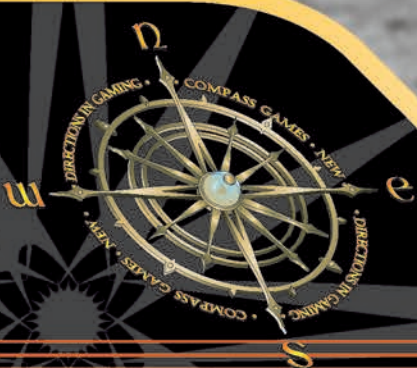


COMBAT!

Volume 2

An Expansion for Combat!

RULES OF PLAY



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GAME COMPONENTS

Each copy of Combat!2 contains:

- 1 Rule Book
- 1 Scenario Book
- 6 Maps at 25 x 38 inches each:
 - The Woods
 - The Town
 - The Abbey
 - The Hamlet
 - The Hedgerows 2
 - The Ridge
- 7 Sheets of Counters - 4 at One Inch and 3 at 5/8 Inch
- 16 Player Aid Cards:
 - Vehicle Order Matrix - 8.5 x 11
 - Vehicle Hit Location & Damage Tables - 2 at 8.5 x 11
 - Patrol Display Mat - 8.5 x 11
 - Vehicle Display Mats - 10 at 8.5 x 11
 - Weapons Chart Addendum - 8.5 x 11
 - Updated Spotting & Terrain Chart - 11 x 17
- 2 Pads - one each of Squad Rosters and Campaign Calendars
- 1 Box and Lid Set

23.0 INTRODUCTION TO COMBAT!2

Combat!2 is an add-on module for Combat! It adds various new features such as: Elite Enemies, new weapons, weather, fire, medics, vehicles, light anti-tank weapons, Character skills and 12 new stand-alone scenarios. There is also a campaign game that will allow you to follow the fortunes of your squad from D-day to VE-day, performing missions and patrols; gaining experience and new skills for your squad including 7 campaign-specific scenarios.

23.1 Rule of '9'

While not specifically stated in Combat! anytime a *natural* 9 (on a D10) is rolled it causes a miss or fail whether it is specifically defined or not.

23.2 Firing on a hex occupied by more than one Character

a) Occupied by multiple Opposing Characters.

Enemy Characters will fire on the Friendly Character who is easiest to hit. If this results in more than 1 available target, the actual target will be chosen by random selection.

Friendly Characters may choose their target if firing from 5 or fewer hexes away. If firing from more than 5 hexes away then the target will be chosen by random selection.

b) The target hex is occupied by both Friendly and Enemy Characters.

To fire at a hex with both Friendly and Enemy Characters the firing Character must have an Aimed Fire Order, use a weapon with a ROF of 1 and be at a range of 5 hexes or less.

Enemy Characters closer than 6 hexes will fire on the Character who is easiest to hit. If this means that there is more than 1 possible target then the actual target will be chosen by random selection.

Friendly Characters may choose their target otherwise the target is chosen by random selection.

Note: No Characters may fire or throw grenades into a melee hex.

23.3 Incapacitated Characters

Clarification - Incapacitated Friendly Characters are not treated as Targets by enemy Characters either for firing or for a Charge or Grenade Order. Any Incapacitated Characters on the map at the end of a Mission/Scenario that do not have a Friendly Character within 2 hexes are treated as captured. Incapacitated characters may not take part in melee and are, effectively, ignored by Enemy Characters.

23.4 Prisoners

Any Character who is a prisoner and has a guard in their hex is treated as captured at the end of any Mission/Scenario.

23.5 Optional Enemy Activation Rule

Instead of drawing Enemy Order Cards during the Enemy Card and Order Phase just draw a single card to determine each Enemy Team's Initiative. Only draw and place Orders for a specific Character when that Team is activated or when an Enemy Character that does not yet have an Order is fired upon. This helps increase the fog of war by preventing the player from possibly knowing everything the enemy will do until he commits to a course of action on Impulse 1. It also spreads the 'job' of placing Enemy Orders.

A big thanks to Jeffrey Smith for this idea.

23.6 Future Vehicles

On counter sheet 4 there are vehicle counters for M4A3E8, M10, PzKpfw VG AFVs, and a Kubelwagen. Displays and tables for these will appear in future products.

24.0 ELITE ENEMIES

Combat!2 introduces a whole new set of Enemy Characters to fight against - the SS. These new Characters are numbered 1-21 the same as the original Enemy Characters from Combat! but their stats are

23.7 New Glossary Terms

%D	Roll 2 D10 of different colors. Nominate one as the '10's and the other as the units. Read them as a number between 00 and 99.
d3	Use a 6-sided die, treat a roll of 1-2 as a 1, 3-4 as a 2, and 5-6 as a 3.
Mission or Scenario	These terms are interchangeable. A Mission is a scenario that you play during a Campaign game.
Patrol	Patrols take place during Campaign Games and break the game down into 30-minute turns. They may or may not contain missions.
Target Marker	Target Markers are used to show the current focus of specific Enemy vehicle crew members or snipers.
Observed Targets	Observed Targets are any Spotted Friendly Characters or vehicles in or adjacent to an Enemy crew member's Target Marker.
Impassable Terrain	Terrain that Vehicles (and sometimes Characters) may not enter (See Rule 31.5)
Sch.	SS Schütze
Obsh	SS OberSchütze (NCO)
Obstm	SS Obersturmführer (Officer)
UO	Unterofficer
UFW	Unterfeldwebel
OFW	Oberfeldwebel
ObG	Obergefreiter

different. These can be used with all existing stand-alone scenarios. Simply replace the normal Enemy Characters, that would be placed in the cup or arrive as reinforcements, with the Elite counterpart. Elite enemies may also be encountered in the campaign game and this will be specified in the Campaign game mission setup.

24.1 Elite Enemy Skills

Some Elite enemies start with skills shown on their counter (see examples below). Skills and experience are defined fully in the

Sniper - +2 to WS if firing an Aimed Shot and not firing on Impulse 2. The +2 occurs when firing on Impulse 4. When an Enemy Character with this skill has an Aimed Fire Order and the nearest Spotted, Friendly Character is 3 or more hexes range at the start of Enemy Character's Activation on Impulse 2, the Enemy Character will use this skill if he passes a TQ check.

Elite Enemy Skills - Symbols & Definitions:



Dodge: -1 to all fire attacks at this character if it has Evade Orders



Dodge-2: -2 to all fire attacks at this character if it has Evade Orders



Tough: May draw 2 wound cards if hit and select the least damaging one (Dead, Bad Wound, Light Wound, MC)



Eagle Eyes: +1 to TQ for all spotting attempts. (Max TQ is 8 - recall that 9 is always a failure)



Knife Expert: The character has an additional weapon (Thrown Knife). ROF 1, Range 2 hexes, WS = TQ-Range. If the firing character is throwing ('firing') its knife from a hex with Cover, the character is not flipped to its spotted side. Otherwise flip as normal. In Melee +1 TQ for all attacks. An Enemy Character will only use this skill for the +1TQ in Melee.

Deadly: Draw 2 cards on a successful hit and choose one. If firing on a Character with the 'Tough' Skill, then do this twice, and then apply the least effective result out of the 2 cards. Effectiveness is determined from high to low (KIA, Bad Wound, Light Wound, Morale Check)

25.0 New Character Selection Table

Die-Roll	Characters Assigned
0	Able: Sgt Taylor, Pvt Cragg, Pvt Brubaker Baker: Pvt Johnson, Pvt Peters, Pvt Miller Charlie: Cpl Thomas, Pvt Buttermann, Pvt Walsh, Pvt Stubbs, Pvt Kowalski, Pvt Temple
1	Able: Sgt Mayfield, Pvt O'Connell, Pvt Crowe Baker: Pvt Goldstein, Pvt Donahue, Pvt Woodruff Charlie: Cpl Stinson, Pvt Connor, Pvt Dougless, Pvt Lozano, Pvt Maloney, Pvt Meeks
2	Able: SSgt Perez, Pvt Patterson, Pvt Butler Baker: Pvt Lewis, Pvt Moore, Pvt James Charlie: Cpl Diaz, Pvt Bennet, Pvt Hall, Pvt Williams, Pvt Perry, Pvt Holland
3	Able: Sgt Mayfield, Pvt Cragg, Pvt Patterson Baker: Pvt Johnson, Pvt Miller, Pvt James Charlie: Cpl Diaz, Pvt Buttermann, Pvt Kowalski, Pvt Maloney, Pvt Hall, Pvt Perry
4	Able: Sgt Taylor, Pvt O'Connell, Pvt Butler Baker: Pvt Goldstein, Pvt Woodruff, Pvt Moore Charlie: Cpl Stinson, Pvt Connor, Pvt Lozano, Pvt Hall, Pvt Perry, Pvt Holland
5	Able: SSgt Perez, Pvt Cragg, Pvt Crowe Baker: Pvt Peters, Pvt Miller, Pvt Donahue Charlie: Cpl Diaz, Pvt Buttermann, Pvt Stubbs, Pvt Connor, Pvt Lozano, Pvt Meeks
6	Able: Sgt Mayfield, Pvt Brubaker, Pvt Butler Baker: Pvt Peters, Pvt Lewis, Pvt Moore Charlie: Cpl Thomas, Pvt Walsh, Pvt Stubbs, Pvt Temple, Pvt Bennet, Pvt Williams
7	Able: Sgt Taylor, Pvt Patterson, Pvt Crowe Baker: , Pvt Donahue, Pvt Lewis, Pvt James Charlie: Cpl Stinson, Pvt Dougless, Pvt Maloney, Pvt Meeks, Pvt Bennet, Pvt Williams
8	Able: SSgt Perez, Pvt Brubaker, Pvt O'Connell, Baker: Pvt Johnson, Pvt Goldstein, Pvt Woodruff Charlie: Cpl Thomas, Pvt Walsh, Pvt Kowalski, Pvt Temple, Pvt Dougless, Pvt Holland
9	Re-roll

Campaign Rules 36.0 but if you wish to use the Elite Characters in a stand-alone scenario the relevant skills are shown on page 3.

25.0 NEW CHARACTERS



Combat!2 adds a third squad of Friendly Characters (as well as the Platoon command members for those people who wish to field a full platoon). Before playing a stand-alone scenario the Player rolls a D10 on the New Character Selection Table to determine the members of their squad.

Note: After playing a Friendly Card to the Initiative Track determine the Initiative Value of the Command Team (marked 'COM' on their counters) by drawing a new Friendly card and using the value next to 'Able' Team.

The drawn card has no other effect and is placed in the discard pile after adjusting the Command Initiative Marker. If a card is drawn without an Initiative value (one of the 2 Event Cards) then no Event occurs and another card is drawn for the Initiative value but the deck and discards will be reshuffled after the Initiative value has been determined.

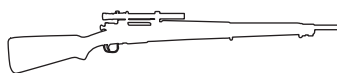
26.0 NEW WEAPONS

As well as new rules and counters for Light AT weapons (Bazooka and Panzerfaust see 32.0) Combat!2 also adds 4 new small arms weapons. These are:



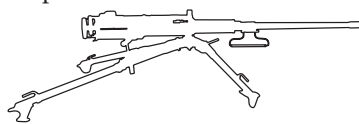
Thompson SMG An American sub-machine gun that may be assigned to Characters in the Campaign game. The Player is also free to substitute a

Thompson for the M3 Grease gun in any stand-alone scenario.



Springfield M1903 An American five-round magazine fed, bolt-action service repeating rifle; Slow. It is equipped with a

scope and adds +1 to all Aimed shots beyond 3 hexes.



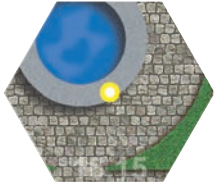
Browning M-2 .50-caliber Heavy Machine-gun (used only on the M3A1 or Jeep).



STG 44 A German late-war assault rifle. Enemies will use a ROF of 3 if the range is 13 hexes or less and a ROF of 1 if the range is 14 or more hexes.

27.0 NEW TERRAIN

27.1 Fountain



Fountain hexes are Rough Terrain. Fountains are a size ½ obstacle. Note the yellow collar around the center-dot identifying this terrain type.

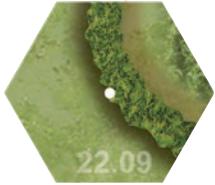
27.2 Fortified Building



Fortified Building Markers are usually placed via a scenario special rule. They are treated as Buildings except:

An Enemy Character will not consider a Friendly Character in a hex with a Fortified Building Marker as a target for a Charge Order and will not roll for a Charge Order. A Friendly Character may not Charge into a Fortified Building hex. Fortified Buildings have their own line on the Order/Terrain Chart.

27.3 Bocage



Bocage is Rough Terrain. Bocage is a size 1 obstacle and blocks LOS. Bocage rules are applied to hedges via special instructions in a scenario or campaign chapter.

27.4 Trench (Depression)



Trenches are usually placed via a scenario special rule. Trenches are a size 0 obstacle and are treated as a Depression (see below).

27.5 Abbey

There are 2 different lines on the Order/Terrain Chart for an Abbey hex depending on whether the fire is occurring within the Abbey or is from outside. Fire from outside the Abbey may only hit Characters in Abbey Exterior hexes (red collar). LOS within the Abbey is not blocked by either Abbey Exterior or Abbey Interior hexes (red or red and yellow collars) but there is a -1 modifier for each hex such fire passes through.

27.6 Foxholes in Tree hexes

Use the better of the two values when being spotted or being fired upon.

27.7 Barbed Wire



Barbed Wire is Rough Terrain except if the Barbed Wire hex is occupied by another Character from the same side and that Character is executing a Hide Order. A Character may only use Sneak to leave a Barbed Wire hex and must pass a TQC each time they try to leave the hex (on Impulses 2 and 4). Enemy Characters given movement Orders other than Sneak will change the given order to Sneak with the same directions. If the Barbed Wire hex is occupied by another Character that has a Hide Order then none of the above applies, any order may be given and no TQC is required. If 2 or more Enemy Characters occupy a Barbed Wire hex at the start of the Enemy Card and Orders Phase then the Character with the lowest TQ (random selection if tied) will automatically be given a Hide Order before assigning orders to the other Enemy Characters in the hex.

There is a -1 WS penalty for any firing from a Barbed Wire Hex.

When firing at/spotting a Character in a Barbed Wire hex use the other terrain in the hex for modifiers. Barbed Wire does not block LOS.

Trucks and Jeeps treat Barbed Wire as if it was Impassable Terrain (See 31.5). Half-Tracks entering a Barbed Wire hex roll d10.

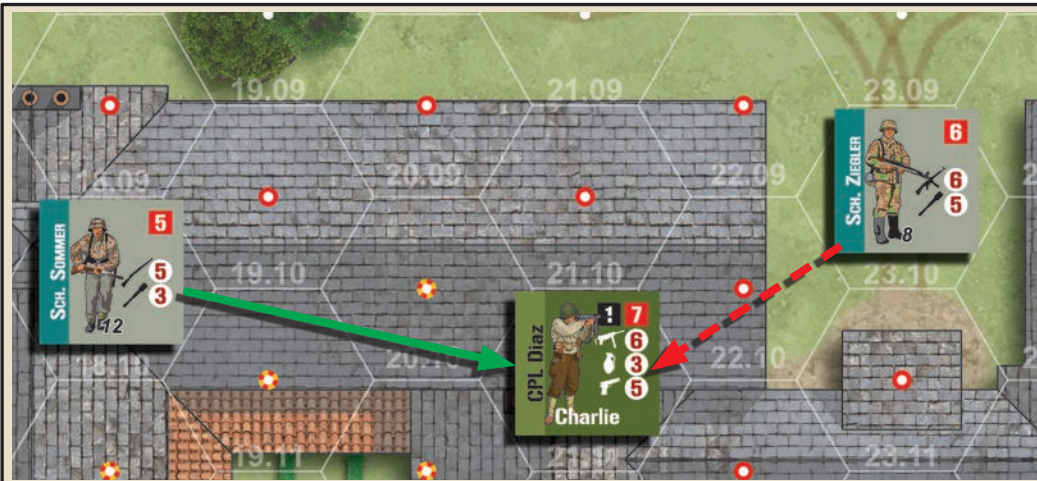
- 0 Remove the Barbed Wire Marker.
- 1-4 No Effect
- 5-8 Replace Driver's Order with Emergency Stop
- 9 Immobilized; Roll d6 for damage: 1-3 Left Wheel, 4-6 Right Wheel; replace Driver's Order with Emergency Stop

AFVs entering Barbed Wire roll d10:

- 0-3 Remove the Barbed Wire Marker
- 4-8 No Effect
- 9 Replace the Driver's Order with Emergency Stop.

27.8 Depressions and Small Terrain (Logs, Long Grass & Fields) - 'S' or 'D' Terrain

Depression and Stream hexes, Foxhole and Trench counters, and Crater hexes or counters are all treated as Depression Terrain.

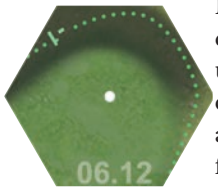
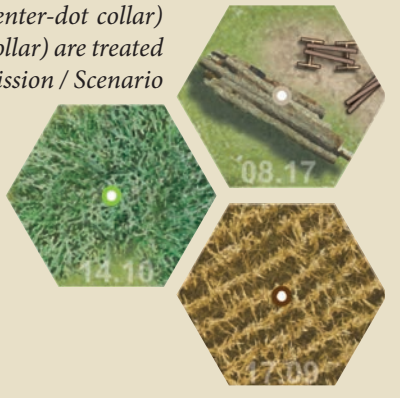


Abbey LOS Example:

LOS from Sch. Ziegler (23.10) to Cpl. Diaz (21.11, an Abbey Interior hex) is blocked by the Abbey exterior hex in 22.10.

However, LOS from Sch. Sommer in 18.10 (also an Abbey Interior hex) is clear, although a -2 modifier for his fire passing through hexes 19.11 and 20.10 would apply. If Sch. Sommer was in 18.09 he would still have LOS to Cpl. Diaz with a -2 modifier to his fire (i.e. 19.10 would not block LOS).

Long Grass (light green center-dot collar) and Logs (tan center dot collar) are treated as Small terrain. If the mission / Scenario is set during June, July, or August, Fields (brown center dot collar) also count as Small Terrain.



Note the dotted "topo" line indicating a depression. A target can be seen in this terrain unless the target has a Sneak, Hide, Reload or Rally Order OR the Spotter or Attacker is adjacent to the target. Add 1 hex to this range for each Level higher than the target.

Small Terrain is NOT Blocking Terrain unless either the Spotter OR Target has a Sneak, Hide, Reload or Rally Order.

27.9 Vehicles as Terrain



If a Character is in a hex with an AFV or Half-Track, then they may use either the Terrain in the hex or the 'In hex with AFV/Half-Track' line on the Order/Terrain or Spotting Charts. Enemy Characters will always use the best terrain i.e. with the largest negative modifier.

27.10 Map Graphics: Note that gardens and tracks depicted on the maps (e.g. The Abbey map 22.14 and 23.10) are purely there for artistic effect and have no game purpose.

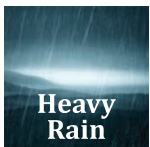
28.0 WEATHER AND GROUND CONDITIONS

Combat!2 introduces weather types. The weather is either specified in the scenario, determined during the campaign or, of course, the Player is free to select any weather for a stand-alone scenario. Weather will not change during a scenario unless it is specified in the Scenario Special Rules or the Scenario-specific Event tables. Should the maximum LOS be determined by both weather and night, use the lower rolled visibility range.

28.1 Weather types



Rain: -1 WS to all firing beyond a 2-hex range unless within the same building.



Heavy Rain: Heavy Rain causes the maximum LOS to drop to 2d6 hexes. At the end of each turn roll d10. On a 9 the Ground Condition 'Mud' (See Rule 28.2) is in effect for the rest of the scenario. Stop rolling at this point.

-1 WS to all firing beyond a 2-hex range unless both the firer and the target are in the same building.



Mist: Mist causes the maximum LOS to drop to 1D6+4 hexes. There is a -1 WS modifier for any firing beyond a 2-hex range unless both the firer and the target are in the same building. Vehicles

may not use Fast Movement Orders. Enemy Vehicles with those order will immediately change them for a Forward Order.



Fog: Fog is a more extreme version of Mist. It can occur at the start of scenarios or Mist can become Fog due to a Random Event in other Scenarios.

Fog causes the maximum LOS to drop to 1D6 Hexes. If this would cause the visibility to be higher than the current Mist value then reduce LOS by 1 hex.

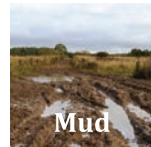
There is a -2 WS modifier for any firing beyond a 2-hex range unless both the firer and the target are in the same building.

Vehicles may not use Fast or Forward Movement Orders. Enemy Vehicles with those order will immediately change them for an Ahead Slow Order.

28.2 Ground Conditions

Ground Conditions can exist simultaneously with Weather effects. The Ground Condition is either specified in the scenario, determined during the campaign or, of course, the Player is free to select any Ground condition for a stand-alone scenario

The Ground Conditions are:

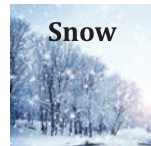


Mud: No Sprint orders allowed. Enemy Characters due to be assigned a Sprint Order will reduce to an Evade Order but with the same direction.

Vehicles may not use Fast Movement Orders. Enemy Vehicles with those order will immediately change them for a Forward Order.

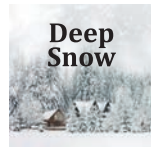


Jeeps/Trucks entering any hex that is not a road roll a d10 after entering the Hex. On an 8 or 9 they are Mired. Remove their Order and place a 'Mired' Marker on the Jeep/Truck. The Jeep/Truck may not move until freed. To free a Jeep/Truck the Driver makes a TQC-3 (i.e. subtract 3 from the Driver's TQ before rolling) during Step 5 of the Sequence of Play. If successful then remove the Mired Marker. They may be given Orders normally next turn. If it fails, then Enemy Drivers are given Panic Orders



Snow: No Sprint orders allowed. Enemy Characters due to be assigned a Sprint Order will reduce to an Evade Order but with the same Direction. Characters defined as having 'Winter Camouflage' are -1 to Spot.

Vehicles may not use Fast Movement Orders. Enemy Vehicles with those orders will immediately change them for a Forward Order.



Deep Snow: No Sprint, Evade or Run & Gun orders allowed. Enemy Characters due to be assigned one of these Orders will reduce down to a Sneak Order but with the same Direction. Characters defined as having 'Winter Camouflage' are -1 to Spot.

Vehicles may not use Fast or Forward Movement Orders. Enemy Vehicles with those order will immediately change them for an Ahead Slow Order.

29.0 FIRE

Fire may occur as a result of artillery or mortar attacks, a scenario-specific rule or a scenario-specific event table.

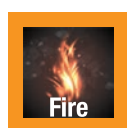
29.1 Artillery and Mortar attacks

After resolving each Artillery or mortar attack roll d10. If the number is equal to or less than the 'Kindling' value of the terrain where the attack occurred, then place a Fire Marker in the hex.

29.2 Fire Kindling	
Terrain	Die-Roll
Trees	2
Buildings	1
Hedge	3
Bocage	2
Long Grass	3
Orchard	2
Log	2

Die roll modifier: Heavy Rain: +1

29.2 Fire Markers



A Fire Marker has a Smoke Number of 3 and uses Fading Smoke - There is no need to place a Smoke Marker on the Fire hex itself the Fire Marker counts as one of the three smoke locations and blocks LOS.

At the end of the turn following the one in which the Fire Marker was placed, add a Fading Smoke marker in the adjacent downwind hex. At the end of the following turn, add another Fading Smoke Marker in the next downwind hex. These Fading Smoke Markers do not get removed unless the fire is extinguished (see below).



A Raging Fire Marker has a Smoke Number of 4 and uses Smoke (not Fading Smoke). There is no need to place a Smoke Marker on the Raging Fire hex itself, the Raging Fire Marker counts as one of the four smoke locations and blocks LOS. When a Fire becomes a

Raging Fire flip the Fading Smoke markers to their Smoke side. At the end of each subsequent turn, add a Smoke Marker unless there are already 3 Smoke markers. These Smoke Markers do not get removed unless the fire is extinguished (see below).

Hexes with either Fire or Raging Fire Markers may not be entered by Characters or Vehicles.

This means that a Character will not enter one of these hexes. If an Enemy Character's order requires the Character to enter a Fire hex, check to see if the Enemy Character could possibly complete any of its movement in a later Impulse. If it cannot (and would therefore just keep trying to enter the Fire hex) then the Character's Order is changed to a Duck Back. If it would be possible to move on a future Impulse then do not Duck Back, simply end its movement for this Impulse. Vehicles treat fire as Impassable Terrain (see Rule 31.5)

A Character may be in a hex when a Fire starts or spreads. At the end of each Turn (other than the Turn the Fire starts or spreads), that the Character is still in the hex, draw a Wound Card and apply

the results. If the Fire is a Raging Fire then Draw 2 Wound Cards.

29.3 Fire Growth

At the end of each turn after the one in which the Fire Marker was placed roll d10. If the number is equal to or less than the 'Fire Growth' value of the terrain where the attack occurred then flip the Fire Marker to its Raging Fire Side and flip all Fading Smoke markers (that are being generated by the Fire Marker) to their Smoke sides.

29.3 Fire Growth	
Terrain	Die-Roll
Trees	2
Buildings	2
Hedge	3
Bocage	3
Long Grass	4
Orchard	3
Log	2

All Terrain: if a 9 is rolled then the Fire is extinguished - remove the Fire Marker and any Smoke or Fading Smoke generated by that Fire.

Once fire has reached the Raging Fire side it will stay that way for the rest of the battle.

29.4 Fire Spread

Fire may spread if there is burnable terrain in the adjacent hex downwind from the fire. If the Fire Marker is already on it's Raging Fire side then instead of checking for Fire growth check for Fire Spread. Roll a d10. Check the number rolled with the chart below. If the number is equal to or less than the 'Fire Spread' value of the downwind terrain then place a Fire Marker in that hex.

29.4 Fire Spread	
Terrain	Die-Roll
Trees	2
Buildings	1
Hedge	2
Bocage	2
Long Grass	3
Orchard	3
Log	1

Die roll modifier: Heavy Rain: +1

29.5 Cumulative effect of Smoke

Both artillery and fire produce Smoke. More than 1 Smoke marker may be placed in a hex if there are multiple sources. If the total LOS modifier is greater than two times the Character's TQ (x2) then LOS is blocked.

For example: 2 smoke markers in a hex with a total LOS modifier of -8 blocks LOS for Characters with a TQ of 4 or less.

30.0 TRAINED MEDICS

In Combat! there were Friendly Characters that had the Medic Skill. Combat!2 adds Trained Medics who are unarmed and whose sole function is to heal wounded Characters. There are both Friendly and Enemy Trained Medics. A Medic is identified by a large medic helmet in the lower right portion of the counter. Trained Medics are unarmed and may never be given a Fire Order of any kind. All Trained Medics gain +2 to their TQ when performing a Medical Aid Order. When using a Friendly Trained Medic in a scenario (either by choice, scenario rule or campaign rule), select one randomly from the 5 Trained Medics provided. Trained Medics may never enter Melee and if a Character, of the opposing side enters their hex, they roll 1D6 and are immediately moved 1 hex in that direction.

30.1 Friendly Trained Medic



Enemy Characters will only fire on a Friendly Trained Medic if they have no other targets and the Enemy Character fails a TQ Roll with a +2 modifier (TQ+2). If a Friendly Trained Medic is ever killed or receives a Bad Wound, then every Friendly Character with a LOS to that Friendly Trained Medic must roll d10:

Injured/KIA Medic Morale Check	
Die roll	Effect
Natural 0	Morale State +2 (Max. Berserk)
<= Character's TQ	Morale State +1 (Max. Berserk)
> Character's TQ	No Effect
Natural 9	Morale State -1

For the rest of the scenario, when taking enemy prisoners, the player must immediately make a TQC for the designated Guard. If the roll is a failure, then the Prisoner is immediately killed. [Note in a Campaign Game no Demerit points are gained]

Enemy Characters whose Morale Level is Berserk do not receive either the +2 modifier listed above or the +3 for being Berserk. They must pass an unmodified TQC or they will fire on an Enemy Trained Medic.

30.2 Enemy Trained Medic



If an Enemy Trained Medic is ever assigned a Fire Order, draw again until a non-fire Order is chosen unless there is a 'C' (Charge) or 'G' (Grenade) check that can be acted upon. Enemy Trained Medics treat 'C' (Charge) and 'G' (Grenade) checks as 'M' (Medical) Checks instead, except that no TQC is required. If there is a wounded Enemy Character within

4 hexes of the Enemy Trained Medic, then assign an appropriate Evade Order that would enable the Enemy Trained Medic to enter that hex, or to move as close as it can. When it enters that hex the Enemy Trained Medic will automatically Duck Back. If no Order will get them to the hex then select one that gets them the closest and passes through the 'best' terrain (for them).

If there are multiple wounded Enemy Characters with 4 hexes then select in this order: closest, worst wound, randomly.

An Enemy Trained Medic starting the Orders Phase in a hex with a wounded Enemy Character will automatically receive a 'Medical Aid' Order, and the wounded Enemy (being treated) will receive a 'Rally' Order if their Morale State is below normal and a 'Hide' Order if not.

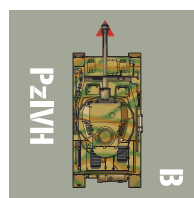
Friendly Characters will only fire on an Enemy Trained Medic if you choose to do so AND they fail a TQC Roll with a +2 modifier (TQ+2).

If an Enemy Trained Medic is ever killed or receives a Bad Wound, then for the rest of the scenario Enemy Characters will fire on Friendly Trained Medics and no roll is made on the Friendly Medic Table above if one is killed or Badly Wounded (Friendly Characters will still check for prisoner execution if a Friendly Trained Medic is ever killed or wounded).



Friendly Characters who are Berserk do not receive either the +2 modifier listed above or the +3 for being Berserk. They must pass an unmodified TQC or they must (not the Players Choice) fire on the Enemy Trained Medic.

31.0 VEHICLES



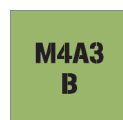
Combat!2 adds both Friendly and Enemy vehicles. They are classified as Jeep, Truck, Half-Track, or AFV (Armored Fighting Vehicle). Each vehicle is represented both by a counter on the map as well as an off-board display. The off-board display has spaces for crew members and their orders, as well as

space for damage markers and ammo load.

When a Scenario specifies that either the Player or the Enemy receive one or more vehicles, then place the appropriate Vehicle Display card next to the map for each vehicle specified.

Each vehicle also has its own Initiative marker. When a vehicle is activated each crew member is activated in order (see Rule 31.1).

31.1 Vehicle Initiative



To determine the Initiative value for Friendly Vehicles, the player draws a card from the Friendly Card Deck and uses the number for Able Team as the Vehicles Initiative Value. If there is a second Vehicle, then the Initiative value for Baker Team is used as their Initiative value. For each Enemy Vehicle use the Initiative value on the card drawn for the Commander's Order (see below). This number is used for the vehicle Initiative and the Commander's Order. If using Optional Rule 23.3, draw a separate Initiative card for each vehicle.

Also note that the Commander of an AFV may not be given a Plan Order. Their Leadership value is only used to modify Morale Checks (see Rule 31.11.6).

Vehicle Crew Members, who are no longer in their vehicle, will still determine their Initiative value as above.

Important - Whenever activating a vehicle always activate the crew in the following order:

Commander / Driver / Gunner / Loader / Co-driver

Notice that both Friendly and Enemy Vehicle movement orders

have direction numbers in the same manner as Enemy Characters do in Combat!. Thus when giving Friendly Vehicle Drivers orders, you are committing the vehicle to not just speed, but also direction. Vehicles **MUST** move if able with the exception of the Emergency Stop order.

31.2 Emergency Stop (See rule 31.11.13)



When activating a Friendly Driver, the Player may declare Emergency Stop during Step 4 a) iii) of the Sequence of Play (Duck Back). Certain circumstances require Enemy Drivers to make an Emergency Stop - these are always mandatory.

A Friendly Driver may/must select Emergency Stop in any of the following situations:

- (1) The player may choose to issue an Emergency Stop to the Driver after moving into a new hex during an Impulse. Once selected the vehicle stops immediately.
- (2) If the Driver fails an MC, he immediately switches orders to Emergency Stop. This is mandatory.
- (3) If the Vehicle is immobilized, the Driver immediately switches to Emergency Stop. This is also mandatory.

The Driver of an Enemy Vehicle must change their Order to Emergency Stop if:

- (1) The Commander of the AFV has placed its Target Marker, this Impulse on a Friendly AFV or a Friendly Character with a Light AT weapon (Bazooka) *and* the Driver passes a TQC.
- (2) If the Driver fails an MC, he immediately switches orders to Emergency Stop.
- (3) If the Vehicle is immobilized, the Driver immediately switches to Emergency Stop.

31.3 Vehicle Crew and Passengers

Jeeps, Trucks and Half-Tracks: Friendly Jeeps, Trucks and Half-Tracks must be driven by a Friendly Character. Randomly select a Driver from Combat!2 to use as a Driver and add it to your squad or you can use a Character with the Drive Skill.

Enemy Trucks will be driven by a random Character (1-18 only and from any Cup in play, or from unused Characters if none are available in the Cup(s)) drawn when the Vehicle arrives.

Since all Crew Members are known, continue to draw until you get a Character. Dummies are returned to the Cup.

AFVs: There are crew counters for each AFV position. At the start of the scenario separate the counters by crew position and fill each AFV by drawing a random crew counter from the counters provided for each position in the vehicle. Only select from Commanders when filling the Commander position, etc.

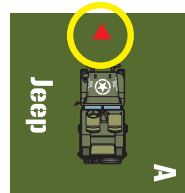
Passengers may be loaded during the scenario, or specified during scenario set up.

Place the Crew (and any passengers) face up (known or Spotted side) on the display.

In Combat!2 Characters may not ride on AFVs

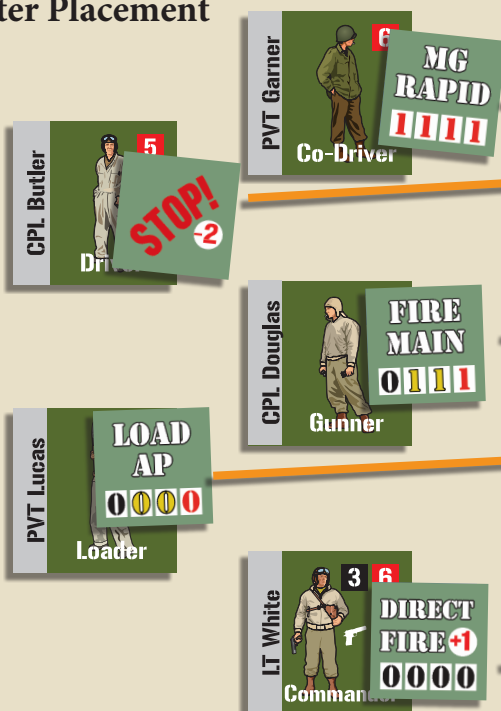
Additional Alert Rule: Enemy Characters will become Alerted if a Friendly Vehicle moves with 5 hexes of their hex. This happens immediately.

31.4 Vehicle Facing and Movement



The front of a Vehicle is denoted by a red triangle. Vehicles face towards a specific hex side. Each vehicle has a Front, Side and Rear aspect. Any fire traced from a hex within the arcs shown will hit the appropriate aspect. Should a firing hex trace its fire along a hex-

AFV Crew Positions & Counter Placement



Medium Tank M4A3 Crew Positions

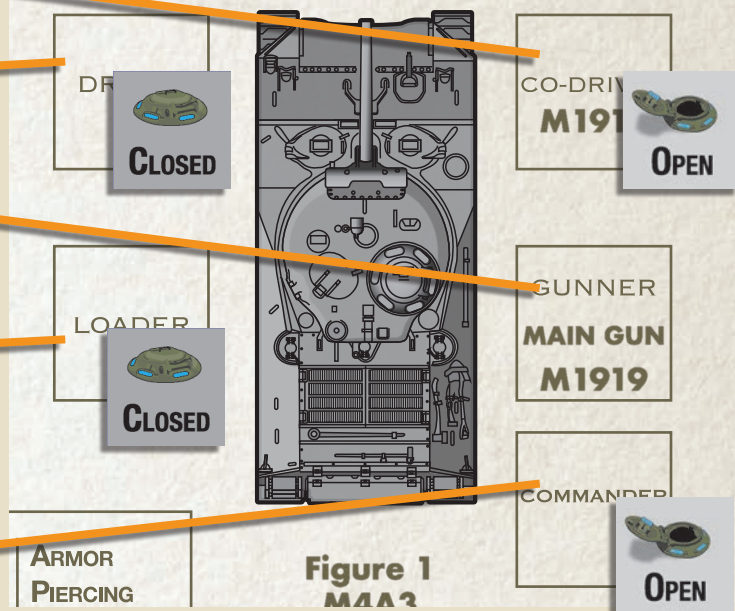
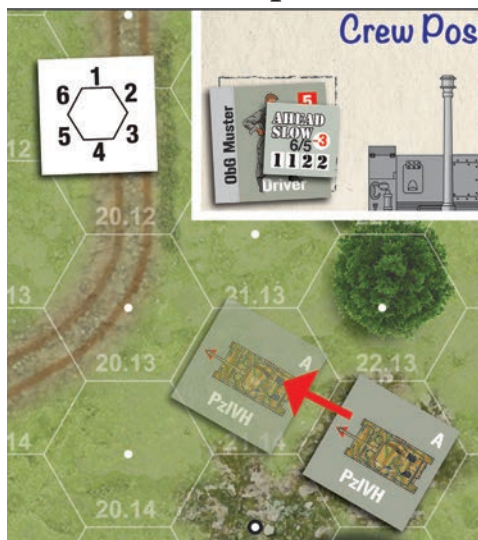


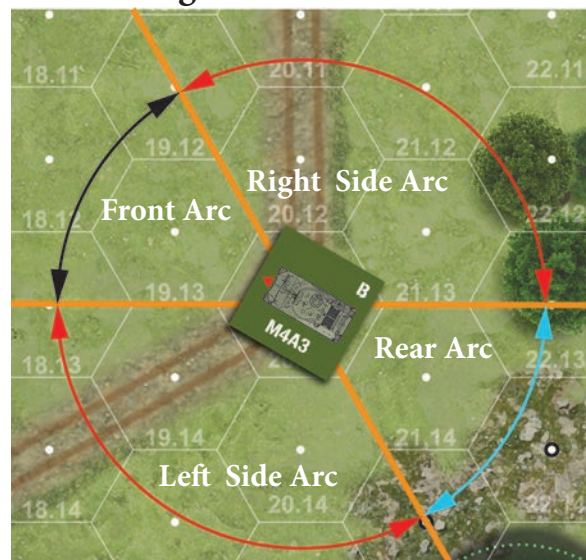
Figure 1
M4A3

Movement Example 1:

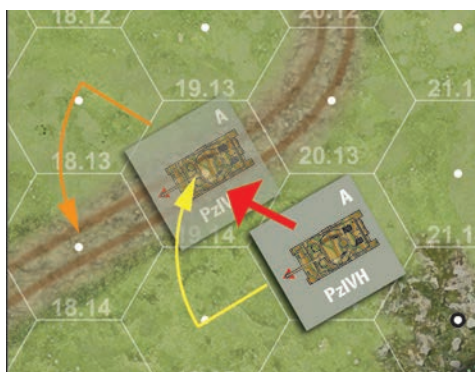


The Driver of the Panzer IVH in hex 22.14 has an Ahead Slow 6/5 Order. As it is already facing in direction 6, on Impulse 1 it simply moves 1 hex forward.

Vehicle Facing



On Impulse 2 the Vehicle will receive a free facing change of 1 hex side so that it is now facing direction 5 and then move 1 hex forward.

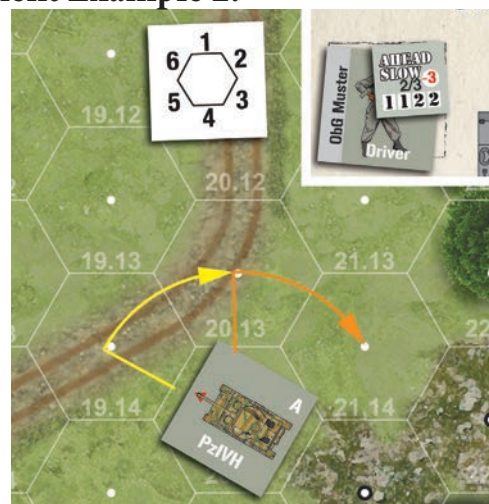


On Impulse 3 the vehicle also receives a free facing change towards direction 6 and then moves 1 hex and spends one movement to change its facing to direction 5.



On Impulse 4 the vehicle is already facing in direction 5, so on Impulse 4 it simply moves 2 hexes forward.

Movement Example 2:



Here the tank has Ahead Slow 2/3 Orders and is facing direction 6. The fastest way to direction 2 (the direction required for Impulse 1) is via direction 1. A free turn is made to direction 1 then it spends its one movement to make a second turn to direction 2. Note that it does not leave its hex.



On Impulse 2 the vehicle performs a free turn to face direction 3 (the direction required for Impulse 2) and then moves 1 hex straight ahead. It will continue to move, as in the previous example, for the rest of the turn.

spine to the target vehicle, Side arc applies if traced through both Front and Side, and Rear arc applies if traced through both Side and Rear arcs. For example, in the pg. 10 illustration, fire from hex 18.13 would be a Side arc shot while fire from 22.13 would be a Rear arc shot.

Vehicles may only move into the hex directly in front of them (or behind them if moving in Reverse). If required to enter a hex that the vehicle is not facing then the vehicle will receive 1 free hex-side change at the start of each Impulse. If further turning is required, then the vehicle must expend 1 hex of movement to turn towards the required direction. This 1 hex of movement may be spent at any time during an Impulse, not just at the beginning. The vehicle will take the shortest route to change facing. Enemy Vehicles will turn their front towards any spotted, Friendly Characters within LOS if both directions are equidistant. This will only occur if the vehicle is changing direction by 180 degrees. Note that a movement Order is not required for Friendly Vehicles to turn. As long as there is a Driver or Co-driver in the Driver position of the Vehicle then it may turn one hex-side for free once per Impulse.

31.5 Impassable Terrain

Some terrain is now classified as Impassable. This means that a Vehicle will not enter one of these hexes. If a Friendly Driver's Order requires the Vehicle to enter Impassable Terrain, it will be immediately given an Emergency Stop Order (Rule 31.2). If an Enemy Driver's order requires the vehicle to enter an Impassable hex, check to see if the vehicle could possibly complete any of its movement in a later Impulse. If it can, then do not move the vehicle, but spend the Movement to turn towards the direction that it would move in the next Impulse. If it cannot move into that hex either (and would therefore just keep trying to enter the Impassable Terrain), then immediately roll d10 on the table below:

Enemy Alternate Movement Direction Table		
Current Order Direction	New Order Direction	
	Roll of 0-4	Roll of 5-9
1	6/1	2/1
2	1/2	3/2
3	2/3	4/3
4	3/4	5/4
5	4/5	6/5
6	5/6	1/6
1/2 or 2/1	6/1	3/2
2/3 or 3/2	1/2	4/3
3/4 or 4/3	2/3	5/4
4/5 or 5/4	3/4	6/5
5/6 or 6/5	4/5	1/6
6/1 or 1/6	5/6	2/1

The speed for the new order will automatically be 'Crawl' in the new adjusted direction.

If both directions on the new Order would mean that the Vehicle would again be forced to enter Impassable Terrain for the rest of the Turn then select the result on the above table (using the New

Order as the Current Order) to find a single result that would enable movement. Change the Order to this new direction. If both of the possible results would allow possible movement then roll on the table to the left.

Example: an AFV is facing Direction 6 and has Crawl 6 Orders. There is Impassable Terrain in directions 5, 6 and 1 and it is Impulse 1. As the Vehicle would be forced to enter Impassable Terrain for the rest of the Turn, when the AFV is activated, the player has to roll d10, and for this example a 6 is rolled. This changes the Order to Crawl - 1 / 6. As both directions are still Impassable Terrain, the player checks to see which of the possible Order changes for 1 / 6 would allow movement. As only 2 / 1 would allow movement, then the Order is changed to Crawl 2 / 1, and the vehicle turns 1 hex-side towards direction 2 (ending it's Impulse facing direction 1).

If direction 5 had not been Impassable Terrain, then the player would have rolled d10 on the 6 / 1 or 1 / 6 line to determine the replacement Order since either result would be usable.

Note: An AFV or Half-Track that enters a Tree hex immediately switches it's current move Order for a Crawl Order in the same direction(s). It will move no further that Impulse.

Note: Jeeps and Trucks treat trees as Impassable Terrain.

Note: Sometimes the rules will say that Characters treat a hex as Impassable Terrain. This means that they will not enter such a hex.

When a Half-Track, Truck or Jeep enters a minefield hex the Player rolls d10:

0-6 No Effect

7-9 Immobilized; roll d6 for damage. 1-3 Left Wheel, 4-6 Right Wheel. Replace Driver Order with Emergency Stop

When an AFV enters a mine hex roll d10:

9 Immobilized; replace Driver's Order with Emergency Stop

31.6 Turrets



AFVs have a separate turret marker. When the turret is facing in the same direction as the Vehicle then no marker is required. If the turret turns to face a different direction, then place the Turret marker on the vehicle counter (on the board) facing the new direction. A turret may turn 1 hex-side per impulse. To turn a turret, the Gunner must have a Fire Main Gun, Aimed Fire, Rapid Fire or Suppressive Fire Orders. On any Impulse that the turret turns neither the Main Gun nor the Coaxial MG may be fired but the Main Gun may be loaded. If an Enemy Gunner has an 'Observed Target' (see Rule 31.7.3), and has a Fire Main Gun, Aimed Fire, Rapid Fire or Suppressive Fire Order, then the turret will automatically turn 1 hex side on any Impulse where the Target is out of the turret's front arc. It will take the quickest route or turn randomly if equidistant.



If the Commander of the AFV has a Target Marker and the Gunner does not, or the Target Marker of the Commander is of a higher priority than the Gunner's (31.9), then the turret will turn toward the Commander's Target Marker if it is out of the turret's front arc.

Note that the Turret may be turned every Impulse regardless of the '0' or '1' on the Gunner's Orders. The act of turning replaces the action for the Impulse.

31.7 Vehicle Spotting

Vehicles and their crews are always considered spotted by Characters that have LOS to them. Vehicles and crew may never become hidden.

One of the disadvantages of being in a vehicle is that visibility can be quite limited:

31.7.1 Jeeps:

The Driver and the Co-driver will spot as normal and have a 360 degree LOS. Any passengers in positions 1 or 2 have a 360 degree LOS. Jeep Drivers and Co-Drivers do not use Target Markers (see below).

31.7.2 Trucks & Half-Tracks:

The Driver and the Co-driver will spot as normal, but they only have a LOS to the front and sides arcs of the Truck. Any passengers in positions 11 or 12 (Truck only) have a LOS to the rear arc of the Truck. Truck / Half-Track Drivers and Co-Drivers do not use Target Markers (see below). A Character in the Half-Track cupola may spot normally (no target marker) in any direction.

31.7.3 AFVs:



An Observed Target is defined as any crew member of an AFV having a Target Marker on or adjacent to one or more Spotted, Friendly Characters or vehicles (or Enemy Half-Tracks and AFVs) or one or more Known, Enemy Characters or vehicles (or Friendly Half-Tracks and AFVs). Note that AFV Drivers and

Loaders do not use Target Markers Only Observed Targets may be fired upon by AFV Weapons. The Vehicle LOS display shows the LOS for each crew member as it relates to Spotting and Target Marker placement.

AFV: Hatch Closed



The Co-Driver has LOS to the front of the vehicle.

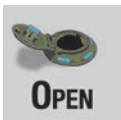
The Gunner has LOS to the Front of the Turret

The Commander has 360° LOS

The Driver has LOS to the front of the Vehicle.

The Loader has LOS to the Front of the Turret

AFV: Hatch Open



The Co-Driver has LOS to the front and sides of the vehicle.

The Gunner has LOS to the Front and left side of the Turret

The Commander has 360° LOS

The Driver has LOS to the front and sides of the vehicle.

The Loader has LOS to the Front and right side of the Turret

Spotting Modifiers:

Crew member has a Closed Hatch: -2 TQ penalty.

If another crew member already has a Target Marker in or adjacent to the Character being spotted then this penalty is negated completely. Even the Marker is from the Commander (only) of a different AFV, reflecting the use of radios.

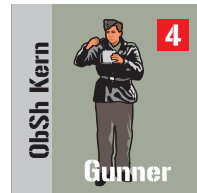
Crew member has a Spot Order: +1.

Crew member has an Open Hatch: +0.

Each Friendly and Enemy Crew Member (not the Drivers or Loaders) has a Target Marker that shows the focus of their attention. When allocating Orders to Enemy AFVs a crew member would use the Target Column of the Vehicle Order Matrix if their Target Marker OR the Commander's Target Marker is on the board. The Driver and the Loader would use the Target Column if any other Crew Member in their AFV has a Target Marker on the board.

Note that the Enemy Driver and Loader may still roll to spot Friendly Characters but do not place a Target Marker if successful.

31.7.4 Enemy Crew



After an Enemy Crew member has completed all spotting for the Impulse, place the Enemy crew member's Target Marker according to the following priorities. It will only move if a higher priority target is in view and the Enemy crew member passes a TQC.

This TQC is also modified by Open/Closed Hatches, Target Markers and Spot Orders as above.

The priorities are:

1. Friendly Vehicle that is not abandoned, destroyed or on fire- no roll to spot is made. If the crew member already has a Target Marker on the board and passes a TQC, then simply move the Target Marker to the new target. Crew Members in the Co-driver position ignore this Priority as do Gunners who are firing the Co-axial MG.
2. Light AT weapon (either the Operator or the Assistant count here) - if the crew member already has a Target Marker on the board and passes a TQC, then simply move the Spotting Marker to the new target.
3. A hex that would place more Friendly Characters in or adjacent to the Target Marker than its current position. If the crew member already has a Target Marker on the board and passes a TQC, then simply move the Target Marker to the new Target. If this would be a move of 1 hex, then it happens automatically (no TQC required).
4. A single Friendly Character - this priority only happens if the spotting Character doesn't already have a Target Marker on the board.

If a Crew member has no LOS to a Spotted/Known, Character or Vehicle (of the opposite side) at any time, immediately remove their Target Marker. Characters who Panic also lose their Target Marker.

If a crew member of an AFV has a LOS to an AFV of the opposing side and does not currently have a Target Marker on the board, then no roll is required. Simply place the Target Marker for that crew member on the AFV.

Example: on Impulse 2 an Enemy Vehicle moves around a corner and has a LOS to a Friendly AFV as well as some Hidden Friendly Characters (not adjacent to the vehicle). The Enemy Driver would not get to spot as Spotting has already occurred for that Character. The Enemy Gunner would spot the AFV, and because vehicles are automatically spotted, no roll is needed. The Player would then roll for the Gunner to spot the Hidden Friendly Characters. The Gunner

would always place their Target Marker on the AFV as this is a higher Priority target.

Enemy Commander: A Commander who has a Target Marker on a higher priority target than the Gunner, will cause the Gunner to rotate the turret towards the Commander's Target Marker if it is currently out of LOS of the Gunner. The Gunner will do this when activated instead of firing (or rolling to fire - see Rule 31.11.2)

31.7.5 Friendly Crew



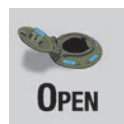
Friendly crew may place their Target Marker on any hex in their LOS during Phase 4 a) ii): the Spotting segment. If already on the board, it may be moved to any hex in LOS of the crew member during this Phase if they pass a TQC. If they fail, they may not move their Target Marker.

Note that Target Markers are placed or moved after any spotting attempts by the crew member.

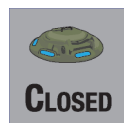
Firing can only occur at Friendly Characters or vehicles in or adjacent to the firing crew member's Target Marker. These are 'Observed Targets'.

If a crew member of an AFV has a LOS to an AFV of the opposing side and does not currently have a Target Marker on the board, then no roll is required. Simply place the Target Marker for that crew member on the AFV.

31.8 Hatches [AFVs Only]



Each crew position on an AFV has a hatch, except for tank Gunners. Hatches can be Open or Closed.



A Crew member with an Open Hatch is assumed to be out of the hatch unless it has a Hide or Rally Order. They may be fired at by small arms (Pistols, SMGs, Rifles and MGs) as individual targets (use the Hatch Line on the Order/Terrain Chart). They will Duck Back, Hide and fire (if armed) as normal but may not be given Movement Orders (exception Bail Out or Relocate). If the vehicle is fired at by non-small arms and the hatch is hit, then see Rule 31.10.8.

A crew member with a Closed Hatch is within the vehicle and relying on periscopes to see. Crew members with a Closed hatch have a limited field of view (see Rule 31.8) and also suffer a -2 to their TQ when Spotting. If another crew member (of the same vehicle) has a Target Marker on the target, the TQ penalty is reduced to -1.

31.9 Firing from or with Vehicles

31.9.1 Jeeps:

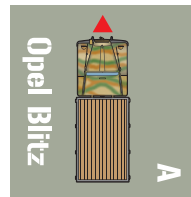


Jeeps may not normally fire weapons however the Co-Driver may fire to the front or right side of the vehicle if they are armed with a Pistol or SMG.

If the Jeep is armed with a .50 cal or M1919 MG, then either the Passenger in Position 1 OR the Passenger in Position 2 may fire it with a 360 degree arc of fire.

Firing from a Vehicle incurs the penalty to WS as shown on the Driver's movement Order.

31.9.2 Trucks:

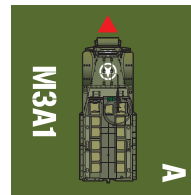


Trucks may not normally fire weapons however the Co-Driver may fire to the front or right side of the vehicle if they are armed with a Pistol or SMG. An Enemy Co-Driver will be given an Aimed Fire Order, during the enemy Orders Phase, if they have a LOS to a Spotted, Friendly Character and pass a TQC.

Otherwise they receive No Order.

Firing from a Vehicle incurs the penalty to WS as shown on the Driver's movement Order.

31.9.3 Half-Tracks:



Half-Tracks may fire in two ways.

A Friendly Character occupying the Cupola may be given a Fire Order. This Character may fire normally in any direction. The only Vehicle Orders that he may be given are Bail Out or Relocate.

Characters occupying passenger positions on the Half Track may be given fire orders unless they are armed with MGs. Those in odd numbered positions may only fire to the left side of the vehicle. Those in even numbered positions may only fire to the right side of the vehicle. This fire is modified by the move order (if any) of the driver of the vehicle. They may also be given Bail out Orders

31.9.4 AFVs:

AFVs have a variety of methods to fire:

a) Small arms - any crew member with an Open Hatch and an appropriate weapon (usually a pistol) may be given a standard fire Order (Aimed, Rapid or Suppressive).



b) Bow Machine Gun - The Co-Driver may be given a Fire MG Order (Aimed, Rapid or Suppressive) to fire the bow machine gun. Note that this MG does not have an assistant and does not gain the benefits of rule 14.3. This means that the Co-Driver suffers a -3 to his TQ and the MG will go Low/No Ammo on a single 9. The TQ (-3) of the firing Character is used rather than WS.



c) Co-axial Machine Gun - The Gunner may be given a Fire MG Order (Aimed, Rapid or Suppressive) to fire the Co-axial machine gun. Note that if the Gunner is given one of these Orders the Loader may be given a Load or Spot Order depending if the Main Gun is loaded or not [See Rule 31.1.3]. The TQ of the firing Character is used rather than WS.



d) The Gunner may fire the Main Gun - either High Explosive (HE) or Armor Piercing (AP). High Explosive is used for 'soft' targets and Armor Piercing for 'hard' targets



i) To Fire, at a vehicle, the Gunner must have a vehicle in LOS with the Gunner's Target Marker on it and the Main Gun must be loaded.



Both AP and HE may be fired at vehicles (for HEAT rounds see rule 32.0)

Roll a d10. The hit is successful if the modified result is EQUAL TO OR LESS than the Gunner's TQ (9 is always a miss). The modifiers to the TQ are:

- +2 bonus if firing at the side of the target vehicle.
- +1 bonus if firing at the front or rear of the Target Vehicle.
- +1 if the Commander of the AFV has a Direct Firing Order.
- x the modifier on any move Order that the Firing vehicle may have.
- x the Order/Terrain Modifier of the hex the target is occupying.
- +x the Range Modifier of the weapon.

If the roll is successful, then the player rolls on the appropriate Vehicle Damage Table (See Rule 31.10).

ii) The gunner may also fire HE (High Explosives) at a hex containing infantry targets (Characters). Note that the fire is at the hex not a particular Character.

To fire at a hex the Gunner must have a Character in LOS with the Gunner's Target Marker on or adjacent to it, and the Main Gun must be loaded.

Roll a d10, the hit is successful if the modified result is EQUAL TO OR LESS than the Gunner's TQ (9 is always a miss). The modifiers are:

- +1 if the Commander of the AFV has a Direct Firing Order.
- x the modifier on any move Order that the Firing vehicle may have.
- +x the Commander's Leadership unless the Commander is dead, out of the AFV or has a Morale Level of Rout.

If the roll is successful, then the player rolls a number of dice equal to the firing Weapons Blast Rating (See Weapons Characteristics Chart). Roll each die one at a time. Each die roll less than or equal to the Frag rating (modified by the Terrain/Order of the Target) of the weapon scores a hit.

If there are multiple Characters in the target hex, then select the first target at random. Each subsequent target (determined randomly) rolls 1 less Blast die.

Example: There are 3 Characters in the target hex. The first Character hit will be determined randomly and will have a number of die rolls equal to the Blast rating of the firing weapon. The second Character (determined randomly from the two remaining) has a number of die rolls equal to the Blast rating of the firing weapon minus 1. The last Character hit has a number of die rolls equal to

the weapon's Blast rating minus 2.

If the roll is unsuccessful, then the shell lands in the hex but fails to hit anybody.

If the roll is a 9, then roll 1D6 for scatter. If the new target hex has any Characters in it, they are hit as above for a successful roll.

IMPORTANT: *Similar to grenade and artillery attack, any character in or adjacent to an AFV HE attack must take a MC when it explodes whether they are wounded or not. If he fails this, the character will Duck Back and suffer Morale loss as usual.*

31.10 Firing at Vehicles

Enemy Characters will treat Friendly AFVs as a non-target and will not fire on them unless the Friendly AFV has a LOS to a Friendly Crew Member with an Open Hatch.

Enemy Characters will treat Friendly Half-Tracks as a non-target and will not fire on them unless the Friendly Half-Track is within 4 hexes (8 hexes if the Enemy is a Machine Gunner).

Jeeps, Trucks and Half-Tracks may be fired on by small arms using the modifiers in 31.9.3. These modifiers apply to the firer's WS. A firer may fire at the entire vehicle or, in some circumstances, individual Crew Members (see below).

31.10.1 Firing at Jeeps:

A successful hit on a Jeep requires a subsequent roll on the Jeep Damage Table to determine a hit location and damage result. The Table will specify if a roll on any further sub-table is required.

31.10.2 Firing at Half-Tracks or Trucks:

A successful hit on a Half-Track or Truck may require a subsequent roll on the Half-Track or Truck Damage Table to determine a hit location. For Half-Tracks, before rolling for damage make a Penetration Roll (see 31.10.4). The Damage Table will specify if a roll on any further sub-tables is required.

Any Character in the Half-Track's Cupola may be fired at, if the firer has an Aimed Fire Order and is firing from the front or right-side arc of the Half-Track. Use the appropriate line on the Order/Terrain Chart.

31.10.3 Firing at AFVs

31.10.31 Targeting Crew Members

Any Crew Member with an Open Hatch may be fired upon if the attacker has an Aimed Fire Order, the target does not have a Hide Order, and has a LOS to the target. LOS is determined by being in the appropriate fire arc of the vehicle as shown below:

Commander: Any Direction
 Loader: front or right arc of the AFV.
 Driver: front or left arc of the AFV.
 Co-Driver: front or right arc of the AFV.

Use the appropriate line on the Order/Terrain Chart.

31.10.32 Targeting the Vehicle

A successful hit on an AFV (see 31.9.4) requires a subsequent roll on the AFV Hit Location Table to determine a hit location. The Table will specify if a roll on any further sub-tables is required.

31.10.4 - Penetration

Before rolling for Damage on AFVs or Half-Tracks, the player is required to first make a penetration roll. Each weapon is rated for its penetration, and will have either a die roll or a die roll plus a fixed number.

Example: The 75mm gun on a Sherman M4A3 has a penetration value of 5+1D6.

Roll the appropriate die or dice, and add the given modifier to get the Penetration Number. To successfully penetrate the armor the Penetration Number must *exceed* the armor value at the hit location. If the Penetration Number is equal to or less than the armor value of the hit location, then the shot has failed to penetrate and the shot has no effect.

31.10.5 - Glancing Blows

Sometimes the Vehicle Damage Charts may specify a Glancing Blow. This is where the round has hit at a high angle to the armor and consequently has more chance of bouncing off. These are handled in the exact same way as a normal hit except that the target uses the Glancing Blow armor values listed for each Vehicle.

31.10.6 - Crew Morale Checks

Sometimes the Vehicle Damage Charts may have a letter or letters in brackets following the hit location. E.g. [D, CD]. These specify which crew members are required to make a Morale Check.

CM = Commander

G = Gunner

L = Loader

D = Driver

CD = Co-Driver

ALL = All crew members

FMC = Fire Morale Check (see Rule 31.10.10)

As usual failing a Morale Check will cause the crew member to change their Order to Duck Back if they have an Open hatch, or change their Order to Panic (See Rule 31.11.2) if the hatch is closed. Passengers will always Panic if they fail a Morale Check.

Crew members with Closed hatches will ignore Morale Checks from non-penetrating fire.

31.10.7 - Dropping Grenades into AFV Hatches



If a Character starts a Turn in the same hex as an AFV of the opposing side and has a grenade Order, they may drop a grenade through a hatch (open or closed) on the AFV. When receiving the grenade order, the grenade Target Marker is placed on the AFV and will move with the AFV if the AFV moves. If the AFV moves further than 3 hexes from the Character, leave the grenade Target Marker in the last hex the AFV vacated that was within 3 hexes. Even if the grenade Target Marker should end up in the same hex as the AFV at the end of the turn, it will do no damage to the AFV if it is in a different hex than the throwing Character (to damage an AFV with a grenade requires that the grenade be dropped down a hatch. If thrown from further than 10 yards this would be very unlikely to happen).

If the Character is still in the same hex as the AFV on Impulse 3

they may attempt to drop the grenade down a hatch. The Character makes a TQC and, if successful, places the Grenade marker on one of the crew positions on the AFV. This Crew position may not have a Jammed hatch. Enemy Characters will select a random Crew position on a Friendly AFV.

At the end of the turn each crew member will draw 3 wound cards (resolve as normal).

31.10.8 - Damage

When a Vehicle is hit, the damage charts may specify damage to a particular location on the Vehicle. If a Hatch or periscope has already been destroyed, then re-roll the hit location.

Hatches [AFV Only]:

If an Open hatch is hit, then:

Small arms - any crew member occupying that position and who doesn't have Hide Orders will be hit - draw a wound card and apply the results normally.

The Hatch is not affected.

AP or HEAT - If the position is occupied by any Crew Member who doesn't have Hide Orders then they will be hit - they are immediately killed. The Hatch is not affected.

If the position is not occupied or if the Crew Member in that position has Hide Orders then the Hatch will be destroyed - place an appropriate damage Marker on the Vehicle Display. This hatch may never be closed for the rest of the scenario.

HE - any crew member occupying that position will be hit - they are immediately killed. (Note the explosion will kill them even if they have Hide Orders.

The Hatch is not affected.

If the position is not occupied, then the Hatch will be destroyed - place an appropriate damage Marker on the Vehicle Display. This hatch may never be closed for the rest of the scenario.

If a Closed hatch is hit then:

Small arms - no effect.

AP, HEAT or HE - The Hatch will be destroyed and jammed closed - place an appropriate damage Marker on the Vehicle Display. This hatch may never be Opened for the rest of the scenario. A Crew Member in this position must relocate if they wish to Bail Out.

Bow machine Gun[AFV Only]

Small arms - no effect

HE, HEAT or AP = Hull Machine Gun destroyed

Driver's Periscope[AFV Only]

All - Driver may not spot for the remainder of the Game while their hatch is closed. Enemy Drivers will automatically be given a Button-/Open-up Order next turn.



Co-Driver's Periscope[AFV Only]

All - Co-Driver may not spot for the remainder of the Game while their hatch is closed. Remove their Target Marker if currently on the board. Enemy Co-Drivers will automatically be given a Button/Open up Order next turn.



Turret Ring[AFV Only]

Small arms or HE <=37mm = No Effect

HE>37mm, HEAT or AP = Roll d10

0-4 = Turret blown off – All crew killed. Vehicle destroyed.

5-8 = Turret Jammed – may not turn for the remainder of the game.

9 = Bounces off – no effect

Driver's vision slot[Half-Track Only]

Small arms, AP or HEAT = If the shot penetrates then it punches through the Drivers Compartment – Driver Killed [ALL]

HE = If the shot penetrates then it punches through the Drivers Compartment – Driver and Co-Driver Killed [ALL]

Co-Driver's vision slot[AFV Only]

Small arms, AP or HEAT = If the shot penetrates then it punches through the Co-Driver's Compartment – Co-Driver Killed [ALL]

HE = If the shot penetrates then it punches through the Co-Drivers Compartment – Driver and Co-Driver Killed [ALL]

Suspension[AFV & Half-Tracks Only]

Small arms = no effect.

AP >=50mm or by HE>=75mm =Vehicle immobilized. Smaller caliber HE and AP will immobilize the Vehicle on a 0-4 on d10.



Gun Barrel[AFV Only]

Small arms = No effect

HE, HEAT or AP = The main gun is destroyed.



Cupola [Half-Tracks Only]

Small arms = no effect. To hit any occupant of the Cupola you must target them individually using the normal firing rules.

AP <=37mm = Draw 3 wound cards for any Character in the cupola.

HE>=75mm = Cupola destroyed. Any occupant is automatically killed.

Coaxial machine Gun[AFV Only]

Small arms - no effect

HE ,HEAT or AP = Coaxial Machine Gun destroyed



Commander's Periscope[AFV Only]



All = Commander may not spot for the remainder of the game while their hatch is closed.

Enemy Commanders will automatically be given a Button/Open up Order next turn.

Loader's Periscope[AFV Only]

All = Loader may not spot for the remainder of the game while their hatch is closed. Enemy Loaders will automatically be given a Button/Open up Order next turn.



Gunner's Sight[AFV Only]

All = Gunner suffers a -4 penalty to all spotting and to-hit rolls for the remainder of the game.



Track [AFV & Half-Tracks Only]

Small arms or AP < 37mm = No effect

AP >=37mm, HEAT or by any HE round = Vehicle immobilized.

Half-Track - The Driver will immediately switch to Emergency Stop. Next turn the Driver and all Passengers will automatically receive Bail Out Orders.

AFV - Make a TQC (with all applicable modifiers) for the Tank Commander.

Pass = draw Orders normally

(The Driver will always receive an Emergency Stop Order).

Fail = Next turn all Crew will automatically receive Bail Out Orders.



Wheel [Jeeps/Trucks/Half-Tracks Only]

All = Vehicle immobilized. The Driver will immediately switch to Emergency Stop. Next turn Enemy Drivers and all Enemy Passengers will automatically receive Bail out Orders.



Headlight [Jeep/Trucks Only]

Small arms and AP <=37mm = Headlight out. If both headlights are out then the vehicles speed becomes 'Crawl' if the mission is set at night.

AP >37m, HEAT and HE = Headlight out and wheel destroyed - vehicle immobilized. The Driver will immediately switch to Emergency Stop. Next turn Enemy Drivers and all Enemy Passengers will automatically receive Bail Out Orders.

Passenger X

Small Arms: Draw a wound card for the Character at that location. If no Character occupies that position then the Passenger directly opposite is hit - draw wound card for them.

Example Position 3 is hit but is unoccupied so the player checks position 4. If both positions are empty, then no effect.

AP: The Character at that position is killed. Draw a wound card for the Character opposite. Make a MC for every other adjacent Character (see Rule 31.10.11)

HE or HEAT: The Character at that position is killed. Draw

a wound card for each adjacent Character. Make a MC for every Character (that didn't take a WMC as a result of the attack) who is adjacent to a Character that is KIA (see Rule 31.10.11).

Between Passengers X and Y

Small Arms: Make a MC for both Characters at Positions X and Y.

AP: Draw a Wound card for both Characters at Positions X and Y. Draw a Wound card for Characters occupying the positions directly opposite these 2 positions.

Example - An AP round passes between positions 3 and 5. Wound Cards are drawn for Characters at positions 3,4,5 and 6

HE: The Characters in the 2 positions are killed. Draw a wound card for each adjacent Character. Every Character that is adjacent to a Character killed by the HE round must make a MC (See rule 31.10.9). Characters who have suffered a WMC from the attack are not required to take this additional MC..

Turret/Engine Fire

When the Turret or Engine first catches fire, make a Fire Morale Check (FMC) for each Crew Member. At the end of each Turn following the turn in which it caught fire, roll d10:



- 0 - Fire Goes Out - All Crew +1 Morale if Morale < Normal
- 1-7 - Fire continues - All Crew make an immediate FMC.
- 8-9 - Vehicle Explodes - All crew still in the Vehicle are killed. The Vehicle is destroyed.

31.10.9 - Crew Morale

Each Crew member has a Morale State the same as any other Character. The current Morale of a crew member will modify its TQ for any Spotting checks and WS or TQ used as WS..

The current Morale of an Enemy crew member will help determine its Order (see Rule 31.1).

If the Commander has a Morale State of Rout then all crew members will automatically be given Bail Out Orders when assigning Orders. When first activated on Impulse 1, AFV crew members with a Closed hatch will replace the Bail Out Order with an Open Hatch Order. If the crew member's hatch is jammed, then replace the Bail Out Order with a Relocate Order.



Passengers and Crew members (with closed hatches) will replace their current Order with a Panic Order should they fail an MC or take a wound. Crew with Open Hatches will Duck Back if they fail an MC or take a wound. A Crew Member with a Panic Order will remove its Target Marker from the board. Jeep/Truck Drivers and Co-Drivers will Duck Back. Note that the effects of both Duck Back and Panic are the same; it is Ducking Back while in a locked down tank doesn't sound right.

Crew of an AFV have their TQ modified by the Leadership Value of the Commander for any MCs (only) if:

- i) The Commander is in the AFV
- ii) The Commander has a Morale State of Normal or higher

- iii) The AFV does not have a Fire marker on it

In addition to any MCs indicated on the damage charts, all Crew must make a MC if another Crew Member dies.

31.10.10 - Fire Morale Checks

Sometimes the damage tables may specify that the crew (and/or Passengers) of a vehicle may have to make Fire Morale Checks.

For example [FMC - ALL] would be a Fire morale Check for all crew members, [FMC - D] would be a Fire Morale Check for the Driver etc.

In practice this works the same as a WMC:

Roll d10:

0	No effect
≤ TQ	-1 Morale State
>TQ	-2 Morale States
Natural 9	-3 Morale States

Any Character that loses 1 or more Morale States will Panic or Duck Back as above.

31.10.11 - Passengers

If a Passenger is killed then make a MC for each Character adjacent to the position occupied by the dead Character unless that Character made a WMC as a result of the same attack. Adjacent means orthogonally and diagonally.

Example: If a Character in position 5 is killed then the Player should make MCs for Characters in positions 3,4,6,7 and 8

31.10.12 - Artillery hitting Vehicles

If artillery or Mortar fire lands in a hex with a vehicle then roll d10 and consult the Indirect Fire vs. AFV or Indirect Fire vs. Half-track / Truck / Jeep table as appropriate. Note that for 105mm fire, these tables are also consulted if a round impacts in a hex adjacent to a vehicle.

31.11 Vehicle Orders

31.11.1 - Road Movement

Some scenarios will specify that an Enemy Vehicle may start the game with 'Road Movement Orders'. If the driver is allocated a movement Order (movement Orders are - Crawl, Reverse, Ahead Slow, Forward or Fast) while under Road Orders, then it will be replaced with a Road Movement Order of the same type.



Example - A German PzKpfw IVH is given an Ahead Slow 6/5 Order while under Road Orders. This Order is replaced with a Road Move - Ahead Slow Order.

When a vehicle under Road Orders moves, it will follow the road to either the front of the vehicle or within 1 or 2 hex-side of the current vehicle facing. It will turn to stay on the road using the normal rules for turning (see Rule 30.2). An Enemy Vehicle will continue to use Road Orders until one of the conditions specified in the scenario are met (usually someone in the vehicle spotting a Friendly Character).

31.11.2 - Assigning Orders - Friendly Vehicles

The following Orders may be given to friendly crew members:

Commander Only:

Smoke Grenade [Friendly]

The Commander rolls a smoke Grenade out of the turret hatch. On Impulse 3, place a smoke grenade marker in the same hex as the vehicle. At the end of the turn, place a Smoke marker on top of the grenade marker. It will now produce smoke as a normal smoke grenade (See Rule 18.0). The Order may be given with the Hatch Open or Closed, and does not affect the Hatch state.



Smoke Dischargers [Enemy]

The Commander fires the smoke dischargers on the outside of the turret. On Impulse 3, place a smoke marker in a hex adjacent to the enemy vehicle. At the end of the turn place Fading Smoke markers in each hex adjacent to the original Smoke Marker. At the end of the following Turn, the Smoke will reduce as normal (Fading Smoke will disappear and the Smoke will become Fading Smoke). The hex chosen will be the one closest to the greatest threat, prioritized as below:



- 1) Friendly AFV
- 2) Friendly Light AT Team
- 3) Friendly Infantry

The Commander must have its Target Marker on a threat for it to count above.

Direct Firing

The Commander is directing the fire of his crew. All firing from this vehicle this turn receive a +1 to WS.



Driver Only:

Crawl

The slowest movement speed available to a vehicle. If any firing is performed from the vehicle, then it will have a -2 penalty to the WS.



Ahead Slow

The second slowest movement speed available to a vehicle. If any firing is performed from the vehicle, then it will have a -3 penalty to the WS.



Forward

The third slowest movement speed available to a vehicle. If any firing is performed from the vehicle, then it will have a -5 penalty to the WS.



Fast

The fastest movement speed available to a vehicle. No firing is permitted from the vehicle.



Reverse

This Order means that the vehicle moves backwards. Move into the hex directly to the rear of the vehicle. Turning is performed as normal except that the vehicle is turned so it is facing directly opposite the direction it is moving. If any firing is performed from the Vehicle, then it



will have a -2 penalty to the WS.

Gunner Only:

Fire Main Gun

If at the START of Impulses 2,3 or 4 the main gun is loaded and there is an Observed Target in the Turret's Front Arc, then the Gunner may fire (see Rule 31.9.4). On Impulses 2 and 3 a TQC is required to fire the gun. Failure has no penalty. If the main gun is Loaded at the start of Impulse 4, then the Gunner may automatically fire. When the main gun is fired, then remove any Loaded Marker from the appropriate space on the vehicle display. If the Commander of an Enemy AFV has an Observed Target but it isn't in the turret's front arc, then the turret will turn 1 hex per impulse toward that Target Marker using the quickest direction.



Loader Only:

Load HE

If at the START of Impulses 2,3 or 4 the main gun is unloaded, then the Loader will reload it. On Impulses 2 and 3 a TQC is required to load the gun. Failure has no penalty. If the main gun is unloaded at the start of Impulse 4, then the Loader will automatically reload it. When the main gun is loaded place a Loaded Marker on the appropriate space on the vehicle display.



Load AP

If at the START of the Impulse the main gun is unloaded, then the Loader will reload it. On Impulses 2 and 3, a TQC is required to load the gun. Failure has no penalty. If the main gun is unloaded at the start of Impulse 4, then the Loader will automatically reload it. When the main gun is loaded, then place a Loaded Marker on the appropriate space on the vehicle display.



Note: The above rules mean that if the main Gun is loaded at the start of the Turn, the Gunner may possibly fire on Impulse 2, then the Loader may possibly reload on Impulse 3 and the Gunner fires automatically on Impulse 4. So, 2 Shots per turn are possible with good rolls.

Co-Driver and Gunner Only:

Fire MG - Aimed, Rapid or Suppressive

These Orders allow the Co-Driver to fire any Bow Machine gun or the Gunner to fire the Coaxial Machine gun.



All Crew Members:

Button/Open Up

If the crew position has a Closed Hatch, then this Order will open it. The Hatch is considered to be open from Impulse 3 for purposes of throwing Grenades inside (31.10.7). The Crew member is not exposed to Small Arms fire until the following Turn. Flip the Hatch Marker on the Vehicle Display to the Open side when the crew member is activated on Impulse 3.



If the crew position has an Open Hatch, then this Order will close it. The Hatch is considered to be closed from Impulse 3 for purposes of throwing Grenades inside (31.10.7).

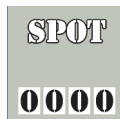
Flip the Hatch Marker on the Vehicle Display to the Closed side when the crew member is activated on Impulse 3.

The Crew member is exposed to Small Arms fire for Impulses 1,2 and 3 (prior to the crew being Activated).

This Order will have no effect if the position has a jammed hatch. An Enemy Crew member with a jammed hatch who receives a Bail Out Order will replace the it with a Relocate Order and relocate to a position without another Crew member unless the other position also has a jammed hatch. If all positions in the AFV have jammed hatches, the Crew member will replace the Bail Out Order with a Panic Order.

Spot

All crew members may be given a Spot Order. Crew Members with a Spot Order receive a +1 to the Spotting TQC in addition to any other modifiers (see Rule 31.7).



Relocate

The Relocate Order is used to move a Crew Member to another empty space on the Vehicle Display. They move on Impulse 4. If 2 Crew members of the same Vehicle are given a Relocate Order, then they may swap positions. A Crew Member, in a different position from their normal one, suffers a -2 TQ penalty for any TQC except Spotting. This would include non-gunners firing the main weapon or non-loaders loading a main weapon etc.



Exception: Co-Drivers can take over the Driver's position with no penalty.

Mount Up

All crew members (as well as Characters on foot mounting as Passengers) may be given a Mount Up Order. Passengers are only allowed in Jeeps, Trucks, and Half-Tracks - no Character may ride on AFVs (tanks). The Character must be within 1 hex of a Stationary Vehicle. The Character may move 1 hex on Impulse 2. This move must take them into the hex with the Vehicle. If in the hex with the Vehicle at the start of the turn, then the Character will not move on Impulse 2. For crew positions with closed hatches, the hatch is considered to be open on Impulse 4, and the Character enters the Vehicle at the end of the Turn. For crew positions with open hatches, the crew member is considered to be in the Vehicle on Impulse 4.



Bail Out

Note all Enemy Crew with a Morale State of Rout will automatically receive a Bail Out Order.

A crew member of an AFV may only complete a Bail out Order if they have an Open Hatch (AFVs only).

If the Crew member has a closed hatch, then when they activate on Impulse 1, replace this Order with a Button/Open Up Order.



Note that Gunners (on MKIVs or M4A3s) must use either the Loader's or the Commander's Hatch, and if they are given a Bail Out Order, they will change it for a Relocate Order when they Activate on Impulse 1. If no empty positions exists, then they receive a Panic Order.

If the Crew member has a jammed hatch, then when they activate on Impulse 1, replace this Order with a Relocate Order if there is an empty position in the AFV with a hatch that isn't jammed. If no such position exists then they receive a Panic Order.

On Impulse 3, the Crew Member is placed on top of the Vehicle Marker on the map. On Impulse 4, the Crew Member may move 1 hex in any direction. Enemy Crew will move 1 hex in the Rout direction of a drawn Card (draw immediately for each Crew Member moving), while Friendly Crew Members will obey the Rout rules for their one hex move.

Passengers and crew in Jeeps, Half-Tracks, and Trucks may be given Bail Out orders. If the vehicle is moving faster than a Crawl, then on Impulse 3, when the Character is placed in the hex where the vehicle currently is, they must make a TQC.

Modifiers: Ahead Slow +1, Fast -2

Pass No effect; Character keeps the Bail Out Order.

Fail Change the Character's Order to Duck Back.

9 Change the Character's Order to Duck Back and draw a wound card.

Note that the Bail out is always successful (the Character is placed outside of the Vehicle) but the Character's Order may change, and they may take a wound depending on their TQC roll.

A maximum of 4 Characters may Bail out of a Jeep, Truck or Half-Track during a single Turn.

These 4 Characters must come from the highest numbered Passenger positions in the Vehicle (So position 12 before 1 for example) Enemy Characters in excess of 4 who have Bail Out Orders will replace them with Relocate Orders during Impulse 1. They will relocate to the highest, empty Passenger slot in the Vehicle on Impulse 4. Enemy Passengers who Bail Out will move 1 hex in a Random direction on Impulse 4.

AFV Crew may not bail out of a moving AFV and instead will replace their Order with a Panic Order.

Once bailed out a Friendly Crew member may only move so that they are closer to a Friendly Board Edge at the end of an Impulse. If they have a weapon, then they may be given Fire Orders (Aimed, Rapid, Suppressive etc) but only if they have a known Enemy Character in LOS at the start of the Friendly Orders Phase. If no Friendly Board Edge exists in the scenario/Mission being played, then they will move towards the closest Neutral Board edge instead. If no Friendly or Neutral Board edges exist in the scenario, then they will automatically be given Hide Orders.

Once bailed out, Enemy Crew only move in the Rout Direction on their Order Card. They will move at the fastest movement rate they can due to wounds (Sprint, Evade or Sneak). If they have a weapon, then they may be given Fire Orders (Aimed,Rapid, Suppressive etc) but only if they have

a Spotted Friendly Character in LOS at the start of the Enemy Card/Orders Phase.

If the card drawn does not have a Fire Order, then they will move in the Rout direction of the drawn card.

If there are multiple Direction Counters in play in the scenario/Mission being played, then they will move in the direction specified on the closest Direction Counter to their hex (randomize if equal to 2 or more).

The above 2 paragraphs only refer to crew members - not passengers.

Panic

All crew members may receive a Panic Order. This is the Crew Member equivalent of a Duck Back Order. Crew Members will receive a Panic Order when they fail a MC (Enemy Characters may receive a Panic Order from the Vehicle Order Matrix (see Rule 30.11.3) and their hatch is closed).



Emergency Stop

This Order may be given to any Crew Member in the Driver Position. It may be given during Step 4 a) iii) of the Sequence of Play. It cancels the Driver's current order and halts movement of the vehicle. A Friendly Driver may declare Emergency Stop during Step 4 a) iii) of any Impulse. They will *automatically* receive this Order if they fail a MC or their current Order would cause the Vehicle to enter Impassable Terrain mid Impulse (Rule 31.5). Enemy Driver's will receive this Order if they fail a MC. Finally, they also receive this Order if they are killed.



The speed of the AFV when an Emergency Stop happens may impact the Orders of the other Crew Members. If a Crew Member is not able to retain their current orders, then replace them with a Panic or Duck Back Order.

If the vehicle is moving 1 hex on the Impulse that an Emergency Stop is declared, then all crew retain their Orders.

If the vehicle is moving 2 hexes on the Impulse that an Emergency Stop is declared, then all crew must pass a TQC to retain their Orders

If the vehicle is moving 3 hexes or more on the Impulse that an Emergency Stop is declared, then no crew member retains their Orders

Aimed fire/Rapid Fire/Suppressive Fire

These Orders may be given to various Crew Members - see Rule 31.9.4



31.11.3 Assigning Orders - Enemy Vehicles

Enemy Crew Members receive Orders the same as Friendly Crew Members. They work as detailed above. Orders are assigned via the Vehicle Order Matrix (VOM).

Whenever assigning Orders for a vehicle always assign to the crew in the following order:

Commander / Driver / Gunner / Loader / Co-driver

To Assign an Order draw an Enemy Order card and refer to the Initiative number on the card. Modify this by the Morale state of

the Crew Member as shown on the Vehicle Orders Matrix. If the Crew Member or Commander has a Target Marker on the board, use the right hand (Target) side of the Matrix, otherwise use the left hand (No Target) side. For AFVs use the appropriate column depending on whether the Crew Member's hatch is Open or Closed. Note that on the Vehicle Orders Matrix BU= Buttoned Up (hatch Closed) and OPEN= Opened Up (hatch is Open). If a crew member receives a Button/Open Up Order and has a Jammed hatch, then they will receive a Spot Order. Half-Tracks have no hatches and thus always use the Open columns. Trucks have their own column on the display.

For AFVs, if the Commander receives a Bail Out Order, then all Crew Members of that Vehicle will receive a Bail Out Order. If a Bail Out Order is received from the Vehicle Order Matrix and their Hatch is closed, then they will Change their Order to an Open Hatch Order. Once bailed out they generate Orders as defined under the Bail Out Order above.

Enemy Characters who are Passengers will receive Bail Out Orders according to scenario instructions or if:

- 1) The vehicle is on fire.
- 2) The vehicle is immobilized.
- 3) The vehicle is destroyed and the passenger survives.
- 4) The driver of the vehicle is killed or receives a Bad Wound.
- 5) The Character's Morale State drops below Normal.

Loader: The scenario/mission will specify the initial type of ammo (HE/AP) loaded in an Enemy AFV. When reloading during the game, use the following:

LOS to Friendly AFV or Half-track: Load AP

No LOS to a Friendly AFV/Half-track but LOS to Friendly Characters: Load HE

No LOS to anything but there is a Friendly AFV on the Map: Load AP

Otherwise: Load HE

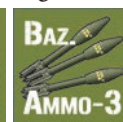
32.0 LIGHT ANTI-TANK WEAPONS

In Combat!2 there are 2 types of Infantry Light anti-tank weapons: The American M9A1 Bazooka and the German Panzerfaust (in 2 different models - Panzerfaust 60 and Panzerfaust 100). All Light AT weapons fire HEAT (High Explosive Anti-Tank) rounds.

32.1 - M9A1 Bazooka



Friendly forces may be assigned one or more bazookas as part of a scenario (Mission). These must be allocated to squad members during setup. A maximum of one bazooka may be assigned to each Character. The Character with the Bazooka is the Operator. A second squad member may act as an assistant so that the weapon can be loaded and fired in a single turn. If only a single Character is operating the Bazooka, then a Load Light AT Order must be given on one turn, and the Fire Light AT Order on a separate turn.



Bazookas always start a scenario (mission) unloaded (exception: if playing an 'Ambush' scenario (CGS6) the bazooka

may start loaded). Each Bazooka receives a 3-Ammo Marker that may be given to the Operator and/or the Assistant. There is no movement or other penalty for carrying Bazooka Ammo. At any time when activated, ammo may be switched between Characters in the hex. If a Character carrying ammo is killed, then the Ammo counters are placed in the hex. They may be immediately picked up by any Friendly Character either in or entering the hex, and at no movement cost.

Bazookas use the Operator's TQ not a WS. This is modified by range as per the Weapon Characteristics Chart. It is also modified by Night, weather, and smoke if applicable.

A Character with a loaded Bazooka may only move with a Sneak Order. If a faster move Order (Run&Gun, Evade or Sprint) is selected, then the Bazooka is automatically unloaded when the Order is placed (the ammo is lost - remove it from the game).

Load Light AT

If at the START of Impulse 2 or 3, the Bazooka is unloaded, then the Assistant (or the Operator if alone) may reload. There must be at least 1 Bazooka Ammo Marker in the hex. On Impulses 2 and 3, a TQC is required to load the Bazooka. Failure has no penalty. If the Bazooka is unloaded at the start of Impulse 4, then the Assistant (or solo operator) may automatically reload. When the Bazooka is reloaded then flip the Bazooka counter to its loaded side, and flip or replace the Bazooka Ammo Marker to show a rocket was used.



Fire Light AT

If at the START of Impulse 2 or 3, the Bazooka is Loaded, then the Operator may Fire (See rule 32.1). On Impulses 2 and 3, a TQC is required to fire the Bazooka. Failure has no penalty. If the Bazooka is Loaded at the start of Impulse 4, then the Operator may automatically fire. When the Bazooka is fired, flip the Bazooka counter to its Unloaded side.



32.2 - Firing at 'soft' targets

Bazookas may be fired at hexes containing Enemy Characters but only if the terrain in the target hex is: Building, Rubble, Rocks, Abbey, or Fountain.

Make a roll to hit using the Operator's TQ modified by range, the Operator's morale, the Operator's Wounds, and any LOS penalties due to Night or Weather conditions.

If the roll is 0, then one of the Characters in the hex has been hit directly. Determine this Character randomly. If that Character has Hide Orders and is in Rocks or a Building, then the round will only land close and is treated as below. If a Direct hit occurs, then the randomly selected Character is killed and the player then makes Frag rolls using the data to the right of the slash on the Weapon Characteristics Chart for each other Character in the hex.

If the roll is >0 but <= to the Operators modified TQ, then the round has landed close. Immediately make Frag rolls using the data to the left of the slash on the Weapon Characteristics Chart for each Character in the hex.

If the roll is > the Operator's modified TQ, then immediately make Frag rolls using the data to the right of the slash on the Weapon

Characteristics Chart for each Character in the hex.

If the roll is 9, then the shot has missed the hex and roll 1D6 for scatter. If there are Characters in the new hex, make another roll to hit to determine the damage in the new hex. A second 9 will not scatter but will have no effect (it was a dud)

Note: Any Frag roll is not modified by the Order/Terrain of the target.

32.3 - Panzerfausts



Enemy forces in Combat!2 may receive Panzerfausts as part of a scenario.

Panzerfausts are fired in the same manner as Bazookas but do not require loading. This is because a Panzerfaust is a one-shot weapon that is disposed

of after firing.

Enemy Characters are also free to move with Panzerfausts (unlike Bazookas) as they never become unloaded.

On Impulses 2 and 3, the firer makes a TQC to fire and will fire automatically on Impulse 4 if it hasn't before.



The Scenario will specify 2 things: The Panzerfaust Level (Number of Panzerfausts available) and the type of Panzerfaust in use (either Panzerfaust 60 or Panzerfaust 100). Place the Panzerfaust Level Marker on the Turn Record Track with a number

equal to the Level.

Whenever an Enemy Character is activated in a scenario where the Panzerfaust Level >0 and that Character has a LOS to a Friendly Vehicle AND the theoretical chance to hit that Vehicle with a Panzerfaust is 0 or greater, then make a TQC for that Character. If it passes, then place a Panzerfaust Marker on that Character and reduce the amount of available Panzerfausts by one by moving the Panzerfaust Level Marker 1 space to the left. Do not roll if the Panzerfaust Level is 0. The Character receiving a Panzerfaust automatically receives a Fire Light AT Order. If they do not have a Vehicle target when they are due to fire, then they will not fire that Impulse.

Important: If the activated Character is an Officer, MG Crew member, or Sniper, then do not roll for Panzerfaust placement. Also do not roll if the Character already has a Panzerfaust Marker.

An Enemy Character with a Panzerfaust Marker on it at the start of the enemy Orders Phase will receive a Fire Light AT Order IF:

i) It has a Friendly Vehicle in LOS and Panzerfaust range.

OR

a Spotted, Friendly Character in LOS and in Panzerfaust range, and the Friendly Character is in a Building, Rubble, Rocks, Abbey, or Fountain hex.

AND

ii) the chance to hit would be greater than 0.

Panzerfausts are one shot weapons. Once fired remove the Panzerfaust Marker and put it back in the box. The Enemy Character will then Duck Back.

Should an Enemy Character with a Panzerfaust be killed, then leave the Panzerfaust Marker in the hex.

Another Enemy Character who ends their Activation in the hex with the dropped Panzerfaust Marker makes a TQ (If multiple Characters use the Character with the highest TQ). Do not roll for Officers, Snipers, MG Crews, or Characters who already have a Panzerfaust Marker. If they pass, they immediately pick up the Panzerfaust Marker.

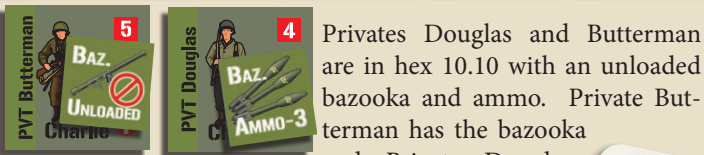
A Friendly Character who ends their Activation in a hex with a Panzerfaust Marker may make a TQ to attempt to pick up the Panzerfaust. Do not roll for Characters with a Heavy or Very heavy

Weapon. If they pass they immediately pick up the Panzerfaust Marker. A Friendly Character may fire a Panzerfaust with a Fire Light AT Order but receives a -2 to their TQ for the shot.

Characters may not roll to pick up Panzerfausts if there are Characters of the opposing side in the hex.

Example of Play:

A German Panzer IVH is in hex 15.12 on the Town map. A random crew are picked and are as shown. All of the crew have closed hatches apart from the Commander.



the assistant, has the Bazooka rockets. Both soldiers are hidden.

During the Friendly Card Phase the Player plays card 1 from his hand. This gives Charlie Team an Initiative of 86.

During the following Friendly order Phase, the player assigns 'Load Light AT' orders to Douglas and 'Fire Light AT' to Buttermann.

When assigning orders during the Enemy

Card and order Phase, the player starts by drawing an Enemy Card for the Commander of the Vehicle. The player draws card 3.

This does 2 things. First, it provides the AFV's initiative value - 73. Secondly, this number is used on the Enemy Vehicle order Matrix to determine the Enemy Commander's order for the Turn.

The No-Target / Unbuttoned line is used for the Commander and this gives and order of 'Spot'. This means that the Commander is focused on spotting enemies.

Cards are then drawn for the rest of the crew in the order: Driver, Gunner, Loader, Co-driver.



The Driver draws card 6. Its initiative value of 47 is used to determine the order on the Vehicle order Matrix. 47 results in a 'Crawl 1' order. This process is repeated for the Gunner, Loader, and Co-Driver. The Gunner is given 'Fire Main Gun' order. The Loader receives a 'Load HE' order, and the Co-Driver gets an 'Aimed Fire' order (he is



using the Bow Machine Gun).

Note that the orders are placed on the Vehicle Display.

On Impulse 1 the AFV will activate first. We start with the Commander who has 'Spot' orders. He has no one to spot so he does nothing.

Next we activate the Driver who has Crawl 1 orders. The counter shows a move of 1 hex on Impulse 1. As the vehicle is currently facing Direction 1, it does not take advantage of the free turn and simply moves 1 hex forward to hex 15.11.

Although the Bazooka Team now have a LOS to the Vehicle, neither the Driver, Co-Driver, Gunner, nor Loader can roll to spot them as they are outside of the Enemy's LOS arc (with closed hatches these Enemy crewmen may only spot in the front arc of the Vehicle).

When Charlie Team activate they may do nothing (apart from Spot or Duck Back) on Impulse 1.

On Impulse 2 when the Vehicle activates, we once again start with the Commander. He has a Spot order and now has LOS to the Bazooka Team. He rolls to Spot Private Butterman.

TQ of 5 +1 (Fire Light AT order in the Open) + 1 (the Commander has Spot orders) = 7. He rolls a 6 and Spots Private Butterman. Private Butterman is flipped to his 'Spotted' side. The Commander then rolls to Spot Private Douglas but rolls a 9 and fails.

At the end of the Commander's activation he has LOS to a Friendly Light AT Team so places his Target Marker on hex 15.12.

Next to activate is the Driver. Because the Commander of the AFV has placed its Target Marker, this

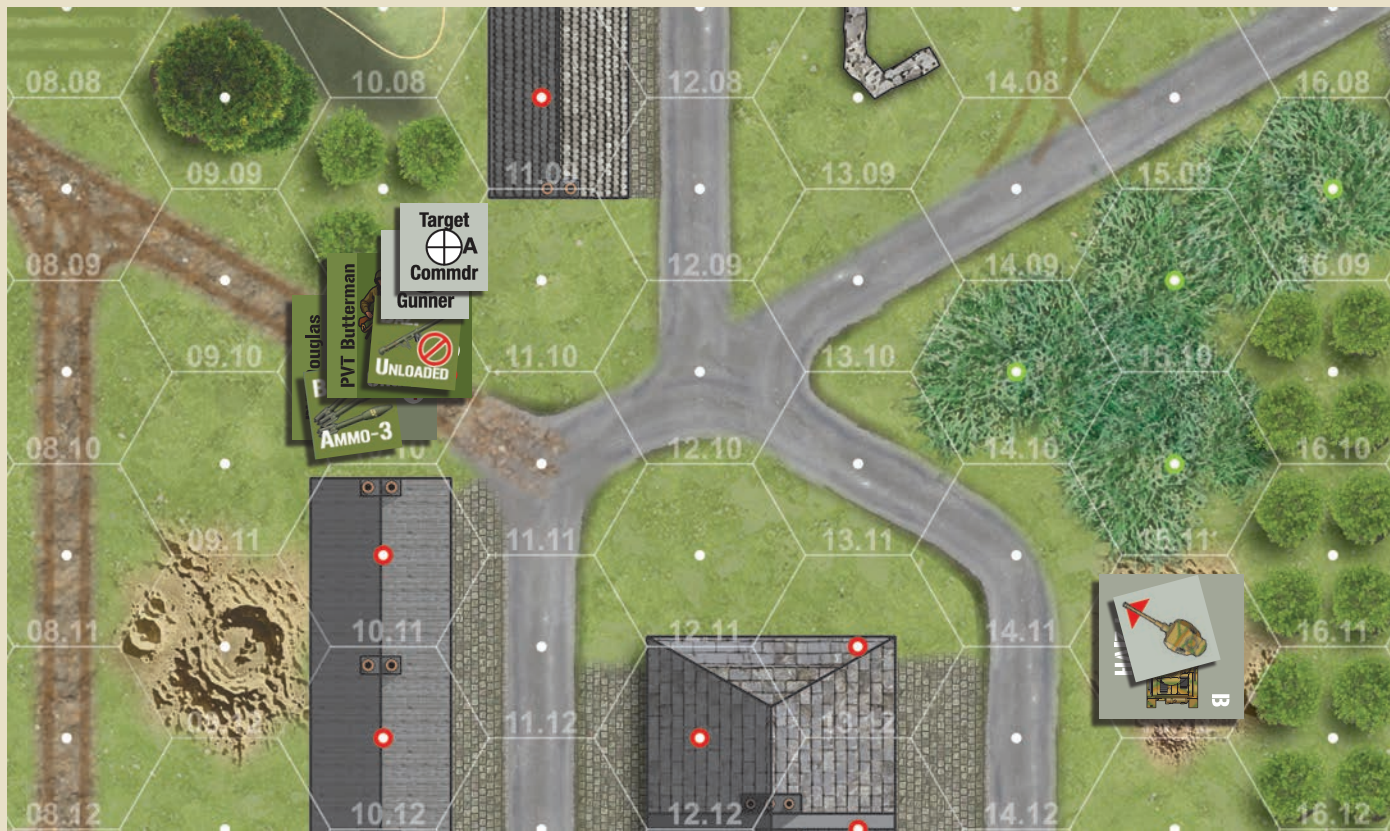
Impulse on a Friendly AFV or a Friendly Character with a Light AT (Bazooka), the Driver must take a TQC. If the Driver passes the TQC then he will switch to Emergency Stop orders.

The TQ of the Driver is 5 + 2 (for the Commander's Leadership – see 31.1). He rolls a 5 and passes. The Crawl order is removed and replaced with an Emergency Stop order. Note that the -2 on the marker gives a -2 to all firing from the AFV this Turn.

The Gunner now activates. Although he has no Target Marker on the board and no LOS to the Light AT, he will still rotate the turret one hex side because of the Commander's Target Marker (See Rule 31.6). After rotating the Turret, the Gunner has LOS to the previously Spotted Light AT Team, he will roll to spot Private Douglas. He would normally receive a -2 to his TQ for this roll (because his hatch is closed) but this is negated by the Commander's Target Marker on the same hex. He rolls a 9 and fails. The Gunner still places a Target Marker on hex 15.12 because he has LOS to Private Butterman.

As the Main gun is loaded, the Loader does nothing. Last to activate is the Co-Driver. He has no LOS to any Friendly Characters so will also do nothing.

Charlie Team activate on Impulse 2 and activate Pvt Douglas first. As the Bazooka was unloaded at the start of Impulse 2, the Player makes a TQC to see if Pvt Douglas can load the Bazooka. He rolls a 1 and succeeds. The Bazooka counter is flipped to its Loaded side. Private Butterman activates next. As the Bazooka was not loaded at the start of the Impulse he may not roll to fire and does nothing.



On Impulse 3 the only crew Member who will do anything is the Gunner who may make a TQC to fire. His TQ is 5 plus 2 for the Commander = 7. The player rolls an 8 and breathes a sigh of relief.

When Charlie Team activate Private Douglas will do nothing (the Bazooka is already loaded) but the player makes a TQC for Private Butterman to see if he can fire. The Player rolls a 2 and Private Butterman fires. His TQ is 5 but he gains +2 for firing at the side of a Vehicle and a further +1 for the Vehicle's Emergency Halt order. He also gets a -1 for firing a Bazooka at a 5 hex range. His roll will need to be a 7 or less to hit. The player rolls a 4 and hits!

The Player then rolls percentage dice (%D) to see where the rocket hit. The Player rolls a 43. "Lower Hull Hit"; Use Glancing Value."

SIDE	25-32	Lower Hull Hit*
	33-39	Upper Hull Hit*
	40-44	Lower Hull Hit*; Use Glancing Value
	45-64	Suspension; ALL

Before the Player can roll on the damage table he has to check to see if the Bazooka rocket penetrates the armor.

The Panzer IVH has a Lower Hull armor value of 5 against a Glancing Blow. The Bazooka has a Penetration of 7+1D6. Even if the Player rolls a 1 the round will still penetrate; an advantage of hitting the side armor.

ARMOR CHARACTERISTICS	Top Speed: Forward		NORMAL HIT	GLANCING BLOW
	TURRET FRONT	6		9
	TURRET SIDE	5		7
	TURRET REAR	5		7
	LOWER HULL FRONT	9		16
	UPPER HULL FRONT	9		16
	LOWER HULL SIDE	3		5
	UPPER HULL SIDE	3		5
	REAR	2		4

Next the Player rolls d10 on the relevant column of the AFV Damage Table for a side hit on the lower hull and rolls a 4. The filled-in dots in that row show that both Driver and Co-Driver were Killed and the Notes indicate [ALL] surviving crew will take a MC. The Driver and Co-Driver are removed and replaced with KIA markers. The Player then makes Morale Checks for all of the remaining Crew Members. The Commander rolls an 8 and fails. His order is replaced with a 'Duck Back' order and his Morale is lowered to 'Cautious'.

The Gunner rolls a 6 and passes (he still receives +2 for the Com-

D10	UPPER HULL	LOWER HULL	TURRET	CREW KIA					NOTES
				D	CD	G	L	CM	
0-1	0	0-1	●	●	●	●	●	●	CATASTROPHIC HIT
2-3	-	-	-	-	-	-	-	-	Engine Fire; ALL
4-5	1-2	-	-	-	-	-	-	-	ALL
6-7	3-4	-	●	●	-	-	-	-	ALL
8	-	-	-	-	-	-	-	-	Re-Roll on Turret Column
-	5-6	-	-	-	-	-	-	-	Suspension; ALL
-	7-8	-	-	-	-	-	-	-	Track; ALL

mander). The Loader however, rolls a 9 and fails. His order is replaced with a 'Panic' order. Note – the Panic and Duck Back orders are functionally similar. One is for Crew with Open Hatches and the other for those with Closed Hatches. The Loader's morale is lowered to 'Shaken'.

Finally the Bazooka Marker is flipped to it's 'Unloaded' side.

On Impulse 4 the Gunner in the Panzer MkIVH will automatically fire on the hex with the Bazooka Team. The Gunner's TQ is 5 + 2 for the Leader. There is a -2 modifier for the Emergency Stop order so a 5 or less results in a hit on the hex.

A roll of 9 would result in the HE round landing in an adjacent hex. The Bazooka Crew would still be required to take a Morale Check.

A roll of 6-8 would mean that the HE round landed in the hex but not close enough to hit anyone. Again, the Bazooka Crew would still be required to take a Morale Check.

A roll of 0-5 means a direct hit.

The first target (who would be determined randomly) would roll 4d10 (the Frag rating of a 75/L48 gun used on the MkIV). The Blast rating of the 75mm gun is 3. So a 3 or less, modified by the Terrain/Order of the target Character, would be a hit on each die.

The Other Character in the hex is would receive 3 die rolls each requiring a 3 or less (again modified by the Terrain/order of the target) to cause a hit. The Terrain/Order modifier for firing a Light AT weapon in Open Ground is 0 and for loading a Light AT weapon it is -1 so a direct hit would not be good.

