GENERAL COURSE OF PLAY

The 28" by 22" map shows a typical area of northern France, with terrain which affects movement and combat. A hexagonal grid has been superimposed over the map to enable the Players to determine movement, position, and firing ranges of their units. One Player is the United States Player, who controls the United States units, while the other Player is the German Player, who controls the German units. Each Player maneuvers his units, and fires his weapons ("attacks") against the units of the Enemy Player, in an attempt to destroy as many Enemy units as possible (see Combat Results Table), and gain certain geographic objectives, while minimizing Friendly losses, and denying the Enemy his geographic objectives.

THE PLAYING PIECES

The square, die-cut pieces (hereafter called units) represent platoon, battery, and company-size military organizations of several different types (e.g., artillery, infantry, armor, etc.). The numbers and symbols represent that unit’s abilities with respect to combat and movement.

Typical Unit

<table>
<thead>
<tr>
<th>Attack Strength</th>
<th>Weapon Category</th>
<th>Range Allowance</th>
<th>Stacking Points Size Symbol</th>
</tr>
</thead>
<tbody>
<tr>
<td>40 AP 2</td>
<td>I.D. Number</td>
<td>I.D. Number</td>
<td>Unit Symbol</td>
</tr>
<tr>
<td>M4 8</td>
<td>1</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

DEFINITION OF TERMS

Attack Strength is the basic offensive power of a unit (see Combat).

Defense Strength is the basic defensive power of a unit (see Combat).

Range Allowance is the maximum number of hexagons through which a unit may project its Attack Strength, i.e., fire its weapons.

Movement Allowance is the basic maximum number of hexagons which a unit may move in one Movement Phase.

Weapon Category refers to the type of shell which the unit fires (see Weapon Effectiveness Chart).

Stacking Point / Size Symbol: the horizontal slashes located directly under a unit’s Attack Strength indicate the size of the unit and the number of Stacking Points which the unit is. A single slash indicates a one Stacking Point / platoon-sized unit. A double slash indicates a two Stacking Point / company-sized unit. A company is always two Stacking Points and a platoon is always one Stacking Point, without exception. See Stacking Rules.

I.D. Number: An arbitrarily assigned identity number useful in keeping track of specific units.

UNIT CLASS SYSTEM

CLASS 1a: U.S. Truck units
CLASS 1b: German Truck units
CLASS 1c: German Wagon units
CLASS 1d: All other units with a Movement Allowance greater than "one" (i.e., all other vehicle units).

CLASS 2: All units with a Movement Allowance of "one" (i.e., infantry, engineers, and Observers).

CLASS 3: All units with a Movement Allowance of "zero" (i.e., all non-self propelled guns).

UNIT IDENTIFICATION TABLE

The following is a breakout of all the various types of counters supplied in the game. The number of counters available of each type is given in parentheses at the end of each listing.

CLASS 1a Vehicles

<table>
<thead>
<tr>
<th>U.S. UNITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLASS 1a</td>
</tr>
<tr>
<td>Truck Company (2)</td>
</tr>
<tr>
<td>Truck Platoon (5)</td>
</tr>
</tbody>
</table>

CLASS 1b Vehicles

<table>
<thead>
<tr>
<th>U.S. UNITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLASS 1b</td>
</tr>
<tr>
<td>M-7 Light Tank Platoon (2)</td>
</tr>
<tr>
<td>M-10 &quot;Wolverine&quot; Tank Destroyer Platoon (1)</td>
</tr>
<tr>
<td>M-18 &quot;Hellcat&quot; Tank Destroyer Platoon (2)</td>
</tr>
<tr>
<td>M-24 &quot;Chaffee&quot; Tank Platoon (1)</td>
</tr>
<tr>
<td>M-26 &quot;Pershing&quot; Tank Platoon (1)</td>
</tr>
<tr>
<td>M-36 Tank Destroyer Platoon (1)</td>
</tr>
<tr>
<td>M-4 105mm Assault Howitzer (1)</td>
</tr>
<tr>
<td>M-5 75mm Anti-Tank Gun Platoon (2)</td>
</tr>
<tr>
<td>M-7 105mm Howitzer Battery (2)</td>
</tr>
<tr>
<td>M-8 155mm Field Artillery Battery (3)</td>
</tr>
<tr>
<td>M-10 155mm Field Artillery Battery (1)</td>
</tr>
<tr>
<td>M-18 81mm Mortar Platoon (2)</td>
</tr>
<tr>
<td>M-20 2.36&quot; Mortar Platoon (2)</td>
</tr>
<tr>
<td>M-24 57mm Anti-Tank Gun Battery (2)</td>
</tr>
<tr>
<td>M-26 50cal. Heavy Machinegun Platoon (2)</td>
</tr>
<tr>
<td>M-35 Dug-in Markers (10)</td>
</tr>
</tbody>
</table>

CLASS 1c Vehicles

<table>
<thead>
<tr>
<th>U.S. UNITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLASS 1c</td>
</tr>
<tr>
<td>Wagon Platoon (2)</td>
</tr>
</tbody>
</table>

CLASS 1d Vehicles (Armored)

<table>
<thead>
<tr>
<th>U.S. UNITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLASS 1d</td>
</tr>
<tr>
<td>Sdkfz 251/1 Halftrack Platoon (2)</td>
</tr>
<tr>
<td>Sdkfz 251/1 Halftrack Platoon (6)</td>
</tr>
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</table>

CLASS 2 Vehicles

<table>
<thead>
<tr>
<th>U.S. UNITS</th>
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</thead>
<tbody>
<tr>
<td>CLASS 2</td>
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<td>Engineer Platoon (2)</td>
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<tr>
<td>Infantry Platoon (6)</td>
</tr>
<tr>
<td>Armored Infantry Platoon (3)</td>
</tr>
<tr>
<td>Armored Infantry Platoon (11)</td>
</tr>
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</table>

CLASS 3 Towed Artillery

<table>
<thead>
<tr>
<th>U.S. UNITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLASS 3</td>
</tr>
<tr>
<td>105mm Howitzer Battery (2)</td>
</tr>
<tr>
<td>155mm Field Artillery Battery (3)</td>
</tr>
<tr>
<td>155mm Field Artillery Battery (1)</td>
</tr>
<tr>
<td>57mm Anti-Tank Gun Battery (2)</td>
</tr>
<tr>
<td>81mm Mortar Platoon (2)</td>
</tr>
<tr>
<td>2.36&quot; Mortar Platoon (2)</td>
</tr>
</tbody>
</table>

CLASS 1d Vehicles (Armored)

<table>
<thead>
<tr>
<th>U.S. UNITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLASS 1d</td>
</tr>
<tr>
<td>Pzkpfw IV Tank Company (1)</td>
</tr>
<tr>
<td>Pzkpfw IV Tank Platoon (5)</td>
</tr>
<tr>
<td>Pzkpfw &quot;Panther&quot; Tank Company (1)</td>
</tr>
<tr>
<td>Pzkpfw &quot;Panther&quot; Tank Platoon (4)</td>
</tr>
</tbody>
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GERMAN UNITS

<table>
<thead>
<tr>
<th>CLASS 1a</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infantry Company (6)</td>
</tr>
<tr>
<td>Infantry Platoon (20)</td>
</tr>
<tr>
<td>Armored Infantry Platoon (3)</td>
</tr>
<tr>
<td>Armored Infantry Platoon (11)</td>
</tr>
<tr>
<td>Armored Infantry Company (3)</td>
</tr>
<tr>
<td>Armored Infantry Company (2)</td>
</tr>
<tr>
<td>Armored Infantry Company (6)</td>
</tr>
<tr>
<td>Armored Infantry Company (11)</td>
</tr>
</tbody>
</table>

CLASS 1b Vehicles

<table>
<thead>
<tr>
<th>CLASS 1b</th>
</tr>
</thead>
<tbody>
<tr>
<td>Truck Company (2)</td>
</tr>
<tr>
<td>Truck Platoon (6)</td>
</tr>
</tbody>
</table>

CLASS 1c Vehicles

<table>
<thead>
<tr>
<th>CLASS 1c</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wagon Platoon (2)</td>
</tr>
</tbody>
</table>

CLASS 1d Vehicles (Armored)

<table>
<thead>
<tr>
<th>CLASS 1d</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sdkfz 251/1 Halftrack Platoon (2)</td>
</tr>
<tr>
<td>Sdkfz 251/1 Halftrack Platoon (6)</td>
</tr>
<tr>
<td>Pzkpfw IV Tank Company (1)</td>
</tr>
<tr>
<td>Pzkpfw IV Tank Platoon (5)</td>
</tr>
<tr>
<td>Pzkpfw &quot;Panther&quot; Tank Company (1)</td>
</tr>
<tr>
<td>Pzkpfw &quot;Panther&quot; Tank Platoon (4)</td>
</tr>
</tbody>
</table>
NECESSARY EQUIPMENT NOT SUPPLIED WITH THE GAME
In order to play Combat Command, Players must supply their own die. Dice can usually be purchased in "50 cent" stores or can be scavenged from old games.

SEQUENCE OF PLAY: The Game Turn

Combat Command is played in turns. Each of these "Game-Turns" is composed of two Player-Turns. Each Player-Turn is composed of five basic Phases during which specific game actions are performed. In one Scenario, the U.S. Player has an additional Phase in his Player-Turn, called the Air Strike Phase.

OUTLINE OF A COMPLETE GAME-TURN:
1. First Player-Turn
   A. Offensive Fire Phase: The First Player allocates his units to Offensive Fire attacks. Offensive Fire attacks are resolved one by one in any order that the First Player desires. Losses are extracted from the Second Player's units immediately as they occur. Units which fire in this Phase may not move in Phase "B," nor may they attack in Phase "C" or "D."
   B. Movement Phase: The First Player may move all, some or none of his units as he desires, in any direction, up to their Full Movement Allowance, consistent with the rules of Movement. Units which fired in Phase "A" may not be moved. The Second Player may execute Fire attacks against First Player units which attempt to leave Second Player Zones of Control (see Zones of Control) and make Modified Close Assaults (see Close Assaults).
   C. Overrun Phase: The First Player may execute Overrun attacks against Enemy units. Losses are extracted immediately as they occur.
   D. Close Assault Phase: The First Player executes any Close Assault attacks and losses are extracted from the Second Player's units immediately as they occur.
   E. Air Strike Phase: only the U.S. Player has an Air Strike Phase, and he has it only in the Scenario which calls for it. The U.S. Player allocates and resolves all Air Strikes, and losses are extracted from Second Player's units immediately as they occur.
   F. Defensive Fire Phase: the Second Player may allocate his units to Defensive Fire attacks against the First Player's units. Attacks are resolved one by one and losses are extracted from the First Player's units immediately as they occur. NOTE: even though it is the Second Player who takes all the action in this Phase, nevertheless, the Phase is still considered to be part of the First Player's Turn.
2. Second Player-Turn
   The Second Player repeats Phases "A" through "F" using his own units to make Offensive Fire attacks, move, execute Overruns and Close Assaults, and he suffers Defensive Fire at the hands of the First Player.
   3. Indicate the passage of one complete Game-Turn by moving the Game-Turn marker on the time record scale.

GAME CHARTS AND TABLES
Various visual aids are provided to simplify and illustrate certain game functions. These are the Combat Results Table, the Terrain Effects Chart, the Weapons Effectiveness Chart, and the Scenario Charts. Each of these charts are fully explained where they are presented.

Game Length: All games are ten Game-Turns in duration. At the end of the last phase of the tenth Game-Turn, Players determine the game winner according to the Victory Condition given in the Scenario being played.
(C) Units are moved individually, in any direction or combination of directions. A unit may be moved as many or as few hexes as the owning Player desires, as long as its Movement Allowance is not exceeded in a single Movement Phase. Unused Movement Points, however, may not be accumulated from Phase-to-Phase or transferred from unit-to-unit. Each unit must finish movement before moving another unit.

(D) No Enemy movement is permitted during a Player's Movement Phase.

(E) Any units which have fired in the preceding phase (the Offensive Fire Phase) may not be moved during the ensuing Movement Phase.

(F) In any given Movement Phase, as Friendly units leave an Enemy unit's Zone of Control, they may be attacked (see Zone of Control).

(G) Enemy units and Friendly units may occupy the same hex simultaneously, unlike many other simulation games. They may also move through each other.

(H) Friendly units may pass through or onto other Friendly units as long as the Stacking limit is never exceeded (see Stacking) by the combined Stacking Points of the stationary and moving units.

(I) Units may form into companies or platoons at any time during the Movement Phase. (see Stacking and Unit Breakdown)

(J) Road Movement

Two types of roads are to be found on the Game Map: Primary roads and Secondary roads. Units moving on roads may do so at the Road Movement Rate. Only Class 1 units (vehicles) may use the Road Movement Rate (see Terrain Effects Chart). Units may only use the Road Movement Rate if they are entering the Road hex through a Road hex-side. If entering a Road hex through a non-road hex-side, the unit must pay the full entry cost of the other terrain in the hex being entered.

Class 1 Units may not enter Road hexes containing other Class 1 units and still be considered to be travelling at the Road Movement Rate. In effect, the presence of one other vehicle unit (whether Enemy or Friendly) negates the road, and such a hex may only be entered at the non-road movement rate as dictated by the other terrain in that hex. The presence of Wrecks also negates the road in a hex.

Class 1 units moving through Woods hex-sides may only do so on roads and may only move on such roads at the Road Movement Rate. In other words, there can never be more than one Class 1 unit (or Wreck) on a given Woods/Road hex except when the hex is partially Woods and partially Clear Terrain. Other classes of units are not affected by this limitation.

(K) Transporting Units

Class 2 and 3 units (infantry, engineers and non-self-propelled guns) may be transported by Class 1 (vehicle) units, in order to increase their mobility. The Class 1 unit is called the transport unit, while the transported Class 2 or 3 unit is called the passenger unit. To symbolize that a unit is being transported, place it directly under the transport unit(s). Passenger units may not move independently at any Movement Phase that they were picked up, carried, or dropped; they may function in all of the other phases of a Game-Turn if they are not passengers (i.e., in the vehicle) during those phases.

The following units are used in the transport role with these particular passenger units:

1) Class 1a and 1b (Truck) units and Halftrack (Class 1d) units may transport any Class 2 or 3 units as passengers;

2) Class 1c (Wagon) units may only transport Class 3 (non-self-propelled gun) units;

3) Only German non-halftrack Class 1d units (tanks, as well as other transport units) may carry passengers; these units may only transport Class 2 (infantry) and engineer units. U.S. non-halftrack Class 1d units may never transport any units.

Transport units suffer a movement penalty for picking up (i.e., beginning the transport function) and dropping (i.e., ending the transport function) passenger units. To pick up a Class 2 passenger unit (infantry/engineers), the transport unit must expend an additional six Movement Points; to drop a Class 2 passenger unit, the transport must expend an additional three Movement Points. To pick up a Class 3 unit, the transport unit must expend an additional three Movement Points; to drop a Class 3 unit, the transport unit must expend an additional two Movement Points. These costs apply no matter what type the passenger units; only the Class of the passenger unit matters. To pick up a unit, the transport unit must be in (or move to) the same hex as the passenger; a unit may not be dropped if the transport unit does not have the requisite number of Movement Points to expend. No actual movement on the hexagon pattern is accomplished by the additional costs of picking up or dropping; the passenger unit is simply placed under, or out from under, the transport unit.

Transport units may only carry units of the same size as themselves, as expressed in Stacking Points. Thus a one Stacking Point transport unit may only carry a one Stacking Point passenger unit. To carry a two Stacking Point unit (or two one Stacking Point units), a Player would need one two-Stacking Point transport unit. Units with zero Stacking Points may be transported by any appropriate unit without affecting the transport unit's capacity for carrying other units, i.e., Observer units get a "free ride." Transport units, however, must still pay the appropriate Movement Point costs to pick-up or drop-off Observer units.

Passenger units suffer a number of impairments while being carried. They may not attack, nor may they spot or observe or in any manner be used to assist other units in firing. Passenger units cannot be transported by Class 1, 1b, 1c or halftrack units. These units may only transport their own Defense Strength while being transported, and defend solely with the transport unit's Defense Strength. If the Transport unit is destroyed, the passenger units are also destroyed. If the transport unit has lost its Movement Allowance due to a combat result of dispersal or retreat, the passenger units may not be dropped until the vehicles regain their Movement Allowance. When a transport vehicle is dispersed, its passengers are not dispersed.

German units being transported by non-halftrack Class 1d units form a special case. As with other transport units, if the transport unit is destroyed, so are the passenger units. Also, the same procedure for transport units dispersed or retreated applies. In this type of transport, the passenger units may be attacked apart from the vehicle. Each passenger unit defends with a Defense Strength of one. These units still may not attack, spot or observe. Transport units are never inhibited by the act of transporting; they are able to attack and defend and function as an Enemy unit (see Zone of Control). During the Defensive Fire Phase, the Enemy Player may fire his weapons.

(1) Units are moved individually, and each unit must be moved completely before another unit is moved. Thus a Player may not move a unit partially, move a second unit, and then finish the first unit's movement. This is very important, since stacking limitations are effective during movement. Once a Player has finished moving a unit, it may not be moved again in the same Movement Phase.

SUMMARY OF MOVEMENT POINT COSTS FOR TRANSPORT UNITS PICKING UP AND DROPPING PASSENGERS

<table>
<thead>
<tr>
<th>Type of Passenger</th>
<th>Pick-Up</th>
<th>Drop-Out</th>
</tr>
</thead>
<tbody>
<tr>
<td>Class 2</td>
<td>6</td>
<td>3</td>
</tr>
<tr>
<td>Class 3</td>
<td>3</td>
<td>2</td>
</tr>
</tbody>
</table>

COMBAT

General Rule: There are four modes of Combat: Fire Combat, Overrun Combat, Close Assault Combat, and Air Strike Combat. Fire Combat is explained in a separate rule section, as it is not used in all of the Scenarios.

Procedure:

Determine type of attack, making adjustments to Attack Strength as necessary for Weapons Effectiveness, and Air Strike Combat. Air Strike Combat strength when computing the odds comparison. You may not attack the same unit more than once per phase (exception: Zones of Control, Cases A and D).

(B) A unit may never divide its individual Attack Strength among different targets, nor may a unit ever use its Attack Strength more than once during a Friendly Player-Turn.

(C) Class 3 units of a non-AP Weapon Category may triple their Attack Strength during any Combat (Air Strike Combat, Overrun Combat, Close Assault Combat, and Defensive Fire Phase). In addition, there are three basic weapon categories: Armor Piercing (AP), High Explosive (HE), and Rapid Fire (RF). These categories actually describe the type of shell...
(l) **Attacking stacked Target hexes.** When defending units are stacked together in a given target hex, they may be singled out and attacked as individual units or they may be attacked in small groups of units or the entire stack may be attacked at once (combining all of their Defense Strengths). As long as no target unit is attacked more than once in a given Fire Phase (Offensive or Defensive) and as long as no unit fires more than once in a given Fire Phase, the target units in a given hex may be attacked in any combination the firing Player chooses within the following restrictions:

1. Target units in Covering Terrain (Woods or Towns) must be combined and attacked as a whole Defense Strength. If there are any non-armored units (Class 1d) in such a stack, then the whole stack is treated as an Armored Target.
2. When target units are not in Covering Terrain, they may only be lopped together by target type (i.e., Armored or non-Armored) or attacked individually. Mixed target types may not be combined into a single target.

(h) **Judging the Line of Sight.** Lay the straight-edge from the center of the firing hex to the center of the target hex. If any point along the straight edge passes through obstructing terrain, then the Line of Sight is blocked and direct fire may not take place. If the straight edge passes exactly through the “corner” of a hex at the intersection of a blocked hex side and an unblocked hex side, then consider the Line of Fire to be obstructed. If the straight edge passes exactly through the length of a blocked hex side, then consider the Line of Sight to be blocked. All ambiguous cases should be decided in favor of the defending unit. Players should keep in mind the spirit of the rules which are attempting to represent three-dimensional effects in a two-dimensional game-environment.

(i) **Indirect Fire and Observers.** Units with a Range Allowance of “2” or greater have the capability of using the Indirect Fire technique. Indirect Fire cannot be obstructed by terrain (and there is no need to trace a Line of Sight for the firing unit). In order to use Indirect Fire upon a given target hex, that hex must be under observation by a Friendly Observer unit. The Observer unit must be able to trace a Line of Sight to the target hex (under the exact same restrictions as tracing a Line of Sight for Direct Fire purposes; in effect, the Observer is a “weaponless” Direct Fire unit with a maximum range-of-observation of six hexes). The Observer unit may be in the same hex as the Target. The Observer may observe for any number of Indirect Fire attacks in a single Fire Phase. The Observer must be in a non-passenger, undispersed state. They may be “Dug-in” (see Improved Positions).

Direct and Indirect Fire may be concentrated upon the same target in the same phase, as long as the requirements for both types of fire are met for the respective targets. Target covering terrain must still be spotted even when firing Indirectly, although the Observer unit itself need not do the spotting; the target may be spotted for the Observer by another Friendly unit. When a unit fires using the Indirect Fire technique, its Attack Strength is HALVED. This halving is in addition to any other considerations affecting the Attack Strength of the unit.

Units may execute Indirect Fire attacks against targets which are adjacent to them or which are at any point within their range.

(j) **Spotting Targets in Covering Terrain.** When attempting to use Direct Fire upon, or Observer, targets in Covering Terrain (Woods or Town hexes), a Friendly unit must be in the same hex as the target in order to “spot” it. The “spotter” may be any type of Friendly unit, so long as it is in a non-passenger (undispersed) state. Units which are passengers may not spot, but the transport vehicle may. A single unit may spot for any number of attacks upon the hex it is in, and may itself participate in attacks against the units it is spotting against units in other hexes. The spotter is not affected by Friendly fire, whether Direct or Indirect. The act of spotting a target does not relieve the attacker of any of the obstructing effects of blocking terrain hex-sides. The spotting effect lasts only as long as there is a Friendly unit in the target hex; it does not persist, even though the target units may have remained in place and the spotting unit eliminated or withdrawn. The attacking Player must add “one” to his die roll number when attacking units in Covering Terrain.

2. **OVERRUN COMBAT.**

(a) Overrun attacks are executed during the Overrun Phase. Only Class 1d units are capable of making Overrun attacks. Special exception: German Wespe and U.S. M-7 units may not participate in Overrun attacks.

(b) Procedure: The Overrunning units must be in the same hex as the units which are to be Overrun. They may have begun the Player-Turn in that hex, or they may have moved to it during the Movement Phase. All of the Enemy units in the hex must be treated as one combined Defense Strength. Do not take Weapons Effectiveness into account; simply use the printed Attack Strength(s) of the Overrunning units. Calculate the combat odds and combat the Player-Turn unit (e.g., “2 to 1” becomes “3 to 1”). Roll the die and subtract “2” from the die-number (e.g., a die-roll of “2” reduces to “0”). Extract losses from the defending units.

(c) All types of Enemy units may be Overrun. Overrun attacks may only be executed in Clear terrain or Clear terrain / Road hexes.

(d) Units may not attack in the Overrun Phase if they participated in Fire Combat during the Offensive Fire Phase in that Player-Turn. Half-track (RF) units may not participate in Over-run attacks if one-half or more than one-half of the Enemy Defense Strength in a hex is composed of non-halftrack Armored vehicles (Class 1d).
(e) As many as six Friendly Stacking Points of Class 1d units may participate in a given Overrun attack.

(f) Units may not move at the Road Movement Rate in the Player-Turn in which they participate in an Overrun attack. Overrunning units may be carrying passenger units or may have unloaded passenger units in the hex in which they are Overrunning.

3. CLOSE ASSAULT COMBAT
(a) Close Assault attacks are executed during the Close Assault Phase of a Player-Turn. Only Class 2 units may execute Close Assault attacks. All types of Enemy units may be attacked using the Close Assault method.

(b) Procedure: Units participating in a Close Assault attack must be in the same hex as the Enemy units which are the object of the attack. The attacking units may have begun their Player-Turn in that hex or they may have been moved there during the Movement Phase. Do not take Weapons Effectiveness into account; simply use the printed Attack Strength of the Close Assaulting units. Close Assaulting units must attack all of the Enemy units in the hex, treating them as a combined Defense Strength (regardless of Target type. If any of the participating Friendly units are Engineers, the combat odds are raised by one column (as in Overruns). Calculate the odds, roll the die and subtract "2" from the die number. Extract losses from the Enemy units.

(c) Close Assaults may be made in any type of terrain. Terrain effects are taken into account, as well as any additional modifications to the attacker's die roll due to the state of the defending units.

(d) Class 2 units may be delivered to a hex, for purposes of Close Assault, by transporting vehicle units. They must, however, have been dropped during the Movement Phase.

(e) Units which have participated in Fire Combat during the Offensive Fire Phase may not participate in Close Assaults in the same Player-Turn.

(f) Modified Close Assault: During the Enemy Movement Phase, Friendly Class 2 units may conduct Modified Close Assaults against Enemy units which move into their hex. Modified Close Assaults are executed exactly as normal Close Assaults except that there is no subtraction of "2" from the die-roll (the Engineer odds bonus dies apply). In a given Enemy Movement Phase, every time a New Enemy unit enters the hex, Friendly Class 2 units may conduct a Modified Close Assault (they must, however, attack all the Enemy units in the hex, even those which they may have already Close Assaulted during an earlier part of the same Phase). This opportunity to attack is in addition to the fire attack which may be made against the Enemy unit as it leaves the outer Zone of Control to enter the Friendly occupied hex.

WEAPONS EFFECTIVENESS
(See chart on map)

General Rule:
Certain kinds of weapons are more (or less) effective when fired at certain types of targets. There are three categories of weapons (differentiated by the type of projectile being fired):

- Rapid Fire (RF): Machine-gun and sub-machine gun solid shot (bullets).
- Armor Piercing (AP): High velocity shells specially designed for use against armor.
- High Explosive (HE): Lower velocity shells which rely primarily on blast and fragmentation for their effectiveness.

There are two basic types of targets:

- Armored Targets: All Class 1d vehicles (Tanks, Assault Guns, Halftracks, etc.)
- Non-Armored Targets: All other units (including trucks, wagons, infantry, guns, etc.)

It is important that Players make a clear separation in their minds between the type of target a unit is and the category of weapon that the unit fires. Don't confuse them. Just because a unit happens to fire AP weapons, it doesn't necessarily mean that the unit is an Armored Target.

Procedure:
When firing at a given unit, determine the Target-type and the Weapons Category of the attacking unit. Consult the Weapons Effectiveness Chart and perform the indicated modification of the unit's Attack Strength. Any Modification of a unit's Attack Strength due to Weapons Effectiveness is in addition to other modifications due to Terrain.

Cases:
(A) Weapons effectiveness is only taken into account during Fire Combat. Fire Combat occurs during the Offensive Fire Phase, the Movement Phase, and the Defensive Fire Phase. Weapons Effectiveness is not taken into account when conducting Close Assaults, Overrun, or Air Strikes.

(B) Whenever a unit has an odd-numbered Range Allowance, drop the fraction when computing "half range." For example, a U.S. M26 (AP) unit has a Range Allowance of "5"; half range for this unit would be "2.5". A unit with a Range Allowance of only "1" or "2" would have to be in the same hex as the target to be considered at "half range or less."

(C) The U.S. infantry units which are called "Armored Infantry" are not Armored Targets. The title only reflects the organizational characteristics of these particular infantry units. Just keep in mind this simple rule: all vehicle units, except wagons and trucks, are Armored Targets and the only Armored Targets in the game are these Class 1d vehicles.

(D) When Enemy units are stacked together in Towns or Woods, the entire stack must be considered as one combined Defense Strength. If any of the Enemy units in such a stack are Armored Targets (Class 1d), then the entire stack is treated as if it were an Armored Target. This is the only case in which a Non-armored unit will be treated as an Armored Target.

SAMPLE ATTACK (Direct Fire)

During the Offensive Fire Phase of the U.S. Player-Turn, (Fifth Game-Turn) the U.S. Player wishes to fire into a partial Woods hex containing three German units and one U.S. unit. The German units are: a Halftrack Platoon, an Infantry Platoon "dug-in" and a dispersed 75mm Anti-Tank Gun Battery. The U.S. unit in the Woods hex with the Germans is an M-5 Tank Platoon. The U.S. units outside the Woods which have been allocated to fire at the Germans are: an M-7 platoon at 6 hex range, a 105mm Howitzer Battery at 2 hex range, and an M-4 Tank Platoon at 2 hex range. Terrain Considerations: since the German units are in Covering Terrain, they must be spotted. The M-5 Platoon fulfills this requirement. Also, since the target is in Covering Terrain, it must be attacked as one combined Defense Strength (the units may not be singled out for attack). Add "1" to the U.S. die-number. Also, since the U.S. die-number due to Woods. State of Target: the 75mm Anti-Tank Gun Platoon is dispersed, but since it does not constitute half or more than half of the total target Defense Strength, the target is considered to be normal (underdispersed). The Infantry Platoon is in an Improved Position (dug-in), and since all the German units are being attacked as one group, the entire stack benefits from the dug-in position. Add "1" to the U.S. die-number. Weapons Effectiveness: since one of the units is an Armored Target (the Halftrack), and the target is in Covering Terrain, the entire target is considered to be an Armored Target. The M-5, which is participating in the attack as well as the spotting, is firing at less than half range. Its Attack Strength is doubled (to "6"). The M-4 Tank Platoon is at greater than half range so its Attack Strength is normal ("13"). The M-7 is an HE weapon firing upon an Armored Target at greater than half range. Its Attack Strength is halved (to "6"). Since the 105mm Howitzer Battery is at less than half range, its Attack Strength remains normal ("8"). Total U.S. Attack Strength is "33" vs. a total German Defense Strength of "14." "33 to "14" simulates an "8 to "1". Total die-number additions is "2." The Result: the U.S. Player rolls the die obtaining a "3." This is changed to a "5" and the result is "R" (retreat). The "R" result has no effect upon the dug-in Class 2 unit; it causes the Cass 3 unit to be dispersed; and it forces the Halftrack Platoon to be retreated to ten Movement Points of distance. The Halftrack unit may not move in its ensuing Movement Phase, the 75mm Anti-Tank Gun Battery remains dispersed until the beginning of the next U.S. Offensive Fire Phase. The German Infantry Platoon is unaffected.

ZONES OF CONTROL

General Rule:
The six hexagons surrounding a unit, and the hex that the unit occupies constitute that unit's Zone of Control. Hexes upon which a unit is exerting its Zone of Control are called Controlled hexes. Friendly units must announce their intentions to leave Enemy Controlled hexes during the Movement Phase, and before they move, they may be attacked in the hex they are about to leave.

Cases:
(A) Only the units exercising its Zone of Control may attack, and such units may attack as many times as their Controlled hexes are vacated. (Note: this is in exception to the rule that units may only attack once per Phase, Combat: Case A).

(B) All rules of Combat apply, with the exception of the Case noted above and Case F below. All Combat Results take effect immediately.

(C) If the attack results in a "no-effect" combat result, the moving unit may continue with any remainder of its Movement Allowance. (Note: there is no additional movement cost to enter or leave enemy controlled hexes).
(D) Only two types of Enemy attacks may take place during a Player's Movement Phase: Direct Fire (as above) and Modified Close Assault (see Combat for a full description of these types of attack). Modified Close Assault attacks are made immediately whenever units move directly on top of Enemy Class 2 units (the defending units may fire, within the usual combat rules, at the moving units before they enter the hex, in addition to making the Modified Close Assault once the moving units enter the same hex).

(E) Targets in Covering Terrain must still be spotted.

(F) Since Players may only move one unit at a time, and since only moving units may be fired upon in the Movement Phase, there will never be an instance in which the non-moving Player fires his controlling units at more than one moving Enemy unit at a time (even when the moving unit is in Covering Terrain).

ZONE OF CONTROL EXAMPLE

The German unit may fire at the moving U.S. unit each time it attempts to leave a hex controlled by that German unit. Results are applied immediately as they occur.

STOCKING AND UNIT BREAKDOWN

(more than one unit per hexagon)

General Rule:
Each Player may have as many as six Stacking Points of units per hexagon. Each platoon-size unit equals one Stacking Point, and each company-size unit equals two Stacking Points, without exception.

Cases:
(A) Stacking limitations apply at all times, even during a Movement Phase of a Player-Turn. Therefore a unit may not move through a hex if the total Stacking Points of the moving and stationary Friendly units exceeds six. See also Movement Case J.

(B) Enemy units, Friendly units being transported (see Movement Case K), Dig-In markers, and Observer units have no Stacking Points for the purpose of Friendly Stacking Point limitations (i.e., they have no affect on stacking and are ignored for Friendly stacking purposes).

(C) Each Wreck marker equals one Stacking Point (see Wreckage).

(D) Units may be "broken down" (into smaller units) or recombined at any time during the Movement Phase. Units, however, may never break down if this would violate the Stacking Limit. To break down or recombine units, simply remove the unit(s) to be replaced, and place the unit(s) replacing it on the same hex.

Units break down and recombine in the following fashion:

Class 1d non-halftrack units, and Class 2 units:
one company=three platoons

Class 1a, Class 1b, and Halftrack units:
one company=two platoons

Note that Class 3 units are only available in platoons-sized counters.

Stacking Point Symbols:
One Stacking Point (Platoon) =
Two Stacking Points (Company) =

IMPROVED POSITIONS

General Rule:
Class 2 units may attempt to "Dig-In" in order to improve their defensive ability. When attacking a "Dig-In" unit, the attacker adds "one" to the die roll.

Procedure:
A Class 2 unit may attempt to dig-in at the end of any Friendly Movement Phase in which it did not move. Roll the die for each unit attempting to dig-in; if a "one" or a "two" is rolled, the unit is considered "Dig-In." (place a Dig-In marker on the hex) while if a "three" through a "six" is rolled, it is considered to have no effect: the unit is not "Dig-In."

Cases:
(A) In all Scenarios, Class 2 units which start on the game-map may be considered dug-in, except in Town-hexes.

(B) Class 2 units may Dig-In anywhere except Town hexes.

(C) Regardless of the type of attack against Dig-In units, "one" is added to the attacker's die-roll (in addition to any effects due to terrain, condition of unit, or type of attack).

(D) Once a Dig-In position is established, other Friendly Class 2 units may move into the hex containing the Dig-In position, and consider themselves Dig-In (without having to roll the die).

(E) Dig-In markers are removed if the Dig-In units are destroyed, or if they leave the hex in which they were Dig-In.

(F) If a hex is attacked containing a mixture of Dig-In Class 2 units and any other type of units, all the units get the die-roll benefits of being Dig-In. Of course if the Class 2 units were not attacked, the other units in the hex would not get the benefit of being Dig-In if they (the other units) were the exclusive object of the attack.

WRECKAGE

General Rule:
Destroyed Class 1d units (Armored vehicles) are replaced with Wreck markers equal in number to the Stacking Points of the destroyed Class 1d unit. Wrecks affect Movement and Stacking.

Cases:
(A) Each Wreck marker is equivalent to one Stacking Point; thus if a two Stacking-Point Class 1d unit is destroyed, replace it with two Wreck markers.

(B) Any number of Wreck markers negate the effect of a road in a hex (see Movement Case J).

(C) Wreck markers may never be attacked, but may be removed. To remove a Wreck marker, a Class 1d unit must remain adjacent to the Wreck marker for one full Friendly Movement Phase (the unit must begin and end the Movement Phase adjacent to the Wreck marker). The Wreck marker is removed at the end of the Movement Phase. Either Player's units may remove any Wrecks, regardless of origin. Each Wreck marker is removed individually. Thus if two Wreck markers are in a single hex, two Class 1d units could remove them both in one Movement Phase, or one Class 1d unit could remove one for each full Friendly Movement Phase spent adjacent.

(D) The act of remaining adjacent to a Wreck marker for an entire Movement Phase does not require the removal of the Wreck marker; it merely makes removal possible; the Player may wish to leave the Wreck in place.

AIR STRIKES

General Rule:
One of the scenarios specifies that the U.S. Player receives a certain number of Air Combat Strength Points on certain Player-Turns. These Air Combat Points are used during the Air Strike Phase of the U.S. Player-Turn. Air Combat Points may not be saved or accumulated for use in subsequent Player-Turns.

Procedure:
Air Strike Combat is resolved in a manner similar to other types of Combat. The U.S. Player allocates his available Air Combat Points to attacks against specific targets, comparing the number of Air Combat Points being used in a given attack to the Defense Strength of the German target units. The die is rolled for each air strike and the results are read from the Combat Results Table.

Cases:
(A) Targets are attacked just as in ground Fire Combat. The U.S. Player may single out individual German units in a given attack, or he may attack group of units in a stack, or attack the entire stack at once.

(B) Targets in Covering Terrain: German units in Woods or Town hexes must be treated as a single, combined Defense Strength. They must be spotted by a U.S. ground unit in the same hex. In addition to adding "1" to the die roll for the Air Strikes against targets in Woods or Towns, the effective value of the allocated Air Combat Points is cut in half. For example: if the U.S. Player allocated eight Air Combat Points to an attack against a Town hex containing three German units with a combined Defense Strength of "4," the Combat odds would be 1 to 1 (adding "1" to the die roll number).

(C) Weapons Effectiveness and Target-type rules have no bearing upon Air Strike Combat. Players should simply use the printed value of the units to arrive at the Defense Strength of units under attack. Armored and Non-Armored targets may be attacked in combination, unlike normal Fire Combat. Blocking terrain has no effect upon Air Strikes (only Covering Terrain has an effect). Improved Position rules apply to targets of Air Strikes.

(D) "R" (Retreat) results do not apply to Air Strike Combat. Treat "R" results as "no-effect." Treat "D" as "D."

(E) Air strikes may not in any way be combined with other types of combat; they may only be performed in the Air Strike Phase.

How to Set-up the Game and How to Use the Scenarios

Each Scenario constitutes a separate game representing a particular battle. Players may...
only deploy and move their units on the "Battlefield" given in each Scenario, and may never use sections of the map not called for in the particular Scenario. Each Player selects his forces on the basis of the Order of Battle given for each Scenario. Information is given as to who deploys first, and who moves first. When ever units start on the Game-Map, they may be Dug-In (if they are Class 2 units). In addition, they may be deployed inverted to conceal their identity. These units stay inversed until they fire, move, are fired at, or are spotted, at which time they are turned face-up. Before forces are deployed, they may be combined into Company size units (Note: all forces in the Orders of Battle are given in Platoon size). The section marked Special Rules in some of the Scenarios indicate rules not normally used that must be used in the given Scenario. At the completion of the tenth Game-Turn, each Player's performance is evaluated in terms of the given Victory Conditions of each Scenario.

Scenario 1: U.S. Airborne Assault

United States Airborne Assault: 6 June 1944, Spearheading the Allied invasion of France, elements of the U.S. 82nd Airborne Division landed among elements of the German 700th Division guarding the area behind "Utah" beach.

Battlefield: Southwest quadrant of the Map-sheet.

ORDER OF BATTLE

United States:
Twenty infantry (RF)
Must be air-dropped (see Special rules).

German:
Nine infantry (RF), three 20mm flak (HE), one 75mm anti-tank Gun (AP), two 31mm mortar (HE), two wagons, one truck
Deploy first, move first

Reinforcements:
At the start of the fourth Player-Turn, the German Player receives five infantry (RF), one Assault Gun III (AP), one Armored Car (AP), one 120mm mortar (HE), five trucks; units enter on the northern edge of the Game-Map.

Special Rules:
Each platoon must be air-dropped (company-sized units may not be dropped). Pick one hex as the "Drop Zone," and roll the die. A "one" or a "two" means that the first platoon lands in the drop zone, a roll of "three," "four," "five," or "six" means that the unit "Scatters" (see Scatter Diagram in the southwest quadrant of the Game-Map), and you must roll the die again to determine the direction that the unit "Scatters" in. Roll the die again after the direction is determined, to determine the number of hexes that the unit scatters in that direction. The unit lands on that hex and it is this hex which must be used as the new drop zone. The procedure is then repeated for the remaining nineteen platoons. If any units land off the Game-Map or out of the SW quadrant, they are considered to be destroyed, and the last drop zone located on the Game-Map must be used to land the next platoon. If the landing units exceed stacking limitations, they are destroyed. After all units have completed the air-drop, they may Close Assault any units they have landed directly on top of, and the Germans may not attack using Zone of Control Rules or Defensive Fire. At this point the Game begins normally; Germans move first.

Victory Conditions:
The German Player wins if he can trace a road from the north to the south edge of the quadrant, or the east to west edge of the quadrant, unoccupied by undispersed U.S. units.
The U.S. Player wins by preventing the German Player from winning.

Scenario 2: GERMAN DELAYING ACTION

German Delaying Action: 12 August 1944; The Battle of Argentan. After the Allied breakout from the Normandy beachhead, German units used delaying tactics to allow the bulk of their forces to withdraw from France. Here elements of CCA, 5th U.S. Armored Division run into remnants of the German 110th Panzer Division.

Battlefield: Entire Map-sheet.

ORDER OF BATTLE

United States:
Eleven armored-infantry (RF), two M-18 (AP), five M-4 (AP), two M-4a (AP), one 105 AH (HE), one M-5 (AP), two M-7 (HE), seven halftracks (RF), three trucks, one 37 anti-tank (AP), two Observer, Deploy first, East of River, move first.

Germans:
Four infantry (RF), one sub-machine gun (RF), one engineer (RF), one Assault Gun III (AP), one Pz IV (AP), one 88mm anti-tank (AP), one 75mm anti-tank (AP), two 81mm Mortar (HE), one 120mm Mortar (HE), two halftracks, three trucks, one Observer. Deploy West of River.

Special Rules:
The bridges across the river are destroyed, and only fords may be used to cross the river.

Victory Conditions:
The United States Player must race a primary road from the east side of the Game-Map off the northwest quadrant (any one of the four roads) uncovered by undispersed German units (for the purposes of Victory Conditions consider the bridges intact).
The German Player wins by preventing U.S. victory.

Scenario 3: GERMAN ARMORED ASSAULT

German Armored Assault: 8 August 1944, the Mortain Counteroffensive. Soon after the Allied breakthrough from the Normandy beachhead, the Germans launched a desperate counterattack to seal off the Allied penetration. Here elements of the U.S. 30th Infantry Division (1/117 Infantry, 1/110 Infantry, 2/112 Infantry, 2/237 Infantry and 1/119 Infantry) fight off assault elements of the German 1st SS and 2nd SS Panzer Divisions.

Battlefield: Western half of the Map-sheet.

ORDER OF BATTLE

United States:
Ten infantry (RF), two 57mm anti-tank (AP), three 105mm field artillery (HE), one 155mm field artillery (HE), two 105mm infantry gun (HE), two heavy machine gun (RF), two 81mm mortar (HE), two Observer. Deploy first anywhere in the southern half of the Game-Map.

Reinforcements:
At the beginning of the U.S. Player’s sixth Player-Turn, he receives three M-4 (AP), one M-18 (AP), one M-10 (AP), five infantry (RF), and five trucks on the northern edge of the Game-Map.

German:
Twelve infantry (RF), five Pz IV (AP), four Pz V (AP), one Pz VI (AP), three Assault Gun III (AP), one Wespe (HE), one 120mm mortar (HE), two 81mm mortar (HE), six halftracks (RF), six trucks. Move first, enter on south edge of the Game-Map.

Victory Conditions:
The German Player wins if he can trace a road from the southern edge of the Game-Map to the northern edge of the Game-Map, unoccupied by U.S. units.
The U.S. Player wins by preventing German victory.

Scenario 4: ALLIEd MOBILE ARMORED ACTION

Allied Mobile Armored Action: 13 September 1944; The Encirclement of Nancy. When Allied forces neared the German border, the German "delaying action" solidified into determined defenses. Here CCA, 4th U.S. Armored Division, breaking out from a bridgehead on the Moselle River, slices through scattered elements of the German 553rd Volksgrenadier and 15th Panzergrenadier Divisions. The objective was to encircle Nancy.

Battlefield: Northern half of the Map-sheet.

ORDER OF BATTLE

United States:
One M-36 (AP), three M-4 (AP), two M-4a (AP), one 105mm AH (HE), three M-7 (HE), two M-8 (AP), two M-5 (AP), two 57mm anti-tank (AP), one armored-infantry (RF), two engineer (RF), seven halftracks (RF), four truck, two Observer. Move first, enter on eastern edge of the Game-Map.

German:
Four infantry (RF), two sub-machine gun (RF), one 81mm mortar (HE); Deploy in Town Number Two.
Two infantry (RF), one engineer (RF), one sub-machine gun (RF), one 88mm anti-tank (AP), one 75mm anti-tank (AP), two 20mm flak (HE); Deploy in Town Number One.
Two Infantry (RF), two sub-machine gun (RF), one 75mm anti-tank (AP), one 120mm mortar (HE); deploy on the ridge-tops in the northeast quadrant, German deploy first.

Reinforcements:
At the beginning of the German Player’s second Player-Turn he receives one Pz IV (AP), one Assault Gun III (AP), three infantry (RF), one halftrack (RF), two trucks; on the northern edge of the northeast quadrant.

Victory Conditions:
The U.S. Player wins if Town Number One is free of German units by the end of the Game.
The German Player wins by preventing U.S. victory.

Scenario 5: U.S./GERMAN ARMORED ACTION

U.S./German Armored Action: 19 September 1944; Breaching the West Wall. The fortified positions along the German border known as the "West Wall" were the most firmly defended positions that the Allied armies encountered as they approached Germany. Here CCR, U.S. 5th Armored Division runs into
German ‘reserves’ they didn’t expect to encounter: elements of the Panzer Lehr and 2nd Panzer Divisions, as well as the 108th Panzer Brigade.

Battlefield: Southern half of the Mapsheet.

ORDERS OF BATTLE:

United States:
- Nine armored-infantry (RF), three M-4 (AP), two M-7 (HE), one M-18 (AP), seven halftrack, one Observer, Move first, enter on western edge of the Game-Map.
- Reinforcements:
  - On the U.S. fifth and sixth Player-Turns he receives seven Air-Combat points; these must be used each turn in accordance with the Air Strike rules.

German:
- The German Player receives no units at start.

Reinforcements:
- At the beginning of the German Player’s third Player-Turn, he receives three Pz V (AP), eight infantry (RF), two 81mm mortar (HE) on the southern edge of the Game-Map.
- At the beginning of the German Player’s fifth Player-Turn, he receives two Pz IV (AP), one Pz V (AP), two Assault Gun III (AP), six infantry (RF) on the southern edge of the Game-Map.

Victory Conditions:
- The U.S. Player wins if he can trace a road leading from the western edge of the Game-Map to Town Number Seven, free of German units.
- The German Player wins if he can trace a road leading from the eastern edge of the Game-Map to Town Number Four, free of U.S. units, and have Town Number Four free of U.S. units.
- If neither Player wins, or if both Players win, the Game is a draw.

Scenario 6: U.S. DELAYING ACTION

U.S. Delaying Action: 20 December 1944; The German Race Past Bastogne. On 16 December, the "Battle of the Bulge" began. The Germans were eventually halted by scratch combat units as are shown here (including elements of C Company/129th Ordnance Battalion, 705th Tank Destroyer Battalion, 203rd AA Battalion, 185th Engineer Battalion and the 7th Canadian Forestry Company, Advance and recon elements of the German 116th Panzer Division attempt to get behind Bastogne before U.S. defenses could be prepared.

Battlefield: Eastern half of Mapsheet.

ORDERS OF BATTLE:

United States:
- Six infantry (RF), one M10 (AP), one M-24 (AP), one AAHT (HE), two trucks; Deploy first, on the western side of the river.

German:
- Three infantry (RF), two sub-machine gun (RF), one 81mm mortar (HE), one 120mm mortar (HE), one Armored Car (AP), one Assault Gun III (AP), three Pz V (AP), three halftrack (RF), three truck; Move first, enter on road at the northern edge of the Game-Map (enter on the road closest to the river).

Special Rules:
- This Scenario takes place in the Ardennes, a rough, heavily wooded area in Western Europe. Treat all hexes, and hex-sides (except town and ridge-tops) as woods; all vehicles must stay on roads.

Victory Conditions:
- The German Player wins if he can trace a road from where he entered to the south or west edge of the Game-Map, free of U.S. units.

The U.S. Player wins by preventing German Victory.

EXPERIMENTAL OPTIONAL RULES

Some or all of the following optional rules may be added to the game at the discretion of the Players.

1. NATURALISTIC LINE OF SIGHT
   When determining the Line of Sight, base the blocking effects of terrain upon the actual contours of the symbols rather than upon hex sides. For instance, Towns would block the Line of Sight if the straight edge passes through the Town symbol itself, or if it touches the edge of the Town symbol.

2. BRIDGE DESTRUCTION
   The bridges on the map may be destroyed in two different ways:
   - (a) Demolition: If an Engineer unit begins its Movement Phase on one side of a bridge and can end its Movement Phase on the opposite side of the bridge (in an undisplaced, normal condition), then the bridge is considered to be demolished and the hex side is treated as a River hex side.
   - (b) Heavy Bombardment: Consider the bridge to have a native defense strength of “10”. If firing AP or HE weapons during the Offensive Fire Phase, the Player can obtain an “X” result against the bridge, then the bridge is destroyed. Do not consider the Engineer Unit’s effectiveness, simply use the printed value of the counters. AP weapons, however, must be used at point-blank range, i.e., the AP units must be directly adjacent to the bridge.

MNEMONICS

There are many operations in the game which require that the Player remember, over the course of several Phases, the state of a given unit and the time at which it returns to normal or has the ability to fire again or whatever. In order to assist the Player’s memories, we suggest the use of the following mnemonics.

(a) When a unit fires during the Offensive Fire Phase, place a heads-up penny on top of the unit to indicate that it has done so, and to indicate that it may not move or attack again during that Player-Turn. Remove the pennies at the end of the Close Assault Phase. When an Enemy unit is dispersed or retreated during the Friendly Movement Phase, place a tails-up penny on it. Remove the penny at the beginning of the next Friendly Offensive Fire Phase.

(b) When a unit becomes dispersed or retreated due to Enemy fire during the Previous Movement Phase place a heads-up nickel on top of the unit (remember that dispersed counters will also be turned face-down). Remove the nickel at the beginning of the next Friendly Movement Phase.

(c) When an Enemy unit is dispersed or retreated during the Friendly Overrun Phase, place a tails-up nickel on top of the unit. When an Enemy unit is dispersed or retreated during the Close Assault Phase, place a heads-up dime on it. Remove the nickels and dimes when these Friendly Phases next occur.

(d) When a Friendly unit is dispersed or retreated during the Defensive Fire Phase, place a tails-up dime on it. Remove the dime when this phase next occurs.

(e) Remember that U.S. infantry types never recover from dispersion. See Combat Results Explanation.

(f) If Players have sets of blank counters (available from Simulations Pub.) they may wish to make “Phase Memo" labels. Instead of the coin mnemonic system, simply write on the counter, in abbreviated form, the phases/Player-Turn in which events occur and place these markers on dispersed and retreated units to indicate their time of return to normal. Make several counters of each of the following Phase/Player-Turn Abbreviations: Off/F/U.S.; Mov/U.S.; Over/U.S.; Air/U.S.; Ger/Ger; U.S./Ger; Ger/Def/U.S.; Off/F/Ger; Mov/Ger; Ovr/Ger; U.S./Def/Ger.

It is only due to production limitations that such counters were not supplied with the game (there simply wasn’t enough space on the counter sheet form).

Combat Command:

designer’s Notes

PanzerBlitz (published by Avalon Hill) proved to be a very popular game. It was complex, but most people were enthusiastic about its apparent realism and authenticity. In point of fact, PanzerBlitz was not all that realistic or authentic. The game did have its good points. That it moved at all was a credit to its play-mechanics. What was lacking was an awareness, and implementation, of some of the more critical aspects of small unit operations, Chief among these aspects is the "confusion factor", which becomes nearly decisive at the platoon level. Other aspects left untreated in PanzerBlitz were the near similarity of action and reaction at that scale, as well as a more realistic handling of combined arms coordination.

Not at all of these problems (nor others unmentioned) have been solved in Combat Command. By merely changing the scale and some of the combat and movement mechanics we have introduced more change in the game than these innovations themselves suggest. One rather obvious result is that the game is simpler, easier to play. This is essential for any game. Too much time spent on the mechanics makes the simulation more of an exercise than a game. The game-system for platoon level simulation as it now stands in Combat Command is not yet perfect. But we do feel it’s superior to the system first introduced in "Tactical Game 3" and PanzerBlitz. We are working on still better game-systems for this scale of operations. When we finish them, we’ll publish them.
Terrain Notes

For explanations of the effects of terrain upon the Line of Sight, see Fire Combat, Case g. For a full explanation of Road Movement, see Movement, Case J.

1. Any hex side which has any amount of Woods pattern superimposed upon it is considered to be a Woods hex-side for Line of Sight purposes and Movement purposes. Any hex which is partially clear terrain and partially Woods is considered to be Woods for Combat Purposes. Class 1 (vehicle) units may enter or leave such hexes through the non-woods hex sides at the entry cost indicated in the Terrain Effects Chart; such hexes are treated as Clear terrain for Movement purposes. Remember, Class 1 units may never traverse non-road hex sides which have any amount of Woods pattern over them.

2. The dashed lines which coincide with the hex pattern are the Battlefield Quadrant boundaries. Do not confuse them with the Solid heavy hex sides found on Towns and Ridges.

3. The “Hill-crest” hexes described in Case g of Fire Combat have no special effect upon Movement, nor do they impart any special combat advantage to units firing from them or defending on them.

SUMMARY OF MOVEMENT POINT COSTS

FOR TRANSPORT UNITS PICKING UP AND DROPPING PASSENGERS

<table>
<thead>
<tr>
<th>Type of Passenger</th>
<th>Pick-Up</th>
<th>Drop-Off</th>
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<tbody>
<tr>
<td>Class 2</td>
<td>6</td>
<td>3</td>
</tr>
<tr>
<td>Class 3</td>
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<td>2</td>
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WEAPONS EFFECTIVENESS CHART

<table>
<thead>
<tr>
<th>Category of Weapon Being Fired</th>
<th>Target Type</th>
<th>Armored Targets (Class 1d)</th>
<th>Non-Armored Targets</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>At Half Range (or less)</td>
<td>At Greater Than Half Range</td>
</tr>
<tr>
<td>Armor Piercing</td>
<td>Double Attack Strength</td>
<td>Normal Attack Strength</td>
<td>Half Attack Strength</td>
</tr>
<tr>
<td>High Explosive</td>
<td>Normal Attack Strength</td>
<td>Half Attack Strength</td>
<td>Normal Attack Strength</td>
</tr>
<tr>
<td>Rapid Fire</td>
<td>May only attack using Close Assault</td>
<td>Normal Attack Strength</td>
<td></td>
</tr>
</tbody>
</table>

EXPLANATION OF COMBAT RESULTS

Attacks at odds of worse than "1-4" have no effect. Attacks at odds better than "6-1" are treated as "6-1." Results only affect the target units, never the attacking units. Additions and subtractions of the die roll are cumulative and are applied as one net figure.
o = No Effect.

X = Eliminated; defending units are removed from the map immediately.

D = Dispersed; defending units are turned face down. Units remain dispersed for one Game-Turn Equivalent, i.e., they return to normal at the beginning of the next repetition of the exact Phase in which they were dispersed. For example, if a German unit was fired upon and dispersed during the U.S. Offensive Fire Phase, then that German unit would remain dispersed until the beginning of the next U.S. Offensive Fire Phase, at which time it would return to normal (before any U.S. action). During that time that a unit is in a dispersed condition, it may not move, it may not fire, and all attacks upon it have "1" subtracted from the die-number. This die-number subtraction is in addition to any other effects upon the die.

IMPORTANT NOTE: U.S. Infantry, Armored Infantry and Engineer units never recover from being dispersed. Once dispersed, they remain so for the duration of the game. U.S. Observer units do not suffer this permanent dispersal. Remember that units riding as passengers in vehicles which get dispersed are not themselves dispersed.

DD = Special Dispersed; if the defending unit was already in a dispersed state, then it is eliminated. If the defending unit was in a normal state, treat the "DD" result as a dispersed result.

R = Retreat; the defending units are retreated (moved) their Full Movement Allowance. The defending Player retreats his own units, moving them just as if it were a Movement Phase. Enemy units may not fire at retreating units which are vacating their Zones of Control. Units must be retreated within the following limits:

Units may not retreat into or through Enemy occupied hexes; into hexes or through hex-sides that are prohibited to the unit during normal movement; off the Map or out of the battlefield area; into or through the same hex twice; in violation of stacking limits. If a unit cannot be retreated its full Movement Allowance without violating any of the foregoing limitations, then it is eliminated instead. Units in a dispersed state may be retreated when called for by the Combat Results.

Units must be retreated within the following Retreat Priorities.
1. Units must retreat through the minimum possible number of Enemy Zones of Control.
2. Units must retreat towards the nearest Friendly, undispersed unit.
3. Units must attempt to retreat along roads, at the Road Movement Rate, if possible.

Effects of Retreat: a retreated unit may not move (or expend Movement Points in any way) during the next full, Friendly Movement Phase after it has been retreated. It may, however, function normally in every other respect during the time it is immobilized (assuming it is not also dispersed). If the unit is a Class 3 unit, treat an "R" result exactly as a "D". If a Class 2 unit is Dug-in, treat an "R" result as a "no-effect."

DR = Dispersed/Retreat: the unit is dispersed (exactly as in "D") and then retreated (exactly as in "R"). Class 3 units which suffer a "DR" result are affected as if it were a "DD": Class 2 units which are Dug-in, suffer "DR" results as a "D" result only.

Notes: Units which happen to have been retreated into hexes containing Friendly units, which are about to undergo attack in that same phase, do not suffer the results of that attack, nor do they contribute in any way to the defense of that hex during that phase. When dispersed units and normal units in the same hex are the objects of a single attack, the attacker may subtract "1" from his die-number (due to dispersal) only if half or more than half of the combined Defense Strength is composed of dispersed units.
<table>
<thead>
<tr>
<th>Type of Terrain</th>
<th>Movement Cost to enter given hex</th>
<th>Addition to Attacker's Die Roll when Defender is in given Terrain</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear</td>
<td>2 3 2 1</td>
<td>0</td>
</tr>
<tr>
<td>Woods</td>
<td>2a 3a 2a 1</td>
<td>1</td>
</tr>
<tr>
<td>Slope</td>
<td>6 7 3 1</td>
<td>0</td>
</tr>
<tr>
<td>Town</td>
<td>1 1 1 1</td>
<td>1</td>
</tr>
<tr>
<td>River hex-side</td>
<td>May only cross at bridge or ford</td>
<td>*</td>
</tr>
<tr>
<td>Ford hex-side</td>
<td>6b 7b 3b 0</td>
<td>*</td>
</tr>
<tr>
<td>Bridge hex-side</td>
<td>0 0 0 0</td>
<td>*</td>
</tr>
<tr>
<td>Secondary Road</td>
<td>1c 2c 1c -c</td>
<td>Determined by other Terrain in the hexagon</td>
</tr>
<tr>
<td>Primary Road</td>
<td>1c 1c 1c -c</td>
<td>Determined by other Terrain in the hexagon</td>
</tr>
</tbody>
</table>

* : Does not apply.

a: May not move through hex-sides covered by woods unless on a road.
b: This cost is in addition to the cost of entering the hex after crossing the ford hex-side.
c: See Case J of the Movement Section.
2. The dashed lines which coincide with the hexes described in Case 9 of combat advantage to units firing from them or which is considered to be Woods for Combat Purposes.

3. The "Hillcrest" hexes described in Case 9 of combat advantage to units firing from them or which is considered to be Woods for Combat Purposes.

For explanations of the effects of terrain upon the Line of Sight, see Fire Combat. Case g. For a full explanation of Road Movement see Move...