shot to go wild). Now that he's in action, adrenaline will start to flow, and in future he'll have better control over himself.

27. **Warned by Inner Instinct:** Warned by some inexplicable intuition, the commando leans to the left in time to avoid the bullet.

28. **Trigger Finger in Blind:** Enemy Man's trigger finger is caught painfully between the trigger and trigger guard; he gets it loose only at the expense of several square inches of skin.

29. **"Cheese!"** Intrepid war correspondent takes a photo of the action. The Enemy Man is momentarily blinded by the flash, and his shot goes wild.

30. **"Cut!"** The Great Director yells cut, ending all action. A retake is necessary; begin the Game-Turn again, replacing all Men at their previous positions and removing any Wound Points suffered.

31. **Four-Leaf Clover:** Commando stoops to pick up a four-leaf clover; Enemy Man shaves fist in anger at missed shot.

32. **"Kamerad!"** The commando yells at the Enemy man, telling him in his native language that he's a friend. Confused, the Enemy Man holds fire.

33. **Class Solidarity:** The Enemy Man is a proletarian drafted against his will into the perfidious Enemy's army forces. Refusing to fire on a fellow member of the working class, he fires into the air in protest.

34. **Short Swoon:** In the heat of battle, the commando faints, causing the bullet to miss. Highly embarrassed, commando apologizes to Enemy for pulling such an unhero-like trick. Commando should be considered prone.

[62.43] Some of the results on the Miraculous Escape Matrix will have an effect on play, aside from saving the character's skin. Results 1, 9, 16, 17, 23 and 34 will cause one or more more or characters to fall prone. Result 30 will cause the entire Game-Turn to start over (that's why recorded positions of men are important, Mr. Gamesmaster).

[62.5] **MIRACULOUS ESCAPE MATRIX** (see Charts and Tables)

[63.0] **PROMOTION**

**COMMENTARY**

Characters in Commando desire control over their destiny, at least as far as their military service is concerned, and should prefer to be in a commanding rather than a subordinate position. Each Character's rank permits him to gain control over his own, and sometimes other commandos, destinies.

**GENERAL RULE:**

Each Character and Man is assigned a rank at the start of their career. A Man's Rank starts at 1 and may not increase. A Character's rank starts at 2 (exceptional potential), and may be increased (or decreased) after every few missions if the commando has performed well (or poorly). There are a total of eleven ranks, numbered from 0-10. As a Character's rank increases he will be able to affect the choices of missions he is sent on and will have command of other Characters of lesser rank that are on a mission with him.

**CASES:**

[63.1] **HOW A CHARACTER IS PROMOTED OR DEMOTED**

After a Character has performed his first five missions he becomes eligible for promotion. To determine his chance of promotion, the Player calculates the Promotion Point total as follows: He receives three points for achieving the objectives of a mission (see Case 60.1), one point for losing no more than half his men in a mission, and one point for increasing his Hero Rating by a point (see Case 62.1). He loses two points for failing to achieve the objectives of a mission, two points for losing more than half his men in a mission and one point for decreasing his Hero Rating by a point. If the total of these points is positive, the Player adds the number of missions that the Character has been on since he was last promoted. If the total is negative, the number of missions is subtracted. The Player then rolls ID100. If he rolls lower than his positive Promotion Point total, the Character has been promoted, increase his rank by one. If he rolls higher (i.e., closer to zero) than his negative Promotion Point total (treating the die number as negative), the Character has been demoted, decrease his rank by one. Calculating the Promotion Point total is summarized on the Promotion Point Schedule (63.18).

[63.11] Promotion is rolled for after completing a mission and after determining skill increase (Case 58.23), weapons proficiency increase (Case 59.33) and Hero Rating increase (Case 62.1). The promotion die-roll is the very last function performed after completing a mission.

[63.12] The Character receives one point toward his Promotion Point total for each mission he has been on (regardless of outcome) since he was last promoted. However, since a new Character does not start rolling for promotion until after his fifth mission, these first five do not count toward his total. Other types of Promotion Points earned (or lost) as a result of these missions would count.

[63.13] The Character Record includes a Missions to Date section which should be kept complete and up to date with all information that could influence promotion. The Player will be ruled against if he cannot support his claims with written records.

[63.14] All the Promotion Point additions and subtractions on the Promotion Point Schedule are cumulative. For example, if a Character has achieved the objectives of three missions successfully since his last promotion, he would receive nine Promotion Points.
[63.15] When a Character is promoted (or demoted), he does not go through the promotion process again until three missions have passed. After the third mission following a Character's promotion, he may commence rolling for promotion again. Any Promotion Points accrued from these three missions are figured into his chances; however, a new Character does not roll for promotion until his fifth mission has been completed; see Case 63.12).

[63.16] If a Player rolls higher than a Character's positive Promotion Point total, or lower than a Character's negative Promotion Point total, there is absolutely no change in the Character's status unless a new Character is added.

[63.17] It is possible that insubordination (see Case 63.2), a result on the Dismissal Table (64.32) or the Hero Ability, Right Place at the Right Time (see Case 63.3) will affect the chance of promotion. These adjustments are made before the Promotion Point per mission addition or subtraction is figured into the Promotion Point total.

[63.18] Promotion Point Schedule

(see Charts and Tables)

[63.2] EFFECTS OF RANK

A Character's rank determines how he will interact with other Characters if more than one is going on a mission. If two (or more) Players are sending their Characters on a given mission the Character of higher rank may order Men and Characters belonging to another Player to expend Task Points as he sees fit. Failure to follow such orders may result in insubordination. A Character with a high rank may affect the choice of missions he is sent on.

[63.21] If a Character's rank is reduced to 0, the Character is removed from play, as he is no longer qualified to be a commando.

[63.22] If a Character's rank is increased above 10 he is retired from front line duty and given a cushy administrative position. The Character is no longer in play, but will favorably affect the generation of a new Character for the Player (see Case 65.3).

[63.23] The ranks are not given real-life military titles, since these may vary by army or organization. If the Players wish, they may equate the numerical ranks to named ranks (captain, major, etc.).

[63.24] A Character generally operates with a fireteam composed of men who are rank 1 and so always commands his own men. However, should another Commando Player have a Character who is of higher rank, any Characters of lower rank (and their Men) must carry out any orders that that Character gives them (if they do not wish to risk insubordination, see Case 63.25) unless the order is judged unfair by the Gamemaster (should there be no Gamemaster, the decision is up to the Players). Exception: See Case 63.27. An example of an unreasonable command is asking the Character to charge into an Enemy-occupied house, exposing himself to all sorts of opportunity fire.

[63.25] A Character (or one of his Men) may always ignore orders from a higher ranking Character, but the offended Character then has the option to report this as insubordination (unless the Gamemaster declares that the order is unfair). Insubordination has no affect on the play of the mission. However, a Character who reports insubordination, or who is accused of insubordination (or has had one of his Men accused of insubordination) has his next promotion die roll (see Case 63.1) affected as follows: The difference in rank between the two Characters squared is added to the lower-ranked Character's next promotion roll, and the simple difference in rank is added to the higher-ranked Character's next promotion roll.

Example: During a mission Character A (rank 7) orders Character B (rank 3) to move two squares to the right. Character B refuses so Character A gets mad and reports insubordination. On the next promotion roll for Character A there will be an addition of 4 percentage points (regardless of whether the Promotion Point total is positive or negative), and for Character B there will be an addition of 16 percentage points.

[63.26] A Character may receive another Player's Character or man a command under only two circumstances: the subordinate commando is given the order before the start of the mission, or, during play, the commandos are within three squares of each other and are able to trace a Line of Sight to each other.

[63.27] If a Character is of rank 6 or higher, he is never subject to orders from Characters of higher rank. He may go on missions with Characters of higher rank, but neither Character may give orders to the other.

[63.28] A Character is of rank 3 or higher, he may affect the choice of his next mission (see Case 60.1). If the Player does not like the result derived from the Mission Table (60.2), he may do the following: roll 1D10. If this roll is less than the Character's rank he may demand a re-roll on the Mission Table. If his Character's rank is 6 or higher, he may demand a re-roll twice, although he has to make his 1D10 roll only once. Thus, if a Character of rank 8 did not like the first mission he was assigned by the Mission Table, and rolled less than 8 on 1D10, and the second mission assignment was no better, he could demand a third roll. If two Characters are going on a mission, only the Character of higher rank may attempt to change the mission.

[64.0] BETWEEN MISSIONS

COMMENTARY:

The man of war may not always ply his trade, even when he is ready, willing, and able. And it is a sad fact for the heroic type that wars are not created for him, but rather he is made for the wars. Often the soldier is forced to wait long tedious months in which he can only hope he does not lose the razor-sharp edge that enabled him to carry through the last skirmish. Practice and honing of skills can prevent the soldier from getting rusty.

GENERAL RULE:

Once a Character and Men have been generated and completed their first mission, they take part in the between missions activity before going out on a new mission. The Player determines the time elapsed between the last mission and the one his Commandos are about to undertake before actually choosing the new mission. During the time elapsed period, his Character and Men heal wounds incurred in their last mission. If a Character was seriously wounded in his last mission, there is a chance one or more of his characteristic ratings will be reduced. After his wounds are healed, the Character (but not the Men) may spend any remaining time practicing, which may increase the ratings of one or more of his characteristics.

CASES:

[64.1] TIME ELAPSED BETWEEN MISSIONS

When a Player wishes to send his Character on a mission, he must first refer to the Time Elapsed Table (64.31) to determine the amount of time elapsed between the Character's last mission and his upcoming one.

[64.11] To determine the time elapsed between missions, the Player rolls 1D10 and 1D16 to select a column and row on the Time Elapsed Table. The intersection of column and row will yield the Player an amount of time, expressed either in weeks or a D, which means the Player must refer to the Dismissal Table (see Case 64.16).

[64.12] If use of the Time Elapsed Table results in a period of time, this amount should be noted on the Character Record in the Missions to Date section.

[64.13] After determining how much time has elapsed between missions, the Character and Men must spend as much of this time as required to recuperate from Wounds incurred in their last mission (see Case 64.2). The Player may have to roll to determine time elapsed again, if a Character's (but not a Man's, see Case 64.23) wounds incurred require more time to heal than the amount of time elapsed. If this is the case, the results of the second roll are simply added to the first to come up with a total time elapsed. This process is repeated as often as necessary, until a Character has accumulated enough time to heal from his wounds. If a D is rolled on any of the elapsed roll but the first, the roll is taken over.

[64.14] If the amount of time that has elapsed is greater than the amount of time required to heal a Character's wounds, the remaining time may be spent practicing (see Case 64.24), in an attempt to increase one or more of his characteristics.

[64.15] During the time elapsed period it is also possible for a characteristic rating to be decreased, either because of grievous wounds incurred in the last mission (see Case 64.9) or because the Character is aging (see Case 65.2).

[64.16] If the result on the Time Elapsed Table is a D the Character is in danger of dismissal. He is considered to have done something, or at least been accused of doing something, not to the liking of his superior during his time between missions. Refer to the Dismissal Table (64.32). Note that the Player has a saving die roll before he actually has to use the Table; if he can roll equal to or less than his Hero Rating multiplied by three, he does not roll for dismissal. If he fails this roll, he rolls 2D6 and applies the appropriate result on the table.

[64.17] If a Character is subject to a result on the Dismissal Table, any passed time indicated on the table (e.g., six months probation) is marked on the Character Record. In addition, the Player rolls on the Time Elapsed again to determine non-punitive passed time. If D is rolled in this case, the roll would be taken over.

[64.18] If a result on the Dismissal Table indicates the Character may join another organization, the Player simply reduces the Character's rank by 2 (to a minimum of 1). No other aspect of the Character or his equipment is changed. However if the Character's rank was reduced to 1 by this, after the Character's next successful mission, his rank automatically increases to 2. Considerations for promotion (see Case 63.1) begin with the mission after that.

[64.2] HEALING WOUNDS

A Character or Man may not be sent on a mission until he has completely recovered from all Wound Points incurred in his last mission. After determining the time elapsed, the Player refers to the Wound Recovery Chart (see Case 64.33) to determine how much time each injured commando will have to spend healing his wounds.

[64.21] To use the Wound Recovery Chart, determine how many wound points the Character or
Man incurred and whether he was wounded, seriously wounded or incapacitated (see Case 9.2 in the Historical Game Rules). The first part of the chart will state an initial time assessment based on which of the three wound categories the Character falls into and a variable time addition based on the number of Wound Points incurred. These two numbers are added together for a sub-total of the time that must be spent to recover. The second part of the chart provides an addition or subtraction to the sub-total depending on the commando’s full Endurance Rating and his wound category. Applying this modifier to the sub-total will result in the actual time that must be spent recovering from injury.

[64.22] If the total time a Character must spend to recover from wounds exceeds the time elapsed between missions, he must roll again on the Time Elapsed Table until he accumulates enough time to heal from his Wounds (see Case 64.13). However, see Case 64.25.

[64.23] If the total time a Man must spend to recover from wounds exceeds the time elapsed between missions (including extra time, if a Character’s healing process requires it), the Man is not considered healed when the mission commences, and may not be sent on that mission. A Temporary must be rolled up to replace him (see Case 60.61) until enough time has been accumulated for him to fully recover. Unless a Character requires extra time to recover from wounds, additional die rolls are never made on the Time Elapsed Table.

[64.24] A Character who is spending time recovering from Wounds may not apply any of that time to Practice (see Case 64.4). Only time remaining after a Character is totally healed may be used for Practice. The Player must mark on the Character Record how much time elapsed is spent recovering from Wounds so he may know how much time he has for Practice. Note that if many die rolls on the Time Elapsed Table are required to heal from wounds (see Case 64.22), there may be excess time on the final roll; this may be used for Practice.

[64.25] If a Character has a Hero Rating of at least 21 (TV Hero, see Case 62.2), he may go on a mission if his Wound Point total is less than half his total Endurance Level. Thus, a Hero would have to spend less time (or no time at all) recovering from wounds. However, if the Character is sent on a mission with Wound Points unhealed, these will continue to drain during the play of the mission, so it may be wise to heal completely.

[64.26] If a Character or Man received any Wound Points on his previous mission he must spend at least one week recovering from the wound(s), even if the Wound Recovery Chart states that less time be spent healing.

[64.3] BETWEEN MISSIONS CHARTS AND TABLES

(see Charts and Tables)

[64.31] Time Elapsed Table

[64.32] Dismissal Table

[64.33] Wound Recovery Chart

[64.4] PRACTICE

A Character (but not a Man) may attempt to increase his character rating through practice. After determining the time elapsed between missions, and deducting the required time to heal Wounds, the Character may spend the remaining time practicing. The Player announces that his Character is spending X amount of time practicing, and names the characteristic rating he wishes to increase, noting this on the Character Record. When he has accumulated as much time as he wishes (or as required by the characteristic) he rolls 1D100. If he has increased the characteristic rating by one.

[64.41] Each characteristic requires a certain amount of time spent practicing it to have a chance to increase that characteristic. Cases 64.5 through 64.8 explain how much time must be spent, in what manner it must be spent, and the percentage chance that expended time gives the Character to increase his rating.

[64.42] The more time a Character spends practicing, the greater chance he has of increasing a characteristic. The Player may wish to accumulate practice time for his Character from mission to mission in order to maximize the chances of increasing a characteristic. In other words, practice time need not be in consecutive months, but may be collected whenever available from the time between a number of missions. The Player should carefully mark his Character Record so he knows that practice time is being "saved up." Exception: The Strength Rating may be practiced for only in consecutive months, see Case 64.5.

[64.43] A Character may practice to increase only one characteristic at a time. Thus, if a Character were spending two months to practice marksmanship, those two months would count toward the practice of any other characteristic.

[64.44] The Hero Rating and the Leadership Rating may not be increased by practice. They may be increased in accordance with Cases 62.1 and 56.84 respectively.

[64.45] There is no absolute limit to how high a Characteristic Rating may be increased through practice, but may only be increased by one increment at a time. Thus, the amount of time a Character spends practicing determines the chance of increasing a rating by one.

[64.5] INCREASING STRENGTH

A character must spend five consecutive months practicing to increase his strength. Time may not be accumulated from between different missions when practicing for strength.

[64.51] Unlike practicing for other Characteristics, the Player must state before he rolls to determine time elapsed that he wishes to practice to increase his strength. If the fates decree that the Character does not receive enough time to practice (see Case 64.52), he may not attempt to increase his strength, nor may he apply the time to any other form of practice.

[64.52] If the Character's current strength is under 24, he has a 5% chance of increasing his strength for each month that he spends practicing. Thus, if he spent five months (the minimum) practicing, the character would have a 25% chance of increasing his strength.

[64.53] Should the Character be attempting to increase his strength to a number above 24, he multiplies the months spent practicing by 2% (not 5%). The five month minimum still applies.

[64.54] Any fractions of time left over after attempting to increase a Character's strength may be applied to any other form of practice.

[64.6] INCREASING MARKSMANSHIP

Marksmanship is the most difficult of the characteristics to increase, because commandos have usually refined the art of firing weapons to the point that further improvement is measured in minute degrees.

[64.61] Marksmanship takes a large amount of practice time in order to have a chance of increase, but this practice need not be performed consecutively.

[64.62] A Character must allocate two months of practice for each 1% chance he wishes to have in increasing his marksmanship. He may roll for an increase in marksmanship any time that he has two months (or multiple thereof) accumulated.

[64.63] If a Character rolls to increase his marksmanship (regardless of whether the roll is successful or not) the time he allocates to practice has been spent, and he must start accumulating time from scratch for his next roll.

[64.7] INCREASING DEXTERTY

As manual dexterity is mainly an attribute acquired at birth and shaped during the formative years, it would seem that a Character could not improve his dexterity. This is not actually true, as the application of dexterity is another matter entirely.

[64.71] Practice need not be performed in a consecutive time period when attempting to increase the dexterity.

[64.72] A Character must allocate three months of practice for each 4% chance he wishes to have in increasing his dexterity. He may roll for an increase in dexterity any time he has three months (or a multiple thereof) accumulated. Once he rolls, that time has been expended.

[64.8] INCREASING ENDURANCE

Endurance is a reflection of the Character's physical stamina and his ability to withstand pain. Many commandos lose the extra edge because they fear death. Only those Characters who have increased their endurance may overcome this fear.

[64.81] Endurance may be increased only after a mission in which the Character has received Wound Points. The Character must have received at least one Wound Point in order to count the time between missions towards practice for increasing his endurance.

[64.82] Practice need not be performed in a consecutive time period when attempting to increase the endurance. However, any time accrued must occur after a mission in which the character received at least one Wound Point.

[64.83] A Character must allocate one month of practice for each 5% chance he wishes to have of increasing his endurance. He may roll for an increase in endurance any time that he has one month (or multiple thereof) accumulated (within the restrictions of Case 64.82). Once he rolls, that time has been expended.

[64.84] Note that through practice a Character may increase his endurance beyond its original level.

[64.9] DECREASING CHARACTERISTICS

Grave injury can sometimes impair a Character's ability to perform in future missions. After a mission in which the Character was wounded or incapacitated, he must roll 1D100 to determine whether any of his characteristics have been decreased, before going on his next mission.

[64.91] Each time a Character is seriously wounded on a mission (but is not Incapacitated), there is a 10% chance a characteristic of his will be decreased.

[64.92] Each time that a Character is incapacitated, there is a 35% chance a characteristic of his will be decreased.

[64.93] The Player may choose which characteristic will have a chance of being decreased and may split the percentage chance of decrease amongst the characteristics as he sees fit. As an example, a character who was incapacitated on his last mission might choose to have a 10% chance of
losing a point in strength, a 15% chance of losing a point in marksmanship, and a 10% chance of losing a point in endurance. The probabilities may be assigned in any way the owning Player sees fit. A Character’s Hero Rating or Leadership may not be decreased to fulfill this requirement.

**65.0 PERPETUATION OF THE CHARACTER AND FIRETEAM**

**COMMENTARY:**
Due to the inherently fragile nature of the human body, it is often difficult to survive in modern combat for more than a few hazardous combat missions. Since a Player in a role-playing game often likes to develop an attachment to his character, Commando allows for a Character to age gracefully and allows for the immediate continuation of play for a Player who should be so unfortunate as to have a Character die or for a Player who decides to retire a Commando who is not aging so gracefully.

**GENERAL RULE:**
Should a Player’s Character be killed on a mission and at least one man in the fireteam is not, the Player replaces his Character with a member of the Fireteam (and the necessary information about the man. If a Character survives a number of missions he will begin to age. The passage of time will lead to the gradual depreciation of his characteristics. To avoid the harsh reality of growing old, the Player may retire his Character, which allows him to generate an entirely new Character. All these functions take place after executing all between mission activities (see Section 64.0), and before embarking on the next mission.

**65.1 REPLACEMENT OF CASUALTIES**
If a Character or Man is killed on a mission he must be replaced before the fireteam may be sent on their next mission. A killed Character is replaced by one of the Men in the fireteam. A Man is replaced by rolling up a new one.

**65.11** When a Character dies, he is replaced by the Man in the fireteam who is first-in-command. This will be Man #1 (as he is named on the Character Record) unless he was also killed in the last mission. In this case, Man #2 would replace the character, or if necessary, Man #3.

**65.12** When a Man is used to replace a Character, his characteristics as recorded are transferred to the Character part of the Character Record. The Player then determines the new Character’s Hero Rating and Leadership Rating and assigns him two additional skills and two additional weapons with which he is proficient. From this point on he is considered the Player’s Character and is subject to all rules governing Characters.

**65.13** When a Man is used to replace a Character, he will leave a vacancy in the Men part of the Character Record. The other Men are immediately moved up a notch (Man #2 would become Man #1) so all slots are filled. The Player must then generate a new Man in accordance with the rules so that he again has three Men in his fireteam.

**65.14** When one or more Men are killed on a mission, any surviving Men are moved up on the Character Record (as described in Case 65.13) and as many new Men as necessary are rolled up to fill the empty slots on the Character Record. The first Man rolled up is placed in the lowest numbered slot, if more than one new Man is generated.

**65.15** If all four members of a Player’s fireteam are lost on a mission, a new Character and three new Men must be rolled up from scratch. When doing so however, one is subtracted from all die rolls for generating characteristics for both the Character and the Men. There is no subtraction for determining a Character’s skills and weapons proficiency. These effects are cumulative, so if a Player were to lose two complete fireteams in two missions (not necessarily consecutive), he would subtract two from all characteristic die rolls for his new fireteam.

**65.16** If a Character is lost from Play due to a result on the Dismissal Table (64.32), or by becoming a Miserable Coward (see Case 62.2) a Man from the Player’s fireteam is used to replace him as described in Case 65.12. However, one is subtracted from the die rolls to determine the new Character’s Hero Rating and Leadership Rating.

**65.2 AGING**
There comes a time when even the best Commando begins to lose his edge, and his performance in battle begins to tell. As the total time elapsed between missions adds up, the commando’s characteristics will start to depreciate.

**65.21** All Characters and Men begin their career at age 22 (see Section 57.0). They grow older as time elapses between missions. The Player must keep careful track of the total time elapsed (composed of results on the Time Elapsed Table (64.31) and the Dismissal Table (64.32) on his Character Record so he always knows the age of his Character and Men.

**65.22** Age has no effect on a Character or Man until he becomes thirty years old (exactly, or during the first time between missions in which he exceeds that figure). At that time, and after every third following mission, the Character or Man must lose one point from one of his Characteristic Ratings.

**65.23** Each time a Character or Man must lose one point from a Characteristic Rating, the Player rolls 1D6 and consults the following table:

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Characteristic</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Strength</td>
</tr>
<tr>
<td>2</td>
<td>Marksmanship</td>
</tr>
<tr>
<td>3</td>
<td>Dexterity</td>
</tr>
<tr>
<td>4</td>
<td>Endurance</td>
</tr>
<tr>
<td>5 or 6</td>
<td>Roll Again</td>
</tr>
</tbody>
</table>

The rating of the characteristic listed under the number rolled must be reduced by one point.

**65.24** A Character’s Hero Rating and Leadership Rating are never affected by aging.

**65.25** The Men in a fireteam are subject to the effects of aging just as a Character is.

**65.3 RETIREMENT**
A Player may retire his Character (but not a Man) from play during any period between missions he wishes. If he does so he may roll up an entirely new Character, and if his retired Character had a distinguished record, the new Character will benefit from this. The retiring Character’s attributes are no doubt being karmically passed down.

**65.31** A retired Character contributes Benefit Units to the generation of the Player’s new Character. Benefit Units are accrued for various positive attributes possessed by the retiring Character and are used to improve the new Character’s attributes.

**65.32** A retiring character earns Benefit Units for the following things:
- One Unit for each Hero Level the character attained (one for a TV Hero, two for a B-Movie Hero, etc.)
- One Unit for each two points above 29 the character’s Hero Rating was raised to.
- One Unit for each Rank above 6 the character achieved.
- Three Units (in addition to those earned for the above) if the Character attained Rank 11.
- One Unit for each skill rating that reached a base chance of 90% to succeed (this may include modifiers from a characteristic)
- One Unit for each Weapons Proficiency that reached a 25% Addition
- One Unit for each characteristic rating (with the exception of the Hero Rating) that was equal to 24 or greater.

**65.33** The new Character may use Benefit Units earned by the retiring Character in any of the three following ways:
- As an extra point on a Characteristic Rating
- As a 3% positive modification to a Weapons Proficiency Addition
- As a 5% positive modification to a Skill Rating.

**65.34** The Player may apply Benefit Units to his new Character’s attributes in any way he desires, provided the Character does not receive three more Benefit Units in any one of the three above choices than the two others. In other words, the Player could not assign a fourth Benefit Unit to one of the three choices if he had not already applied at least one Benefit Unit to both of the others.

**65.35** Benefit Units are applied to the new Character after it has been rolled up in accordance with Sections 56.0 through 59.0.

**65.36** A Character must be retired when he reaches rank 11 (see Case 65.22).

**DESIGNER’S NOTES**
Role-playing is perhaps the fastest growing genre within the wargaming hobby. Boosted by the phenomenal success of fantasy roll-playing, the field is branching out from its roots into more conventional endeavors. There is no serious doubt that fantasy role-playing will continue to hold sway throughout the field, and many other possible applications of role-play. While fantasy does have some problems of its own (chief being the need to define magic numerically, which strips the art of its mystery), designers of fantasy role-playing games can justify almost anything through magic.

Regrettably, Commando deals with a more true-to-life situation. There are certain unreal elements to the game as designed; if the game did not reflect the image of the commando in popular books and movies of the past forty years, it would be considerably less fun. Players simply must be allowed to role-play Sergeant Rock or any number of Alistair MacLean heroes if this is a proper commando role-playing game.

One of the first design mechanics resolved was the use of the Miraculous Escape Matrix and the incorporation of a Character in a fireteam. Because the Historical Game was already being used as the combat system (a choice which makes eminently good sense; Players appreciate a game being complete when received — generally not a custom observed by role-playing designers), the fatality rate of Characters was at a level unacceptable to the average Player. After all, a Player would have very little incentive to build up and
breathe life into his Character if he knew the odds had it that he would have to start all over again every five missions. There was no recourse to the fantasy role-playing solution — the last Man purported to be resurrected was a gentleman of Nazareth, but that was 2000 years ago, and it was understood He had considerable help from the man upstairs.

The first part of the concept utilized the idea of safety in numbers, and also allowed the player to immediately replace his Character, thereby saving him time and effort. The Player's basic Character was thus preserved throughout all but the most extreme cases, which penalizes the Character more for bad play then for bad luck. After a Player has indulged a particular Character for a while, he might find that he needs more and more of them. He might even find that the Character should be more difficult to dry up, if the Character has been performed well. The Miraculous Escape Matrix allows Characters to circumvent the inexorable odds shift against a given Character exposed to fire; sooner or later a stray bullet will kill him for all his wonderful skills and abilities. But if he is properly heroic, and thus deserving of a chance to use the Miraculous Escape Matrix, he can avert impending doom.

Character generation systems have proliferated in recent months, but basically represent two schools of thought. One holds Characters should be different, and this difference should be determined randomly, and usually by dice. The logic behind this approach is that life isn't fair in distributing physical and mental characteristics to you and me, and why should it be any different in a role-playing game? The illogic in the use of the system is that it clearly proved the better dice-roller is Homo Superior. In this regard all Characters are equal, which is usually resolved by a point assignment system — Characters may have "X" points assigned to their various characteristics in a particular fashion. Thus, Characters are molded to their players' preferences. The argument for this system is obvious: free choice of character type, and all Characters are equal. In truth, the second claim is a sham; there is not one role-playing game on the market which will work equitably with a point assignment system. The general problem is that one or two characteristics are extremely important, and those to be competitive, all Characters will be essentially similar.

**Commando**, of course, uses the first system. This is mainly because Commando Characters should be superior to ordinarily rolled Characters, as any peruser of a popular book on the subject can tell (you can tell the people who didn't roll so well; they die violently around page 82). If Players wish to institute a point assignment system, they may feel free to do so, but they should be extremely careful about how points may be assigned — there are certain characteristics more important than others. I personally would favor a double-step system heretofore unused — first the Character's points are rolled randomly (within a limited range of, say, 75 to 100), and then the Characters are allowed to choose three or five or whatever combinations necessary in each Character. I may be using something similar to this idea in *Dragonslayer*, my next role-playing project.

Which brings us to a basic problem in reconciling the SPI rules case system with a theoretically open-ended role-playing game. Firstly, the rules are a little bit too long to explain the fairly simple concepts contained there; however, anyone with some patience and intelligence will be able to understand what's going on. Second, and more important, the rules are written in a style which tells the Player that they are the only way to play the game. This is SPI's style, and it works for 90% of our games. However, role-playing games, more than any other type or genre of games, are intended to be suited to the individual Player's tastes by the Player. In other words, in a best-of-all-possible-worlds campaign of *Commando*, I would not expect the Players to play by my rules, but to use them as guidelines in structuring the game to their preferences. This process may take a couple of years, but the syntopization of the designer's and Player's views by thePlayer allows role play to achieve its purpose.

Most of the other design decisions are fairly obvious. Heroes are intended to be an extension of the Miraculous Escape Matrix, promotion and rank reflect the Character's advancement through his organization, etc. Almost all of these mechanisms approach the subject as straightforwardly variable. The most important idea the Player of the Commando role-playing game must understand is how to role play. If I have failed to communicate this concept to the reader, then Commando can never be more than a different approach to a normal wargame. A Character must develop personal and a rationale for existence; he is not just a set of numbers, he should be a living, breathing filigment of the player's imagination (I can already see a commando character named the Prisoner — "I am not a set of numbers, I am a free character!"). A Character may develop an ethos or lack thereof; he may hypocritically mouth platitudes that do not agree with the behavior of the people about to kill, or may be a blood-crazed killer. A Character is not the 10th SS Panzer Corps with values of 15-10-8 (or whatever), he is a man or woman who exists, who has desires and needs, or a parody of such a Character (nothing's wrong with playing Commando for laughs).

Commando breaks a bit of new ground in role-playing games both of its subject and also because of its design approach. The game will appeal to those who feel most comfortable with suspense fiction, and those who can easily make the transition from tactical games or role-playing games. There is certainly tremendous unexplored territory to be gone over in this field. Commando is merely the groundbreaker.

So enter the real and violent world of the commando — and remember the Almighty is not always on the side with the largest guns. **Eric Goldberg**

**EXPANSION NOTES**

A role-playing game is a game in which several players assume the role of a character or person in an imaginary (or simulated) world. To some extent, even board games and miniature games can be classified as role-playing; most historical games are designed from the perspective of an actual historical commander, leaving factors not under his direct control to a random element, such as die-rolls.

However, true role-playing games can be divided into two general categories (with some overlap between the categories occurring): closed-system role-playing games and open-ended role-playing games. An open-ended role-playing game requires a Gamemaster to invent a world, construct adventures for the characters, and provide new rules as necessary to round out his world. The rules to an open-ended role-playing game are designed not so much to limit the Gamemaster, as to provide a flexible framework of rules to be amended as he desires, and which aid him in the construction and operation of a world.

A closed-system role-playing game, by contrast, may not even require a Gamemaster. The best example of this is *En Garde!* A closed-system role-playing game provides a set of rules that are closer to the rules of standard wargames than they are to the rules of open-ended role-playing games. The rules cover every eventuality that may arise in the course of play; they are a closed-system not requiring outside interference.

**Commando** is, in essence, a closed-system role-playing game, despite the existence of a Gamemaster. The Gamemaster acts primarily as a rules moderator, and to probe a "pretendie" moderator. Although he often takes the part of one side in a conflict, his role is limited — he does not construct a world, he operates wholly within the structure of the rules.

However, the existence of a Gamemaster in Commando means that the game can readily be developed into an open-ended role-playing game with comparative ease. It does require keeping the scenario generation system, because an open-ended game must deal with the everyday life of the characters, as well as whatever combat actions they involve themselves in. (Thus, in a good fantasy role-playing world, the emphasis in the game is not on the combat-fighting, but on the development of characters and the world.) In order to do this, the Gamemaster must establish a rationale for his world and why the characters are what they are. Essentially, this means that the Gamemaster must construct a world. In fantasy games, this means that a world must be invented from scratch; this can be done in Commando, but more usually a Gamemaster will adopt a real or hypothetical situation in the real world for the environment in which the Players are to operate.

For instance, a Gamemaster acquainted with British commando operations during World War II could easily have his Players represent commandos in a commando unit during that war. Mercenary unit operations on various parts of the world could also provide the background for a world. The Players could even represent a band of looters in a post-holocaust world, living by theft and violence (or attempting to re-establish civilisation in a limited area, or whatnot). In fact, any situation which actually involves a certain amount of weapons is likely to occur in which they can provide a good background for an open-ended Commando game. (Organized crime and gang violence? Why not?)

The world must then be mapped (what degree of detail is up to the Gamemaster), adventures for the characters to run through (or missions for them to accomplish) drawn up. More than this, the Gamemaster will have to provide social rules for the interaction of the characters in the environment he has invented; the promotion and ranking rules in Commando are extremely limited, and would probably have to be amended for any more realistic combat unit. Psy, R&R, means for spending pay, unit politics, interaction with the local population all have to be simulated by the Gamemaster, and rules for such also drawn up by him. Poker, whorehouses, black-market goods, bureaucracy — what combat environment would be complete without these?

Standard wargames tend to become overly familiar after several playings; Players become completely familiar with the various possible strategies, and, except in extremely complicated (strategically) games, will exhaust the options open to them. The average game really can't be played more than six or ten times. With games such as *War in Europe*, this doesn't matter, as a Player is likely to get through one game in ten years; games with multiple scenarios extend the possibilities, and permit a longer lifetime. As well, some Players enjoy a comfortable glow of
familiarity, and will continue to play a dog like Stalinograd anew for the ten-thousandth time. But generally, the lifetime of a game is limited.

Closed-system role-playing games have the same difficulty. Although Commando’s scenario generation system allows the construction of hundreds of different scenarios, once the combat system becomes sufficiently familiar one scenario is very much like the next. This is not to denigrate the game in any way; I firmly believe that Commando is one of the best games SP1 has produced this year, and the plethora of optional rules should hold the attention of players longer than most games. However, Commando, like all closed-system games, is ultimately limited.

Not so an open-ended game. In an open-ended game, anything (well, almost anything) is possible; the game is limited only by the flexible framework of the rules, and the imagination of the GameMaster and Players. Should a world lose its attraction, another and different one can always be possible. Further, the continuous interaction among Players and GameMasters over long periods of times tends to lead to imaginative and thoughtful developments in game-system and world dynamics. The appeal of well-written role-playing games lies in this potentially infinite variety; while one may be bored with a boardgame after the fifth playing, one will never be bored with an open-ended role-playing game (assuming a sufficiently imaginative GameMaster).

We are quite pleased at the way Commando has turned out, both the historical and role-playing versions of the game; but we also hope that some purchasers of the game use the structure of the rules as the basis in the development of open-ended games. Given interest and time, we may issue a supplement to Commando containing rules for an open-ended version of the game; until that time, we urge those who develop rules for open-ended Commando to submit their ideas to MOVES magazine.

Greg Costikyan

GAMEMASTER’S NOTES

The role-playing rules of Commando provide a set of rules for creating Characters and conducting missions with them. The hypothesized setting (a declared or undeclared war sometime between World War II and the present) is not fully described within the rules themselves. To invest into a Player’s Character life and blood within this setting is the GameMaster’s responsibility. There are two areas of the role-playing game itself: the missions and the time between missions. These notes are divided into two sections to cover each area separately.

MISSIONS

The framework of Commando is such that most of the Players’ time will be spent during missions, and so this is the area of the game that must be developed by the GameMaster. The rules imply the existence of several different commando organizations and at least two rival countries. The game should provide names for the organizations and countries he will be using in the course of the game. When a commando is working for an organization like the Agency for the Uprooting of Nihilist Terrorists (A.U.N.T.) and fighting the evil People’s Republic of Bannanaland, there’s something to fight for! These names can then be used to provide colorful mission briefings, given to the commandos before their next mission. For example: “Several months ago, as you may know, the vile People’s Republic of Banana-land occupied the Grand Duchy of Limberger. Since then the Grand Duke and his family have been held prisoner in a villa in a remote part of the country. Your mission is to rescue the Duke and his family, without having too many of them shot, so that he can form the nucleus of a government in exile.” This does much more to give purpose to the player’s efforts than saying, “Well, you just were assigned to Mission A on Map C.”

Whether the war these commandos are in is declared or not, the GameMaster can give periodic updates on the state of the game world, including the course of the war in various theatres as well as a few notes on how a mission completed recently is affecting things. Players like to see their actions affecting the outside world of the campaign. Maps showing the places being talked about can be a big help, too. The GameMaster should show the coasts, borders, major rivers and mountains as well as the major cities of the countries where their missions are taking place. This will also serve as an aid to the GameMaster in devising exciting new missions to challenge the daring commandos.

Continuity is another concept that is important. This involves connecting the missions into something more than a random sequence of actions. This can be done any of several ways. One is to have a group of missions revolve around one place. To carry forth the previous example, after rescuing the Grand Duke (let’s presume it was successful), the commandos can begin a series of missions in support of the Limberger Underground. Through these missions they can progressively liberate the fair land from the grip of terror.

Another method for insuring continuity is to evolve an enemy character to the commandos, who might be some sort of agent in an enemy counter-espionage unit. This enemy could be encountered in a number of missions, yet always escaping at the last minute to reappear in some later mission. This enemy agent could organize ambushes or galvanize the defense of some installation, thereby giving the commandos a sense of competition and challenge.

Specific ideas for missions are as varied as the number of comic books and paperbacks one can find on the subject of daring military exploits. An idea for a series of missions taken at one time involves having a commando captured, then launching a great escape by fighting his way back to friendly lines, pillaging enemy installations on the way. It’s great fun, even if it fails.

Between Missions

If the rules are adhered to strictly, this time is slack time where players tote up their scores for the last mission while the GameMaster organizes the next. Depending on the tastes of the Players and GameMaster, this time can be used to extend Commando into whole new areas of role-playing. The Players can game the private lives of their commandos by giving them the obligatory bevy of beautiful women at their beck and call, or by assigning any number of personal traits, background or interests to the character. There is really no limit to what can be done here, with one warning: the rate at which commandos die in missions may make it frustrating to spend hours nurturing a character’s life history only to see the character blown in half by the first hand grenade he sees. Experience should be the guide for deciding how much to do between missions.

Conclusion

These notes are suggestions for prospective GameMasters. They are not intended to bind the hands of anyone; they serve to start a person on the way to a satisfying time as a GameMaster or player of role-playing Commando. You should feel free to expand the concepts here in any direction that successfully produces a fun experience for everyone. These rules and notes can be used to make a game about spying and espionage where the emphasis shifts off the shoot-em-up into more exotic areas of missions and activity. In the opposite direction, the rules allow perfectly well for moving the game in the direction of conventional modern ground warfare on the man-to-man level.

To those about the undertake the task of GamesMastering, may your escapes always be miraculous!

Robert Jervis

DESIGN CREDITS

Game Design: Eric Goldberg
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Game Development: John H. Butterfield
Acknowledgments: Greg Costikyan, Tom Gould
Production: Mike W. Barr, Rosalind Fruchtmann
Ted Koller, Manfred F. Milkuhn, Bob Ryer
### CHARACTERISTIC MODIFIERS CHART

<table>
<thead>
<tr>
<th>Characteristic Rating</th>
<th>% added to chance of success</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 or less</td>
<td>-17%</td>
</tr>
<tr>
<td>1</td>
<td>-15%</td>
</tr>
<tr>
<td>2</td>
<td>-13%</td>
</tr>
<tr>
<td>3</td>
<td>-11%</td>
</tr>
<tr>
<td>4</td>
<td>-9%</td>
</tr>
<tr>
<td>5</td>
<td>-7%</td>
</tr>
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<td>6</td>
<td>-5%</td>
</tr>
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<td>7</td>
<td>-3%</td>
</tr>
<tr>
<td>8</td>
<td>-1%</td>
</tr>
<tr>
<td>9-17</td>
<td>0</td>
</tr>
<tr>
<td>18</td>
<td>+1%</td>
</tr>
<tr>
<td>19</td>
<td>+3%</td>
</tr>
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<td>20</td>
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<td>23</td>
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<tr>
<td>27</td>
<td>+19%</td>
</tr>
<tr>
<td>28</td>
<td>+21%</td>
</tr>
<tr>
<td>29</td>
<td>+23%</td>
</tr>
<tr>
<td>30 or more</td>
<td>+25%</td>
</tr>
</tbody>
</table>

Find the appropriate characteristic rating on the Character Record (Strength for Hand-to-Hand Combat, Marksmanship for Fire Combat, and Dexterity for Grenade Throwing). If the rating corresponds to a plus (or minus) percentage on the Chart, this percentage is added to (or subtracted from) the number on the Hand-to-Hand Combat Table, the Fire Combat Table or the Grenade Accuracy Table that must be rolled to succeed in his combat task.

### LEADERSHIP CHART

<table>
<thead>
<tr>
<th>Leadership is...</th>
<th>Panic Percentage</th>
<th>Preservation Multiple</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 or less</td>
<td>60%</td>
<td>45</td>
</tr>
<tr>
<td>2</td>
<td>52%</td>
<td>40</td>
</tr>
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<td>3</td>
<td>50%</td>
<td>35</td>
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<td>4</td>
<td>48%</td>
<td>32</td>
</tr>
<tr>
<td>5</td>
<td>46%</td>
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</tr>
<tr>
<td>6</td>
<td>44%</td>
<td>29</td>
</tr>
<tr>
<td>7</td>
<td>42%</td>
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<td>8</td>
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<td>9</td>
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</tr>
<tr>
<td>29</td>
<td>4%</td>
<td>2</td>
</tr>
<tr>
<td>30 or more</td>
<td>2%</td>
<td>1</td>
</tr>
</tbody>
</table>

Consult the character’s Leadership Rating (on the Character Record), and find it on the Chart. This will give the Panic Percentage and Preservation Multiple for all Men involved in the Mission (should there be two Characters, the one with the higher Rank determines the chances of Panic and Preservation).

### SKILL EFFICIENCY TABLE

<table>
<thead>
<tr>
<th>DICE</th>
<th>Efficiency Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>6</td>
<td>7</td>
</tr>
<tr>
<td>7</td>
<td>8</td>
</tr>
<tr>
<td>8</td>
<td>9</td>
</tr>
<tr>
<td>9</td>
<td>10</td>
</tr>
<tr>
<td>10</td>
<td>11</td>
</tr>
<tr>
<td>11</td>
<td>12</td>
</tr>
<tr>
<td>12</td>
<td>13</td>
</tr>
<tr>
<td>13</td>
<td>14</td>
</tr>
<tr>
<td>14</td>
<td>15</td>
</tr>
<tr>
<td>15</td>
<td>16</td>
</tr>
<tr>
<td>16</td>
<td>17</td>
</tr>
<tr>
<td>17</td>
<td>18</td>
</tr>
<tr>
<td>18</td>
<td>19</td>
</tr>
<tr>
<td>19</td>
<td>20</td>
</tr>
<tr>
<td>20</td>
<td>21</td>
</tr>
<tr>
<td>21</td>
<td>22</td>
</tr>
<tr>
<td>22</td>
<td>23</td>
</tr>
<tr>
<td>23</td>
<td>24</td>
</tr>
<tr>
<td>24</td>
<td>25</td>
</tr>
<tr>
<td>25</td>
<td>26</td>
</tr>
<tr>
<td>26</td>
<td>27</td>
</tr>
<tr>
<td>27</td>
<td>28</td>
</tr>
<tr>
<td>28</td>
<td>29</td>
</tr>
<tr>
<td>29</td>
<td>30</td>
</tr>
</tbody>
</table>

Roll 2D10 to determine the Efficiency Rating of the commando’s Skill (see Case 58.13).

### WEAPONS PROFICIENCY TABLE

<table>
<thead>
<tr>
<th>DICE</th>
<th>Weapon</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>*(see below)</td>
</tr>
<tr>
<td>3</td>
<td>Machine Gun</td>
</tr>
<tr>
<td>4</td>
<td>Semi-Auto Rifle</td>
</tr>
<tr>
<td>5</td>
<td>Rifle</td>
</tr>
<tr>
<td>6</td>
<td>Machine Pistol</td>
</tr>
<tr>
<td>7</td>
<td>Auto Rifle</td>
</tr>
<tr>
<td>8</td>
<td>Carbine</td>
</tr>
<tr>
<td>9</td>
<td>Auto Carbine</td>
</tr>
<tr>
<td>10</td>
<td>Machine Rifle</td>
</tr>
<tr>
<td>11</td>
<td>SMG</td>
</tr>
<tr>
<td>12</td>
<td>Flame Thrower or Bazooka (both optional)</td>
</tr>
</tbody>
</table>

Roll 2D6 to determine which weapon a character or man is Proficient with. See Case 59.11 for details.

*Roll 1D6. If a 1-3 is rolled the weapon is a Machine Carbine. If a 4-6 is rolled the weapon is a Lt. Machine Rifle.

### MISSION TABLE

**FIRST DIE**

<table>
<thead>
<tr>
<th>SECOND DIE</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>1,2</td>
<td>A</td>
<td>C</td>
<td>H</td>
<td>J</td>
<td>D</td>
<td>B</td>
</tr>
<tr>
<td>3,4</td>
<td>E</td>
<td>G</td>
<td>K</td>
<td>L</td>
<td>G</td>
<td>F</td>
</tr>
<tr>
<td>5,6</td>
<td>B</td>
<td>D</td>
<td>M</td>
<td>H</td>
<td>C</td>
<td>A</td>
</tr>
</tbody>
</table>

Roll 1D6 to determine the column number, and 1D6 again to determine the row number. Cross-referencing these results will yield a letter, which stands for one of the missions described in Case 60.1.

### WEATHER AND LIGHT CONDITION TABLE

<table>
<thead>
<tr>
<th>Weather Condition</th>
<th>Day (1,2,3)</th>
<th>Dawn/Dusk (4,5)</th>
<th>Night (6)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear</td>
<td>01...30</td>
<td>01...40</td>
<td>01...50</td>
</tr>
<tr>
<td>Light Rain</td>
<td>31...55</td>
<td>41...60</td>
<td>51...70</td>
</tr>
<tr>
<td>Mist</td>
<td>56...70</td>
<td>61...75</td>
<td>71...80</td>
</tr>
<tr>
<td>Heavy Rain</td>
<td>71...80</td>
<td>76...83</td>
<td>81...86</td>
</tr>
<tr>
<td>Fog</td>
<td>81...85</td>
<td>84...88</td>
<td>87...91</td>
</tr>
<tr>
<td>Light Snow</td>
<td>86...92</td>
<td>89...94</td>
<td>92...96</td>
</tr>
<tr>
<td>Heavy Snow</td>
<td>93...96</td>
<td>95...98</td>
<td>97...99</td>
</tr>
<tr>
<td>Blizzard</td>
<td>97...00</td>
<td>99...00</td>
<td>00</td>
</tr>
</tbody>
</table>

Roll 1D6; read across the top line to determine time of day for the Mission. Then roll 1D100 and read down and cross-index with appropriate Weather Condition.
### [60.4] Map Assignment Table

<table>
<thead>
<tr>
<th>DIE (1D10)</th>
<th>DIE (1D10)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>4-6</td>
</tr>
<tr>
<td>1 A L</td>
<td></td>
</tr>
<tr>
<td>2 B M</td>
<td></td>
</tr>
<tr>
<td>3 C</td>
<td></td>
</tr>
<tr>
<td>4 D</td>
<td></td>
</tr>
<tr>
<td>5 E</td>
<td></td>
</tr>
<tr>
<td>6 F</td>
<td></td>
</tr>
<tr>
<td>7 G</td>
<td></td>
</tr>
<tr>
<td>8 H N1</td>
<td></td>
</tr>
<tr>
<td>9 J N2</td>
<td></td>
</tr>
<tr>
<td>10 K N3</td>
<td></td>
</tr>
</tbody>
</table>

Roll 1D6 to determine the column and 1D10 to determine the row. Cross-referencing the results will yield one of the following:

- **A-M**: The map labeled with that letter is used for the mission. *See Case 60.5: N1(12,3)*: A map created by the Gamesmaster is used for the mission. If there is no such map, roll again.

### [61.52] Percentage Modification Table

<table>
<thead>
<tr>
<th>FIRST DIE</th>
<th>SECOND DIE</th>
<th>THIRD DIE</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 -10% -10% -10%</td>
<td>0.0</td>
<td>10 (7 + D6)</td>
</tr>
<tr>
<td>3 -10% -10% -10%</td>
<td>0.0</td>
<td>10 (7 + D6)</td>
</tr>
<tr>
<td>4 -10% -10% -10%</td>
<td>0.0</td>
<td>11 (8 + D6)</td>
</tr>
<tr>
<td>5 -10% -10% -10%</td>
<td>0.5</td>
<td>11 (8 + D6)</td>
</tr>
<tr>
<td>6 -10% -10% -10%</td>
<td>0.5</td>
<td>11 (8 + D6)</td>
</tr>
<tr>
<td>7 -10% -10% -10%</td>
<td>0.5</td>
<td>11 (8 + D6)</td>
</tr>
<tr>
<td>8 -10% -10% -10%</td>
<td>0.5</td>
<td>11 (8 + D6)</td>
</tr>
<tr>
<td>9 -10% -10% -10%</td>
<td>1.0</td>
<td>12 (9 + D6)</td>
</tr>
<tr>
<td>10 -10% -10% -10%</td>
<td>1.0</td>
<td>12 (9 + D6)</td>
</tr>
<tr>
<td>11 -10% -10% -10%</td>
<td>1.0</td>
<td>13 (10 + D6)</td>
</tr>
<tr>
<td>12 -10% -10% -10%</td>
<td>1.0</td>
<td>13 (10 + D6)</td>
</tr>
<tr>
<td>13 -10% -10% -10%</td>
<td>1.0</td>
<td>13 (10 + D6)</td>
</tr>
<tr>
<td>14 -10% -10% -10%</td>
<td>1.5</td>
<td>13 (10 + D6)</td>
</tr>
<tr>
<td>15 -10% -10% -10%</td>
<td>1.5</td>
<td>13 (10 + D6)</td>
</tr>
<tr>
<td>16 -10% -10% -10%</td>
<td>1.5</td>
<td>14 (9 + D10)</td>
</tr>
<tr>
<td>17 -10% -10% -10%</td>
<td>1.5</td>
<td>14 (9 + D10)</td>
</tr>
<tr>
<td>18 -10% -10% -10%</td>
<td>2.0</td>
<td>14 (9 + D10)</td>
</tr>
<tr>
<td>19 -10% -10% -10%</td>
<td>2.0</td>
<td>14 (9 + D10)</td>
</tr>
<tr>
<td>20 -10% -10% -10%</td>
<td>3.0</td>
<td>15 (10 + D10)</td>
</tr>
</tbody>
</table>

Roll 2D10 three times to determine the attributes of all the Defending Men. See Case 61.12 for details.

### [61.53] Weapons Selection Table

<table>
<thead>
<tr>
<th>DIE</th>
<th>Primary Weapon Type</th>
<th>(# of Men)</th>
<th>Secondary Weapon Type</th>
<th>(# of Men)</th>
<th>Tertiary (one Man)</th>
<th>Hero Potential</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Auto Rifle</td>
<td>T-3</td>
<td>Machine Gun</td>
<td>2</td>
<td>Flamethrower</td>
<td>3</td>
</tr>
<tr>
<td>3</td>
<td>SMG</td>
<td>T-2</td>
<td>Machine Rifle</td>
<td>1</td>
<td>Machine Gun</td>
<td>3</td>
</tr>
<tr>
<td>4</td>
<td>Auto Rifle</td>
<td>T-2</td>
<td>Rifle</td>
<td>1</td>
<td>Lt. Machine Rifle</td>
<td>3</td>
</tr>
<tr>
<td>5</td>
<td>SMG</td>
<td>T-2</td>
<td>Semi Auto Rifle</td>
<td>2</td>
<td>not applicable</td>
<td>1</td>
</tr>
<tr>
<td>6</td>
<td>Carbine</td>
<td>T-3</td>
<td>Machine Carbine</td>
<td>3</td>
<td>not applicable</td>
<td>1</td>
</tr>
<tr>
<td>7</td>
<td>Carbine</td>
<td>T-2</td>
<td>Machine Pistol</td>
<td>2</td>
<td>not applicable</td>
<td>1</td>
</tr>
<tr>
<td>8</td>
<td>SMG</td>
<td>T-1</td>
<td>Machine Gun</td>
<td>1</td>
<td>not applicable</td>
<td>1</td>
</tr>
<tr>
<td>9</td>
<td>Carbine</td>
<td>T-3</td>
<td>Rifle</td>
<td>3</td>
<td>not applicable</td>
<td>1</td>
</tr>
<tr>
<td>10</td>
<td>Auto Rifle</td>
<td>T-4</td>
<td>Carbine</td>
<td>4</td>
<td>not applicable</td>
<td>1</td>
</tr>
<tr>
<td>11</td>
<td>Carbine</td>
<td>T-2</td>
<td>Auto Carbine</td>
<td>2</td>
<td>not applicable</td>
<td>1</td>
</tr>
<tr>
<td>12</td>
<td>Rifle</td>
<td>T-4</td>
<td>Machine Pistol</td>
<td>3</td>
<td>Carbine</td>
<td>3</td>
</tr>
<tr>
<td>13</td>
<td>Semi Auto Rifle</td>
<td>T-3</td>
<td>Carbine</td>
<td>2</td>
<td>Pistol (only)</td>
<td>3</td>
</tr>
<tr>
<td>14</td>
<td>Semi Auto Rifle</td>
<td>T-4</td>
<td>Rifle</td>
<td>4</td>
<td>not applicable</td>
<td>1</td>
</tr>
<tr>
<td>15</td>
<td>SMG</td>
<td>T-4</td>
<td>Pistol (only)</td>
<td>3</td>
<td>Auto Rifle</td>
<td>3</td>
</tr>
<tr>
<td>16</td>
<td>SMG</td>
<td>T-3</td>
<td>Rifle</td>
<td>3</td>
<td>not applicable</td>
<td>1</td>
</tr>
<tr>
<td>17</td>
<td>Semi Auto Rifle</td>
<td>T-2</td>
<td>Carbine</td>
<td>2</td>
<td>not applicable</td>
<td>1</td>
</tr>
<tr>
<td>18</td>
<td>Carbine</td>
<td>T</td>
<td>not applicable</td>
<td>0</td>
<td>not applicable</td>
<td>0</td>
</tr>
<tr>
<td>19</td>
<td>Rifle</td>
<td>T-1</td>
<td>Pistol (only)</td>
<td>1</td>
<td>not applicable</td>
<td>0</td>
</tr>
<tr>
<td>20</td>
<td>Carbine</td>
<td>T-1</td>
<td>Flamethrower</td>
<td>1</td>
<td>not applicable</td>
<td>2</td>
</tr>
</tbody>
</table>

Roll 2D10 to determine which weapons the Men in the Defending Force are equipped with. T = Total number of Defending Men. See Case 61.13 for details.
## HEAD COUNT TABLE

<table>
<thead>
<tr>
<th>DICE</th>
<th>Number of Defending Men</th>
<th>Hero Potential</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>5</td>
<td>0.0</td>
</tr>
<tr>
<td>3</td>
<td>6</td>
<td>0.0</td>
</tr>
<tr>
<td>4</td>
<td>7</td>
<td>0.5</td>
</tr>
<tr>
<td>5-7</td>
<td>8</td>
<td>0.5</td>
</tr>
<tr>
<td>8-9</td>
<td>9</td>
<td>1.0</td>
</tr>
<tr>
<td>10-11</td>
<td>10</td>
<td>1.0</td>
</tr>
<tr>
<td>12-14</td>
<td>11</td>
<td>1.0</td>
</tr>
<tr>
<td>15-16</td>
<td>12</td>
<td>1.5</td>
</tr>
<tr>
<td>17-18</td>
<td>13</td>
<td>1.5</td>
</tr>
<tr>
<td>19</td>
<td>14</td>
<td>2.0</td>
</tr>
<tr>
<td>20</td>
<td>15</td>
<td>3.0</td>
</tr>
</tbody>
</table>

The Defending Player or the Game master rolls 2D10 to determine the number of men in the Defending Force and the Hero Potential (see Case 61.2). If a Game master is being used, he keeps the results secret. See Case 61.1 for a complete explanation.

## PROMOTION POINT SCHEDULE

<table>
<thead>
<tr>
<th>Accomplishment</th>
<th>Promotion Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Achieving Objectives of Mission</td>
<td>3</td>
</tr>
<tr>
<td>More than One-half of Men Survive Mission</td>
<td>1</td>
</tr>
<tr>
<td>Hero Rating Increased by One Point</td>
<td>1</td>
</tr>
<tr>
<td>Failure to Achieve Mission’s Objectives</td>
<td>-2</td>
</tr>
<tr>
<td>Less than One-half of Men Survive Mission</td>
<td>-2</td>
</tr>
<tr>
<td>Hero Rating Decreased by One Point</td>
<td>-1</td>
</tr>
<tr>
<td>Each Mission since Last Promotion (see 63.12)</td>
<td>+1</td>
</tr>
</tbody>
</table>

See Case 63.1 for a complete explanation.

## WOUND RECOVERY CHART

<table>
<thead>
<tr>
<th>Wound Type</th>
<th>Initial/Additional per Wound Pt.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Minor wound</td>
<td>None/0.5</td>
</tr>
<tr>
<td>Serious Wound</td>
<td>4.0/2.0</td>
</tr>
<tr>
<td>Incapacitated</td>
<td>12.0/3.0</td>
</tr>
</tbody>
</table>

### Endurance Rating Modifiers

<table>
<thead>
<tr>
<th>Endurance Rating</th>
<th>Minor</th>
<th>Serious</th>
<th>Incapacitated</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-8</td>
<td>+1.0</td>
<td>+2.0</td>
<td>+4.0</td>
</tr>
<tr>
<td>9-12</td>
<td>+0.5</td>
<td>+1.0</td>
<td>+2.0</td>
</tr>
<tr>
<td>13-15</td>
<td>None</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>16-20</td>
<td>-0.5</td>
<td>-1.0</td>
<td>-2.0</td>
</tr>
<tr>
<td>21 or more</td>
<td>-1.0</td>
<td>-2.0</td>
<td>-4.0</td>
</tr>
</tbody>
</table>

See Case 64.21 for complete explanation.

## THE MIRACULOUS ESCAPE MATRIX

<table>
<thead>
<tr>
<th>SECOND DIE</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>C</td>
<td>E1</td>
<td>E2</td>
<td>E3</td>
<td>E4</td>
<td>E5</td>
</tr>
<tr>
<td>2</td>
<td>F6</td>
<td>E7</td>
<td>E8</td>
<td>E9</td>
<td>E10</td>
<td>E11</td>
</tr>
<tr>
<td>3</td>
<td>E12</td>
<td>E13</td>
<td>E14</td>
<td>E15</td>
<td>E16</td>
<td>E17</td>
</tr>
<tr>
<td>4</td>
<td>E18</td>
<td>E19</td>
<td>E20</td>
<td>E21</td>
<td>E22</td>
<td>E23</td>
</tr>
<tr>
<td>5</td>
<td>E24</td>
<td>E25</td>
<td>E26</td>
<td>E27</td>
<td>E28</td>
<td>E29</td>
</tr>
<tr>
<td>6</td>
<td>E30</td>
<td>E31</td>
<td>E32</td>
<td>E33</td>
<td>E34</td>
<td>C</td>
</tr>
</tbody>
</table>

Roll two six-sided dice in order, and apply the appropriate result. C = Crapout. Character dies or receives appropriate number of Wound Points. E# = Character Escapes. He does not die or receive Wound Points. The number indicates the method by which the character Escapes. See Case 62.42 for an explanation of results.

## TIME ELAPSED TABLE

<table>
<thead>
<tr>
<th>SECOND DIE</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>D</td>
<td>2</td>
<td>4</td>
<td>8</td>
<td>12</td>
<td>16</td>
<td>20</td>
<td>24</td>
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<td>3</td>
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<td>D</td>
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<td>18</td>
<td>22</td>
<td>D</td>
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<td>16</td>
<td>20</td>
<td>D</td>
<td>24</td>
<td>28</td>
<td>32</td>
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</tbody>
</table>

# = Number of weeks; D = Roll on Dismissal Table. Roll a ten-sided die, followed by a six-sided die, and determine the amount of time that the Character has spent between missions. The Character should determine whether he needs to roll again (due to wounds, see Case 64.22), and should record any practice, if possible. Four weeks equals one month.

## HERO CLASS CHART

<table>
<thead>
<tr>
<th>Hero Rating</th>
<th>Hero Class</th>
<th>Combat % Mod.</th>
<th>Obs. Code</th>
<th>Skill % Mode</th>
<th>Additional Skill or W.P.</th>
<th>Hero Abilities</th>
<th>Miraculous Escape</th>
</tr>
</thead>
<tbody>
<tr>
<td>4 or less</td>
<td>Miserable Coward</td>
<td>-5%</td>
<td>G</td>
<td>-3%</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>5-8</td>
<td>Hard Luck Case</td>
<td>-5%</td>
<td>G</td>
<td>-3%</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>9-12</td>
<td>Star-Crossed</td>
<td>-3%</td>
<td>F</td>
<td>-1%</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>13-20</td>
<td>Average Joe</td>
<td>-1%</td>
<td>E</td>
<td>-1%</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>21-24</td>
<td>TV Hero</td>
<td>+2%</td>
<td>D</td>
<td>+1%</td>
<td>-</td>
<td>-</td>
<td>-</td>
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<tr>
<td>25,26</td>
<td>B-Movie Hero</td>
<td>+3%</td>
<td>C</td>
<td>+3%</td>
<td>1</td>
<td>1</td>
<td>-</td>
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<tr>
<td>27,28</td>
<td>Major Novel Hero</td>
<td>+4%</td>
<td>B</td>
<td>+5%</td>
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<td>1</td>
<td>Once per mission</td>
</tr>
<tr>
<td>29 or more</td>
<td>Big Budget Movie Hero</td>
<td>+5%</td>
<td>A</td>
<td>+7%</td>
<td>1</td>
<td>2</td>
<td>Once per mission</td>
</tr>
</tbody>
</table>

See Case 62.2 for a complete explanation.
[64.32] DISMISSAL TABLE

Saving Roll: Before using the Dismissal Table, the Player consults his Character’s Hero Rating and multiplies it by three. He then rolls 1D100. If he rolls equal to or less than the multiplied Hero Rating, he does not roll on the Dismissal Table (a hearing into the Character’s professional conduct exonerates him). Three months time elapsed is recorded on the Character Record (do not re-roll on the Time Elapsed Table). If the Player fails to make this roll, he must roll 2D6 and refer to the Dismissal Table. See Case 64.16 for a complete explanation.

Dice Result

2 Character marched out before firing squad and shot; last cigarette tasted lousy.
3 Character disgraced in court martial proceedings; reduced to Rank 0 and forcibly retired.
4 Character disgraced after barroom altercation with General; reduced to Rank 1 and released from service, may join another organization.
5 Character reduced one Rank and placed on twelve month probation; may join another organization.
6 Character reduced one Rank and placed on six month probation; may join another organization.
7 Character placed on six month probation; may join another organization.
8 Character placed on three month probation; may join another organization.
9 Character acquitted during court martial by technicality; subtract 5% from his next Promotion die roll.
10 Character talked into extremely dangerous mission to exonerate himself from blame; add three men to the Defending Force and subtract 10% (to a minimum of 5%) from the panic chance of entire Defending Force on the Character’s next mission.
11 Character held in protective custody for three months.
12 Machinations of jealous rival revealed — Character completely exonerated; add 15% to his next five Promotion die rolls.
CHARACTER RECORD

Players are urged to make copies of this Character Record prior to playing the Commando Role-Playing game for the first time. The original Record should be kept clean for future copies. Additional copies are not available from SPI. SPI grants permission to Players to make copies for personal use only.

Player's Name: 
Character's Name: 
Rank: 
Age: 

Characteristics

<table>
<thead>
<tr>
<th>Strength:</th>
<th>Original/Current</th>
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</thead>
<tbody>
<tr>
<td>Marksmanship:</td>
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<tr>
<td>Dexterity:</td>
<td></td>
</tr>
<tr>
<td>Endurance:</td>
<td></td>
</tr>
<tr>
<td>Leadership:</td>
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<td>Hero Rating:</td>
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Skills

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<tbody>
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</tr>
<tr>
<td>3</td>
</tr>
<tr>
<td>Bonus</td>
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<tr>
<td>Bonus</td>
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</table>

Weapons Proficiency

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<tbody>
<tr>
<td>1</td>
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</tr>
<tr>
<td>3</td>
</tr>
<tr>
<td>Bonus</td>
</tr>
<tr>
<td>Bonus</td>
</tr>
<tr>
<td>Pistol</td>
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</tbody>
</table>

Hero Class: 

Hero Abilities

| 1 |
| 2 |
| 3 |
| 4 |

FIRETEAM MEMBERS

(in order of seniority)

Man #1

| Strength: | 
| Marksmanship: | 
| Dexterity: | 
| Endurance: | 
| Skill: | Rating: |
| Weap. Pro.: | Addition: 0 |
| Pistol | Addition: 0 |
| Rank: 1 | Age: |

Man #2

| Strength: | 
| Marksmanship: | 
| Dexterity: | 
| Endurance: | 
| Skill: | Rating: |
| Weap. Pro.: | Addition: 0 |
| Pistol | Addition: 0 |
| Rank: 1 | Age: |

Man #3

| Strength: | 
| Marksmanship: | 
| Dexterity: | 
| Endurance: | 
| Skill: | Rating: |
| Weap. Pro.: | Addition: 0 |
| Pistol | Addition: 0 |
| Rank: 1 | Age: |

MISSIONS TO DATE

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