BONUS SCENARIO:

COMBAT VETERAN

32.0 COMBAT VETERAN VEHICLES

This game includes 52 bonus counters for the game **Combat Veteran** (*Modern War* #31). The following rules are provided to incorporate the counters into **Combat Veteran**.

2.1 Scale

Each 5/8" game piece typically represents one vehicle and a full inherent crew. A crew cannot ever exist separately from its vehicle and always shares the fate of its vehicle.

3.0 TYPES OF GAME PIECES

There are four types of vehicle game pieces. Each vehicle is printed with a front, fully-functional side and a back wrecked side.

Wheeled Vehicle: Each is printed with a black circle wheel mobility symbol.
Tracked Vehicle: Each is printed with its nomenclature. Unless printed with a specific mobility symbol, all vehicles in the game are assumed to be tracked.
Boat Vehicle: Each is printed with a blue hex mobility symbol.
Amphibious Vehicle: Each is printed with a white-outlined blue hex mobility symbol.

3.2 Game Piece Ratings

Vehicles possess the same game piece ratings as soldier game pieces. They are not printed with a Hero symbol, Discipline Number, Rank dots, or Crew symbol. Vehicles do possess these additional ratings as follows.

Transport Capacity: Bottom white number within a canted bracket symbol. This symbol and number represents the vehicle's capability to transport (carry) other friendly soldiers and/or equipment game pieces. The white number is the maximum quantity of friendly soldier and/or equipment game pieces that may be carried by that vehicle at any one time.

Note: If a vehicle is destroyed (wrecked) while it is transporting any other game pieces, those transported game pieces are eliminated, too.

Flamethrower Firepower Rating: Circled firepower number printed in yellow. This kind of firepower rating functions like any other normal circled firepower rating, but a negative terrain combat effect in the target hex is ignored when attacked by a flamethrower.

4.0 STACKING

There is no limit to the quantity of game pieces that may stack in the same hex, but an attack is always entitled to one extra die if a target hex is stacked with eight or more vehicles.

4.1 Utilizing a Weapon Game Piece

A vehicle cannot be utilized as a weapon game piece, and is assumed to be inherently crewed.

4.2 Beware of Backblast

A vehicle is not subject to a backblast attack.

6.0 DISCIPLINE PHASE (REPAIR)

A player may attempt to repair a vehicle's damage (thereby removing a damage marker) during his own Discipline Phase. To do so, the owning player nominates one damage marker of his choice, that afflicts each of his own damaged vehicles anywhere on the map and then roll one six-sided die per each damaged vehicle. If that die roll is greater than (>) the total quantity of damage markers that are currently afflicting that vehicle, that damage is considered repaired (remove that specific damage marker). Otherwise, that vehicle is not repaired that turn.

A vehicle cannot be afflicted by the same type of damage marker more than once at the same time, but a vehicle can become damaged repeatedly (by the same or another type of damage marker) after each repair (until that vehicle is wrecked).

If a vehicle's repair die roll is a "1", its damage is unrepairable and it becomes a "write-off"; it is immediately flipped over to its wrecked side. That vehicle's hex then permanently becomes a "-2" ( ) type of terrain.

7.0 STANCES

A stance is the physical disposition of each vehicle game pieces as it currently exists on the map (and always regardless of the terrain it presently occupies). A vehicle game piece's stance can be changed during the Movement Phase (voluntarily and/or involuntarily), but within some strictures as will be explained later. A vehicle's default stance is assumed to be "driving" (even when not being moved) unless stacked under a maneuvering or speeding marker.'

7.7 Overheating

A vehicle cannot overheat, but can potentially break down while speeding (8.8).

7.8 Facing

When any vehicle game piece is in a hex, the upper right corner of that vehicle (i.e., the front of that vehicle) must be pointed at one of the six hex corners within that hex (of the owning player's choice), and regardless of that vehicle's stance. If a vehicle enters a hex, it may only enter one of the two forward hexes that are adjoined to that same hex corner, and it must then be pointed at any hex corner within that entered hex (which may only occur after any defensive fire has been declared into that hex, if any). A vehicle may be pivoted to any hex corner that the owning player prefers, but only ever during that vehicle's Movement Phase (even if that vehicle does not actually enter a new hex). Pivoting entails no move cost, however, and it may occur before or after a vehicle enters a new hex.

No vehicle is ever required to be facing at a target it attacks, but a vehicle's facing is indeed relevant when being attacked (9.5).

8.0 MOVEMENT

Wheeled vehicles are assumed to have an inherent movement value of "25" per game turn (per friendly Movement Phase) when their stance is "driving". Tracked vehicles are assumed to have an inherent movement value of "15" when their stance is "driving". Boat vehicles and amphibious vehicles (when moving via water hexes) are assumed to have an inherent movement value of "5" when their stance is "driving". Amphibious vehicles are assumed to have their normal movement when moving via non-water hexes.

- Water hexes are assumed to have a Move Cost of "1" for boat and amphibious vehicles.
- All other normal terrain considerations apply to vehicle game pieces, although the "Move Cost" for any kind of terrain that is listed as a line of sight obstacle ( ) on the Terrain Effects Chart is always doubled for any kind of vehicle that enters that type of terrain.

Note: No additional move cost is ever required for any vehicle game piece to be pivoted in a hex, whether it remains in its current hex or is moved into a new hex.

8.2 Carrying Weapon Game Pieces

A vehicle that is printed with a transport capacity symbol can carry weapon game pieces that it is stacked with. Each numeric value of a vehicle's transport capacity is permitted to carry one weapon or one soldier game piece, although a weapon game piece that is printed with an empty square symbol in the lower right corner (known as a heavy weapon) requires two of a vehicle's transport capacity.

- Carrying weapon game pieces does not reduce any vehicle's movement.
- A vehicle with sufficient transport capacity is eligible to carry weapon and soldier game pieces at the same time.

8.4 Carrying a Wounded Soldier Game Piece

A vehicle that is printed with a transport capacity symbol can carry a wounded soldier game piece exactly as if it was a weapon game piece (8.2), but is not subject to a discipline check or overheating when doing so.

8.5 River Movement

Boat and amphibious vehicles that begin movement in a water hex are always assumed to be occupying the water portion of the hex (not the land portion of the hex). For boat and amphibious vehicles, the "Move Cost" in any water hex is always only ever "1," although it may not enter any water hex that is printed with any non-water terrain that completely bisects the water depiction betwixt it and its intended direction of movement.

Note: An amphibious vehicle cannot move via water hexes and non-water hexes during the same movement. It must always begin its movement entering a water hex (even if it starts in a non-water hex) or begins its movement entering a non-water hex (even if it starts in a water hex) and only moves via such hexes during that same Movement Phase.

- The combat effect against a boat and amphibious vehicle in a water hex is "+3" (see the Terrain Effects Chart).
- Vehicles that are not amphibious are permitted to enter water hexes exactly like any other game piece (8.5 in Modern War #31), expending all of their movement normally to do so. A vehicle that is not amphibious cannot ever enter any all-water hex, however.

8.9 Sprinting

Vehicles cannot sprint.

8.11 Driving

All vehicle game pieces are automatically assumed to be driving (even if not moved into another hex) when not stacked under a maneuvering or speeding marker.

8.12 Maneuvering

A vehicle may be stacked under a maneuvering marker at the start of its movement may move a maximum of one hex.

- When a vehicle is maneuvering, the firepower rating of each enemy game piece that is attacking that maneuvering vehicle is automatically halved (round any fractions down), although all other battlefield conditions (such as "Armor") apply normally nonetheless.
- A vehicle may not be stacked under a maneuvering marker and any other marker at the same time. If a vehicle is stacked under a damage marker, its maneuvering marker is immediately removed.

8.13 Speeding

A vehicle may be stacked under a speeding marker at any time during its normal movement. A speeding marker doubles a vehicle's standard movement (e.g., a tracked vehicle with a movement value of "15" would have a movement value of "30").

> **Note:** *The mere placement of a maneuver or speeding marker atop a vehicle game piece is not considered movement.*

- Though a vehicle may be stacked under a speeding marker at any time during its normal movement, it must be stacked under a speeding marker as of the instant that it exceeds its normal movement value. Regardless of when a vehicle is marked as speeding, the speeding marker must remain with it throughout its entire movement (until that vehicle is damaged).
- When a vehicle is stacked under a speeding marker, each attack on that vehicle must deduct two dice from its total attack (in addition to all other applicable conditions).
- A vehicle cannot be stacked under a speeding marker and any other marker at the same time. If a vehicle is stacked under a damage marker, the speeding marker is immediately removed.
- A vehicle that is stacked under a speeding marker is subject to a possible break down each time it enters a hex. In such a case, the owning player must roll one six-sided die per each hex it enters (while speeding); if that die roll is less than (<) the vehicle move cost number of the type of terrain it entered while speeding, the vehicle must stop in that same hex immediately. Place an immobilized damage marker atop that vehicle.

9.0 COMBAT

Vehicles that are printed with any firepower rating(s) may be nominated to conduct an attack like any other game piece, but only if they had moved less than half of their movement allowance during their Movement Phase of the current turn. A vehicle is entitled to make an attack with each of its two printed firepower ratings (if it is printed with two firepower ratings), although never simultaneously. If a vehicle is printed with two firepower ratings and intends to attack with both, both attacks must be resolved to completion before another game piece may begin its attack. All other restrictions apply normally.

9.5 Battlefield Conditions

Only Armor (a), Close Combat (d), Misadventure (g), Overstacking (h), Proximity (i) and Range (j) battlefield conditions ever apply to vehicle game pieces (in addition to maneuvering and speeding mentioned above), as well as one additional (applicable to vehicle targets only):

(O) Flank (Side): If an attacking game piece's current line of sight does not cross over the two frontal hexsides that adjoin the hex corner that a targeted vehicle is facing, that vehicle's armor rating is halved (round any fractions up) during that attack.

> **Note:** *A vehicle's armor rating functions also reduce the amount of dice that are rolled to attack any other game pieces in the same hex. If the flank battlefield condition applies, the vehicle's armor rating is halved (round any fractions up) for any other game pieces in that same hex.*

9.7 Resolving an Attack

An attack against a vehicle is procedurally no different than an attack against infantry as explained by the foregoing Combat Veteran rules (Modern War #31), but an attack against a vehicle is resolved with the Vehicle Target Combat Effects Results chart instead (below). The effects of Damage markers are tabulated as follows, all of which remain with the vehicle until repaired:

Unmanned: This vehicle may not move, pivot, or attack. If this vehicle's hex is ever occupied by any enemy game piece (even if there are other opposing game pieces there), it is flipped to its wreck side immediately.
Immobilized: This vehicle may not move or pivot (but it may attack normally).
MA (Main Armament) Malfunction: This vehicle's circled firepower rating is reduced to zero.
Hull MG Malfunction: This vehicle's non-circled firepower rating is reduced to zero.
Coaxial MG Malfunction: This vehicle's non-circled firepower rating is halved (round up).
Turret Inoperable: This vehicle's circled and non-circled firepower ratings are halved (round any fractions up).

A vehicle cannot receive the same type of damage marker more than once at the same time. If a damage marker is drawn for a vehicle that is already afflicted by that identical type of damage marker, that duplicate damage marker is a no effect, equivalent to a miss result.

9.9 Collateral Damage

Vehicles are never subject to collateral damage, but "Critical Hit" results against a targeted vehicle (that were not nullified) are rerolled as new and separate collateral damage die rolls against any other non-vehicle enemy game pieces in that targeted vehicle's same target hex normally (8.9, Modern War #31)

10.0 CLOSE COMBAT

If close combat includes any vehicle, that vehicle is simply counted as a single, present game piece normally (10.1), and its full armor modifier (if any) is potentially deducted from the enemy's close combat calculation normally (10.3).

13.0 SCENARIO 1

Place one "Monitor" boat in hex 1008.

Optional Variant: Replace the Monitor with one American M48 and two M113s to hex 1021, along with any twenty-one of the American soldiers, one M60, one M79, one XM148, one LAW, two Radios, one Smoke (none of which are being transported by the two M113s).

14.0 SCENARIO 2

Place two "Humvee" vehicles, each with an "Unmanned" marker, and one with a "Coaxial Machinegun Malfunction", in hex 2336.

Optional Variant: Add one Taliban T54 and two PT76s to hex 3027, facing southeast.

15.0 SCENARIO 3 (TANK DUEL IN KOREA)

This scenario simulates a historic tank engagement between five North Korean T-34s and a single U.S. M26 Pershing ("A" Tank) of A Company, 1st Tank Battalion, 1st Provisional Marine Brigade in 1950.

15.1 American Set-up (set up first)

Set up one M26 in hex 1514 first, facing northwest. Set up five T34s in hex 2400 second, all facing southeast.

The game begins with the North Korean Movement Phase; stance is Driving.

15.5 Victory Conditions

The North Korean player wins the game if the M26 is wrecked before the end Turn 10. If not, the American player wins.

16.0 LEARNING SCENARIO (TIGER VS PERSHING)

This scenario pits one German Tiger tank against one American Pershing tank in 1945.

16.1 Set-up

Set up one German Tiger I in hex 2900 first, facing southeast. Set up one U.S. M26 in hex 1514, facing northwest.

Optional Variant: Replace the U.S. M26 with two M4A2s in hex 1514, facing northwest.

The game begins with the American Movement Phase; stance is Driving.

16.5 Victory Conditions

The US player wins the scenario if the Tiger I is wrecked before the end of Turn 10. If not, the German player wins.

	Vehicle Target Combat Effects Results	
Die Roll	**Result**	**Result Explanation**
1	Deflection!	There is no effect to the targeted vehicle. But, the attacked player may ALSO immediately apply this die roll to cancel any other one die roll result of his choice that occurred during the same attack from the same attacker this phase.
2	Miss	There is no effect. This cannot cancel any roll.
3	Stopped (Defensive Fire only) If this is not "Defensive Fire", this is a Miss result.	If this is *Defensive Fire* against a moving target vehicle, it must stop for the rest of this Movement Phase. Remove Speeding or Maneuvering marker, if any.
4	One Hit Note: If a vehicle is ever marked with all six damage markers, it is wrecked.	Roll one six-sided die to determine which damage marker this vehicle receives: 1 = Coaxial MG Malf. 2 = Hull MG Malf. 3 = Immobilized 4 = Turret Inoperable 5 = Main Gun Malf. 6 = Unmanned
5	Multiple Hits Note: If a vehicle is ever marked with all six damage markers, it is wrecked.	Roll one six-sided die twice to determine which <u>two</u> damage markers this vehicle receives (duplicates, only apply once): 1 = Coaxial MG Malf. 2 = Hull MG Malf. 3 = Immobilized 4 = Turret Inoperable 5 = Main Gun Malf. 6 = Unmanned
6	Critical Hit	Vehicle is wrecked.