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CREDITS

COMMANDOS: EUROPE

NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.

These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play. Check for E-rules updates to this game at www.worldatwarmagazine.com

1.0 INTRODUCTION

Commandos: Europe is a solitaire game of Commandos operating in Europe and North Africa during World War II. Your duty is to lead your men in a variety of randomly-generated missions, choose weapons and equipment best suited for each mission; decide on how to posture your squad(s), and plan your approach and some method of extraction. Your goal is to disrupt the enemy with only limited resources, a minimal "footprint," and a minimal cost.

1.1 Scale
Each Commando squad represents about five men, and each Commando commander and officer represent one man each. Each hex represents a couple hundred meters, and each turn represents anything from hours to days.

2.0 COMPONENTS

2.1 Dice
One ten-sided die and one six-sided die are needed to play this game.

2.2 The Game Maps
The game includes four distinct maps that are fictional representations of four particular regions: Norway, North Africa, Normandy, and the Continent. Each map is overprinted with a numbered hexagon grid to regulate the movement of units and the appearance of mission objective game pieces. All charts (aside from the Terrain Effects Chart) that are necessary for game play are located within these rules.

When playing a game, the player must always begin and then go through all of the missions on one map at a time (before beginning the next map), starting with the Norway map, then

the North Africa map, followed by the Normandy map, and finally the Continent map. A player may forfeit any or all of the generated missions on a particular map (and this does not forbid the player from moving on to conduct missions on the next map), but when he begins play on the next map, he may never subsequently return to conduct any missions on the preceding map. See 3.0.

2.3 The Game Pieces
There are five basic types of counters in the game:

Weapons and Equipment: A wide variety of weapons and equipment to outfit your squad(s) of commandos, each with different values and capabilities. The values are printed numbers which represent the relative effectiveness of each weapon and item of equipment. Their capabilities are explained later in these rules.

Commando Squads: There are eight game pieces representing commando squads. Two of them start on the map without cost, and two more may be purchased. The four other squad game pieces represent combat experienced men that replace the existing squads as the game progresses from map to map (see 3.2).

Casualties Markers: There are twenty game pieces representing effects to commando squads (or possibly commanders or officers). These game pieces are blindly drawn whenever a commando squad has been successfully attacked by an enemy unit (see 13.1).

Mission Objectives: There are dozens of various game pieces representing random missions for your commando squad to achieve on each map. The game system will randomly generate missions throughout the game, and your success or failure as the leader of your commandos depends on achieving the missions, without becoming neutralized by enemy forces in the area.

Enemy Units: There are dozens of game pieces representing enemy units that will be orchestrated by the game system to attempt to neutralize your commandos. Each map will be provided with its own set of enemy units, which is indicated by the units' colors. For this reason, only the enemy units for the map that is currently in play may be drawn for and appear on that map.

Example: Mustard colored enemy units are only placed in the enemy unit draw cup when playing the North Africa map.

2.4 Information on Game Pieces
The numerical values printed on each game piece represent four distinct characteristics, explained as follows:
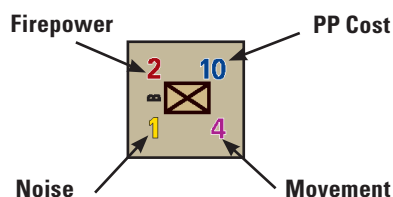
Firepower: The upper leftmost number represents the firepower of that game piece.

Cost: The upper rightmost number is the price of that weapon or equipment (i.e., to be available for usage during a mission) which is bought with Purchase Points (see 6.2). The cost represents the monetary value of that particular weapon or item of equipment and/or the fuel and ordnance to bring it on station.

Noise: The lower leftmost number represents the additional noise created by the presence of that weapon or item of equipment which may give away the location of a commando squad (such as the engines of an aircraft that is loitering overhead, or perhaps just simply the rustling of branches when carrying an unwieldy item through the woods).

Movement: The lower rightmost number represents the movement (or movement affect) of that game piece. A printed number simply indicates the movement points that are possessed by that unit, which allows that unit to move during each game turn (see 10.0). A number printed with a "-" (minus) symbol indicates that it is a weapon or item of equipment that subtracts from the printed movement of one commando squad it is stacked with. A number printed with a "+" (plus) symbol indicates that it is an item of equipment that adds to the printed movement of one commando squad it is stacked with.

Note: Plus-type movement game pieces may also move independently when not stacked with a commando squad (although they never cause noise while alone, and may never be attacked; see 9.2).

3.0 SET-UP
The first map to use when beginning a game is the "Norway" map. To set-up the game, set aside three containers (such as coffee mugs); place all of the enemy combat units (the gray units printed with white icons) in one container, all of the white-colored mission objective game pieces in the second container (the white mission objectives are specifically intended for the Norway map), and then all of the casualties markers in the third container (the same casualties markers are used for all four maps). Each of these containers will function as draw pools while playing the game. The player then purchases weapons, items of equipment, and additional squads, leaders, or another base camp, if so desired.

After the player has completed and/or forfeited six (6) randomly-dawn missions on the Norway map, the player then sets-up anew on the North Africa map; In such a case, the player must remove all of the enemy units (the gray units printed with white icons) from that container and then replace them with all of the mustard enemy units printed with orange icons. All of the white-colored mission objective markers must also be removed from their container and be replaced with the mustard-colored objective markers (the mustard mission objectives are specifically intended for the North Africa map).

After completing and/or forfeiting six (6) randomly-drawn missions on the North Africa map, the player then sets-up anew on the Normandy map: remove all of the enemy units (the mustard units printed with orange icons) from that container and replace them with the blueish enemy units, and replace the mustard-colored mission objective markers with the blue-colored mission objective markers (the blue mission objectives are specifically intended for the Normandy map).

Errata: Two mission objective counters (map area and tide survey) are misprints and should be deleted from the game.

After completing and/or forfeiting six (6) mission objectives on the Normandy map, the player then sets up anew on the Continent map: remove the blueish enemy units and replace them with the greenish units with green icons, and replace the blue mission objective markers with the green-colored mission objective markers (the green mission objectives are specifically intended for the Continent map).

3.1 Bases
At the beginning of the game (when beginning each map), the player must place one base game piece in any hex anywhere on the map, except in or adjacent to any kind of building or airfield.

> **Note:** Unlike in the game Green Beret, a base may indeed be placed into an all-water hex (representing a submarine or a littoral vessel). This does not permit the base to be moved, however, and it does not protect that base from enemy patrol boats that may appear on the map and encounter that base.

If the player purchased the second base game piece, it must also be placed on the map at the beginning of the game, although no more than one base may ever be placed in the same hex.

Bases must be set-up anew when beginning missions on the next map. The purchased base is not replaced without cost if it was destroyed on the preceding map. The starting base (with a zero point cost) is always to be set-up whenever starting play on each subsequent map.

3.2 Commando Squads
Two commando squads begin the first game (on the Norway map) as free set-ups (the two squads printed with a "0" PP cost), although the player may purchase one or two more Commando squads at a cost of "15" PP for another A-Squad, and/or a cost of "10" PP for another B-Squad.

When beginning the second game (on the North Africa map), the player then receives two replacement commando squads printed with "E" (representing experienced men) as free set-ups. The two squads printed with "0" PP cost are thus removed from the game entirely (if not already eliminated). The player may retain (but not re-purchase) any non-eliminated squads purchased for the Norway map. Squads carried over from the Norway map to the North Africa map do not retain any casualty markers received on the Norway map.

When beginning the third game (on the Normandy map), the player then receives two more replacement commando squads printed with "V" (representing veterans) as free set-ups. The two squads printed with "E" are removed from the game entirely. As above, the player may retain the two commando squads he purchased (unless they had already been eliminated, in which case they may not be repurchased).

No new squads are received when beginning a game on the Continent map.

> **Note:** When a commando squad is replaced, any casualties marker it had received is removed (it is not inherited by the new commando squads).

3.3 Commanders & Officers
Two commando leaders (a commander and an officer) begin the game as free set-ups (the two printed with a "0" PP cost), although the player may purchase one or two more commando leaders at a cost of "7" PP for another commander, and/or a cost of "3" PP for another officer.

When beginning the second game (on the North Africa map), the player then receives a replacement commander and officer printed with "E" (representing experienced leaders) as free set-ups. The commander and officer printed with "0" PP cost are thus removed from the game entirely (if not already eliminated), although the player may retain the commander and officer that he had purchased (unless already eliminated, in which case they may not be repurchased).

When beginning the third game (on the Normandy map), the player receives another replacement commander and officer printed with "V" (representing veterans) as free set-ups. The commander and officer printed with "E" are then removed from the game entirely (if not already eliminated). The player may retain commander and officer he purchased (unless already eliminated, in which case they may not be repurchased).

3.4 Commando Squad, Commander, and Officer Starting Hex
No new commanders or officers are received when beginning a game on the Continent map.

All starting and purchased commando squads, commanders, and officers must begin each game (when starting on each map) in a base hex. If the player has purchased multiple bases, he may set up any of his squads, commanders, and/or officers in either and/or both base hexes as he prefers.

3.4 Mission Objective
After the commando game pieces have been set-up on the current map (but before any additional* weapons and/or items of equipment have been purchased), blindly draw one mission objective game piece from the mission objective container, and place it on the current map per the procedure outlined in rule 7.0. That mission objective game piece is therefore the commandos' first mission (see 4.0 below).

> *Any weapons and/or items of equipment that have already been purchased while playing on a preceding map are still considered to be available on each subsequent map (unless eliminated, abandoned, or stripped on that previous map). When beginning the next map, all such previously purchased weapons and items of equipment must be set-up in any base(s) of the player's choice (even if a boat in a non-water hex).

3.5 Weapons & Equipment
After the first mission objective game piece has been set-up on the map, the player may purchase any additional weapons and/or equipment to facilitate the accomplishment of that mission (see 6.0). All purchased weapons and items of equipment must begin the game set-up in a base hex. If the player had purchased multiple bases, he may set up any of his additional weapons and/or equipment in either or both base hexes as he prefers.

> **Note:** Portage limits (see 9.0) are always ignored in bases.

If any more weapons, items of equipment, or commando game pieces are purchased during the course of a scenario (map), they must be immediately placed in any base(s).

3.6 Enemy Units
Unlike the previous games that use this same system (*Green Beret* and *Kandahar*), no enemy units are removed from any enemy draw cup prior to play.

4.0 GAME TURNS & PHASES
Each game consists of an undetermined number of game turns. A game only ends when six missions on a particular map have been completed, either because the mission has been accomplished or forfeited. There is no limit to the number of turns that may be taken to complete a game (six missions). Each game turn is divided into five distinct "phases" which regulate the order in which specific activities can or must occur. These phases are listed as follows and explained later under specific pertinent rules:

Mission Objective Placement Phase (see 7.0): Place the current mission objective on the current map (this phase is only played when the game begins, or after the previous mission objective has been accomplished or forfeited).

Also, during this phase, after a new mission objective game piece has been drawn and placed, the player may purchase any available (i.e., not already on the map) weapons and/or items of equipment.

Friendly Movement Phase (see 10.0): The player may move any of his eligible commando game pieces at this time, up to the limit of each game piece's movement allowance.

Friendly Combat Phase (see 13.0): If any commando squad is adjacent to any enemy combat unit, it may (but is not required to) attack that enemy combat unit's hex at this time.

Enemy Movement/Combat Phase (see 10.6): Any enemy combat unit that is present on the map must move directly closer (as far as it is capable of moving with its printed movement value) towards any "detected" commando squad(s) that are present on the map. Once adjacent (or if already adjacent before moving) to any detected commando squad(s), that enemy combat unit must attack the adjacent commando squad(s).

Enemy combat units remain on the map until all detected commando squads are eliminated or stacked with a base (at which time the enemy units are removed and returned to their container to potentially be drawn again later, per the normal rules).

Success Determination Phase (see 5.0): If the current mission has been accomplished or forfeited, the Mission Objective Placement Phase begins anew (to place a new mission objective). The player can choose to end a scenario at any time (or if all of his squads are eliminated), at which time he begins the next scenario (the next map). A player may also choose to end the entire game on any map by forfeiting all of the remaining unaccomplished missions, at which time his level of victory (or defeat) is determined per 5.0. Once a player has ended a game, even if he

hasn't completed all six missions on any particular map, no further missions are then achievable. The game ends then and there. After six mission objectives have been accomplished and/or forfeited on a particular map, play immediately begins on the next map, and that draw cup is refilled with all new mission objectives for the current map (yellow if on the North Africa map, blue if on the Normandy map, and green if on the Continent map).

After the last mission has been completed or forfeited on the Continent map, the entire game comes to end, and the player determines his level of victory (or defeat) at that time (see below).

5.0 WINNING THE GAME
The success of the player as the leader of a commando outfit depends upon two things: the number of missions accomplished and the number of commando squads eliminated in the process of accomplishing missions. The elimination of enemy combat units is not relevant with regards to determining victory.

During the Success Determination Phase the player must count up the quantity of mission objectives that he accomplished on all of the maps that he played up to then, but deducting the quantity of mission objectives that he forfeited on those maps that he played (subtracting the quantity of forfeited mission objectives from the quantity of accomplished mission objectives). Moreover, the player must also subtract the quantity of commando squads that had been eliminated (regardless of the squads or game pieces that still remain on the map) from the net total (but not including any commando squads that were removed from play because they were merely replaced by experienced or veteran commando squad game pieces).

> **Note:** *Commando squads lost in forfeited missions are not counted in determining the victory level.*

The final grand total of accomplished mission objectives (after deducting forfeited missions and eliminated commando squads, if any) will determine the level of victory or defeat as follows:

Accomplished Missions	Victory Assessment
0-4	Court-martial
5-6	Demotion
7-8	Reassignment
9-10	Poor Performance
11-12	Adequate Performance
13-14	Meritorious Service
15-16	Promotion
17-18	Award
19-20	Award and Promotion
21-22	National Hero
23-24	Victoria Cross

The game ends automatically when the last commando squad on the map has been eliminated (which is considered to be an immediate defeat, regardless of mission objectives accomplished), or after the sixth mission objective has been accomplished or forfeited on the last (Continent) map. As mentioned, a player may opt to end a game at any time and simply accept the victory assessment that he achieved up to then.

6.0 PURCHASING WEAPONS/EQUIPMENT

Numerous counters represent the various weapons and items of equipment that the player may purchase to enhance the effectiveness of his commandos. Some weapons and/or items of equipment will be necessary to accomplish a particular specific mission, which the player should consider when deciding his purchases.

> *Note: There is no guarantee that any particular mission objective will be drawn from the mission objective container, so no particular weapon or equipment must be necessarily purchased. The player will have an opportunity to purchase additional weapons and equipment during each ensuing Mission Objective Placement Phase, assuming there are enough purchase points to do so.*

Purchase points are only ever spent to buy weapons and equipment (or additional squads, commanders, officers, and/or bases) during any Mission Objective Placement Phase(s). A player begins with 20 purchase points (see 6.2) which may be spent during the very first Mission Objective Placement Phase, or during any subsequent Mission Objective Placement Phase(s).

6.1 Mission Objective Requirements

The types of weapons and/or equipment that are necessary to accomplish specific mission objectives are printed on the back of each mission objective counter. Some mission objectives do not require any specific weapons or equipment when beset, and are simply printed as "NONE" in red text.

> *Note: Weapons and/or equipment are never expended when accomplishing a mission objective. It is only the presence of the required weapon or item of equipment in the mission objective hex that is necessary to accomplish that mission objective.*

6.2 Purchase Points

Purchase points are the game's currency, used to buy weapons and/or equipment, and even additional commando squads, commanders, officers, and/or bases. A player will begin the game with 20 Purchase Points (PP) with which to purchase provisions for his various missions throughout the entire game. Additional PP are also acquirable after accomplishing each mission objective (which varies depending upon the type of mission objective that has been accomplished) as indicated by the PP award value printed on the upper left corner of each mission objective game piece.

A pen(cil) and paper is recommended to help track the player's current total of PP (see 3.6 to denote the current PP level).

Players may save any unspent PP throughout the game to purchase weapons and/or equipment during a later game turn (during the Mission Objective Placement Phase of that game turn).

Weapons and equipment, once bought, are permanent purchases (i.e., they may not be sold back to the PP Track for a refund).

7.0 MISSION OBJECTIVES

During each Mission Objective Placement Phase, if a new mission objective is to be drawn (at the beginning of the game, or if the previously-drawn mission objective had been accomplished or forfeited), the player must blindly draw one mission objective game piece (for the map currently in play) from the mission objective container. The mission objective drawn will be the commando's target for that scenario. At least one commando squad (with the required weapons or equipment) must move into the objective hex to successfully accomplish that mission.

After drawing a mission objective game piece, the player must then roll one six-sided die and refer to the Mission Objective Placement chart below, and then cross-reference that die roll result with the specific mission objective that was drawn. The cross-referenced result is a hex number; Set-up that mission objective game piece in the same numbered hex on the map (corresponding to the die roll result):

MISSION OBJECTIVE PLACEMENT HEXES

Drawn Mission Objective Game Piece:	Die Roll:		
	1-2	3-4	5-6
Arm the Locals	0227	1250	0628
Blow Ammo Dump	0241	0438	0336
Blow Bridge	0145	0351	0146
Blow Fuel Dump	1242	0248	0334
Blow Hangars	1110	1009	0814
Blow Radio Station	3830	2349	3939
Blow Railway Bridge	0111	0819	1023
Block Reinforcements	0601	0108	0608
Blow Seaplane Dock	0440	1545	0535
Blow Tanker	1341	0741	0640
Blow up Train	2501	3501	2201
Capture Code Books	0840	1440	1442
Capture General	2905	2716	3617
Capture Enigma Rotors	0739	1441	0837
Capture Peak	0830	1252	0747
Capture Ship	1342	0539	0640
Contact Informant	2914	2609	3713
Cut Rail Line	2140	3440	2740
Cut Submarine Nets	3452	3553	2450
Destroy Cisterns	2442	2328	3740

Destroy Cod Plant	1144	0650	1445
Destroy Fish Oil Plant	0134	0236	1547
Destroy Obstacle	2524	3524	2824
Destroy Power Plant	0745	0542	0644
Equip Maquis	3302	2213	3405
Escape to Friendly Lines	1716	1702	1026
Evacuate National	1648	1737	0435
Examine Bunker	3819	2110	3510
Feint	0131	0753	1230
Hide Drop	0217	1710	0225
Hit HQ	0237	0134	0149
Hold Road Junction	1305	0801	1724
ID Targets	2830	3932	3048
Insert Agent	3237	3329	3848
Kill Rommel	2930	2241	3648
Mine Harbor	1534	1135	1733
Mine Road	0547	0338	0143
Neutralize Patrol	3251	2545	3635
Photograph Obstacle	3023	2123	3524
Rescue Airman	3027	3445	3832
Rescue Commando	2105	3803	2911
Sabotage	3040	2651	3949
Sabotage Runway	1112	0813	0913
Scout	2935	3943	2236
Seize Lighthouse	1629	1746	1651
Seize Oasis	2533	3828	2227
Sever Phone Line	2101	2901	3801
Sink Warship	3751	3352	3851
Soil Survey	3333	3343	2850
Spot for Bomber	0202	0617	1623
Study Radar	2406	3615	3906
Survey Minefield	3925	2120	3821
Take out AA	3629	3641	3150
Take out Gun	2131	3550	2244
Take Prisoner	2621	2317	2110
Train Rangers	3217	3412	2118
Train the New Blokes	0624	1419	0705
Transmit	2149	3652	2339

If a mission objective game piece is placed into a hex that is already occupied by any commando squad or base, that mission objective is considered automatically accomplished.

7.1 Accomplishing a Mission

A mission is considered to be accomplished if at least one commando squad has entered that mission objective's hex, and is stacked with all necessary weapons and/or equipment required to accomplish that mission (see 5.0).

Note: *Commanders, officers, weapons, and items of equipment cannot accomplish missions by themselves.*

When a mission is accomplished, that mission objective game piece is immediately removed and placed off to the side and its PP value is immediately awarded to the player's PP total.

Each mission objective that is accomplished increases the level of victory (see 5.0).

7.2 Forfeiting Mission Objectives

At any time during a game turn, after the Mission Objective Placement Phase, the player may decide that the current mission objective is unachievable or simply too risky, in which case that mission objective is forfeited.

A mission objective that is forfeited is removed from the game permanently, and yields no value to the player whatsoever. The current game turn must be played out to completion, and a new game turn (beginning with the next Mission Objective Placement Phase) commences normally.

A forfeited mission objective is still considered to be one of that sccenario's six mission objectives that are drawn for that map (In other words, the forfeiting of one mission does not imply that any extra mission objective is drawn in its place).

8.0 STACKING

Stacking multiple game pieces in the same hex is always permitted, and no specific limit is imposed during the game (for enemy or commando squads). However, portage limitations (see 9.0 below) limit the quantity of weapons and items of equipment that may be "carried" by each commando squad, commander, and officer.

Enemy units may stack in any allotment that occurs as a result of placement or movement, although a stack of enemy units do not ever combine their attacks when attacking. Each enemy unit in the same stack conducts a separate attack normally.

9.0 PORTAGE

Portage is the maximum amount of weapons and/or equipment that each commando squad may utilize (during combat or during the accomplishing of a mission) and/or haul (i.e., carry during movement) at any one time.

It is permitted for a commando squad to drop off or abandon weapons and/or equipment to either utilize and/or haul any other weapons and/or equipment or to simply dispossess weapons and/or equipment that the player does not want them to use or carry. This can be done at any time during movement or just prior to resolving combat, so long as a commando squad does not ever utilize or carry more than its portage allows at any one time.

9.1 Commando Squads

Each commando squad is limited to utilizing and/or hauling a maximum of **six** (**6**) weapons and/or items of equipment at any one time.

> **Note:** A commander or officer game piece is not considered to be a commando squad (see 9.2), and can only haul a maximum of one (1) weapon or item of equipment at any one time per 9.2.

9.2 Plus-Type Movement Game Pieces

A plus-type movement game piece may haul a quantity of weapon and/or equipment game pieces equal to or less than (≤) that plus-type movement game piece's noise value (in other words, the noise value of any plus-type game piece is coincidentally also its portage value). As an example, a Chevy may haul a maximum of five other game pieces (except other plus-type game pieces; no plus-type movement game piece may ever haul any other plus-type movement game piece).

Exception: Plus-type movement game pieces that are printed as a **black** number (such as scuba equipment) may indeed be hauled by other plus-type movement game pieces (see 10.4). Nevertheless, the portage limit of any plus-type movement value game piece is always equal to or less than its noise value.

9.3 Combining Portages

It is permissible for a commando squad and a plus-type movement value game piece to add their portage together (if stacked and moving together). Example, a Chevy with a portage of "+5" (in other words, the same value as that Chevy's printed noise value) may be added to the portage of a commando squad (which is "6") that it is currently moving with, for a total portage of "11." In such cases, the game pieces must remain together during their entire movement to combine their portage.

9.4 Base Utilization Exception

A commando squad may utilize all weapons and/or equipment while it is stacked in a base hex (although a base does not increase any game piece's portage limit, per se). This is only relevant in cases when an enemy unit happens to become placed or inadvertently moves into that base hex while en route towards another detected commando game piece elsewhere on the map.

10.0 MOVEMENT

All weapon, enemy, squad, and leader units are printed with a movement value that indicates either their mobility or their ability to impede mobility. Some of the game pieces are printed with a standard movement value, represented as a single digit whole number (for example, "4"), some game pieces are printed with a minus ("-") movement value, represented by a negative number (for example, "-1"), and some game pieces are printed with a plus ("+") movement value, represented by an additive number (for example, "+20"). These movement types are explained below (see 10.2).

> **Note:** Game pieces printed with a negative movement value cannot ever move alone; They may only move when "hauled" by other types of game pieces (game pieces with a standard or plus movement value); see 9.0.

When moving, each game piece's movement points, as represented by the piece's movement value, are expended incrementally whenever that game piece enters any adjacent hex from its present hex (during the commandos' Friendly Movement Phase).

10.1 Movement Procedure

Movement must be conducted as a series of connected hexagons. Each game piece can be moved in any direction or combination of directions upon the map, as desired by the player or directed by the game system (in the case of enemy combat units, which must move towards the closest detected commando game piece; see 12.9). Each game piece may only ever be moved once per game turn, although no commando game piece is ever required to be moved. Once any game piece has completed its movement, its movement is finished for the remainder of that game turn, and may not be retracted.

When moving game pieces, they may only be moved one at a time, and only from a hex along a route of contiguously adjacent hexagons (if moving more than one hex). As a unit enters each hex, it must "expend" movement points from its own printed movement points. Each type of hex (in other words, the type of terrain in any hex that is entered) requires a specific value "expenditure". The value expenditure of that specific hex is deducted from the printed movement value of a commando squad (or of any plus-type movement value game piece that is moving without a commando squad) whenever it enters that type of hex.

Exception: Weapons and/or any items of equipment that are being hauled (see 9.0) do not ever require any value expenditure.

The movement point expenditure cost of each type of hex (in other words, each type of terrain) is printed as a green hexagon number on the chart running down the middle of the map, but it only ever applies to each commando squad that enters that hex (or to any plus-type movement value game piece that is moving without a commando squad). In the event that a commando squad and a plus-type movement value game piece are moving together, the terrain value expenditure is only deducted once (from the collective movement of both game pieces if added together per rule 10.4).

Example: A Chevy game piece is moving without a commando squad and enters a hex printed with woods terrain. That Chevy must therefore expend two of its printed movement value to enter that woods hex. When that Chevy enters that woods hex, it joins with a single commando squad and a radio game piece. During the next turn, all three game pieces move together into an adjacent mountain hex. That commando squad (but not the Chevy, because it is now moving with a commando squad) must expend two of its printed movement value to enter that particular mountain hex. Incidentally, the terrain expenditure cost does not apply to the radio equipment because it is being hauled (terrain expenditure costs do not apply to any weapons and/or equipment being hauled).

A game piece that is hauling any other game piece(s) may unload any game piece(s) as it continues moving, but any game piece that is unloaded may not then continue its own movement during that same game turn, even if it had not yet moved during that game turn.

10.2 Movement Types

There are four different types of game pieces in terms of distinct movement capabilities, and each game piece is only ever one type of movement classification, explained as follows:

a) The standard movement value (printed on commando squads).

Game pieces with this type of printed movement may be moved independently, and may haul any other types of game pieces (within portage limits, per 9.0).

b) The plus (+) type of movement value (printed on certain items of equipment).

Game pieces with this type of printed movement may be moved independently, and may haul other types of game pieces (except other plus-type movement game pieces, unless its movement value is printed as a black number). In addition, plus-type movement value game pieces may add their movement value to a game piece with a standard movement value during movement.

c) The minus (-) type of movement value (printed on most weapons and equipment).

Game pieces with this type of printed movement may <u>not</u> move independently, but may only be hauled by other game pieces printed with a standard movement value or a plus-type movement value.

d) Enemy movement values (printed on all enemy game pieces).

Enemy units are printed with standard movement values, but only move in accordance with rule 10.6.

10.3 Standard Movement Values

During a Friendly Movement Phase, the player may (but is not required to) move any of his commando squad game pieces. Each squad that he intends to move must be moved one at a time, and its movement must be completed before the next squad is moved.

Exception: Game pieces that are stacked together in the same hex may be moved together as a singular movement. In such cases, that stack's movement must be completed before another game piece is moved (although it is permitted for some game pieces in that stack to halt in a hex as the other game piece(s) continue to move, but such game pieces may not move any further during that game turn after halting).

Movement is only ever from a game piece's current hex via a path of connected adjacent hexes on the map, but never any farther than its total movement allowance (which can be decreased by other game pieces printed with a minus value, and/or increased by other game pieces with a plus movement value).

As a game piece enters a hex from the adjacent hex that it currently occupies, the movement point cost of the type of terrain in the entered hex must be immediately subtracted from the moving game piece's total movement allowance.

> *Note: A game piece's total movement allowance is simply its printed movement value and the movement value of any weapons and/or equipment it is hauling (or being hauled by).*

The movement point cost of each type of terrain is printed within a green hexagon under each terrain type (on the terrain chart printed in the middle of the map). A game piece may continue to move until it expends all of its printed movement allowance (or before then, if the player prefers to halt that game piece's movement along the way).

Game pieces that are printed with standard movement values cannot accrue or save up movement from turn to turn, nor impart or give any of their movement values to any other units, including other units printed with a standard movement value.

Game pieces with a standard movement value may carry (i.e., haul while stacked with) other game pieces of any kind, but not in excess of portage limits (see 9.0).

10.4 Plus (+) Movement Values

Game pieces with a plus ("+") movement value are similar to standard movement type game pieces, but may also haul other game pieces (except other plus-type movement value game pieces).

Exception: A plus-type movement value game piece with a movement value printed with a black number may indeed be carried by any other plus-type movement value game piece (see below), but not by another plus-type movement value game piece printed with a black number (in other words, a black-numbered plus-type movement value game piece may never be hauled by another black-numbered plus-type movement value game piece).

When hauling a game piece with a standard movement, a plus-type game piece's movement value may be added to it, thereby increasing its total movement allowance (if they are, and remain, stacked together for the entirety of that movement; this means that they must begin their movement together). However, the "+" movement value of a plus-type movement value game piece may never be added to any other plus-type movement value game piece. There is no prohibition against moving a stack containing a non-hauling piece and a piece hauling a commando squad piece, with the hauling vehicle's plus-type movement being added to the commando squad's standard movement value.

> *Note: The "+" value of only one plus-type movement value game piece may ever be added to any single standard movement value game piece. In a stack of multiple plus-type movement value game pieces, the player may nominate any one of them to be added to the moving commando squad's standard movement.*

A plus-type movement value game piece may also haul minus-type movement value game pieces (see 10.5) per 9.2. The movement value of the minus-type movement value game piece must be *subtracted* from the hauling plus-type movement value game piece as it moves.

Plus-type movement value game pieces have some hauling restrictions. Only when these pieces have their value printed in black may they be hauled by another plus-type movement value piece, but that piece doing the hauling cannot have its movement value printed in black.

In no case may the movement values of two plus-type movement value game pieces ever be added together to increase another game piece's movement.

Example: A Chevy (which is a plus-type movement value game piece) is printed with a movement value of "+6". Thus, that Chevy may have its movement value (+6) added to the printed movement value of a veteran commando squad (with a printed standard movement value of "6") it is stacked with, for a total movement value of "12". If that Chevy is also hauling a Bofors 37mm (with a minus movement value of "-4"), that Bofors 37mm minus movement value must be deducted from that Chevy's and commando's collective movement value (12) for a total of "8".

A plus-type movement value game piece may only impart its movement value to a single standard movement game piece in the same hex, although a plus-type movement value game piece may haul any weapons and/or equipment in the same hex (up to its portage capacity), even if utilized by a different commando squad before then.

It is perfectly legal for a plus-type movement value game piece to move independently of any commando squad (up to the limit of its printed "+" number). Of course, as mentioned, if hauling any minus-type movement value game piece(s), the minus value(s) must be deducted from the plus-type movement value game piece's movement allowance.

The movement of any plus-type movement value game piece independently (including commanders or officers), it does **not** create noise (even when hauling or moving along with other plus-type movement value game pieces), nor can it be attacked. However, if any enemy unit becomes placed or is moved (in pursuit of a detected commando squad) into the same hex as any plus-type movement value game piece moving independently, that plus-type movement value game piece is eliminated immediately (though may be repurchased during a later Mission Objective Placement Phase, normally).

Note: This stipulation applies even during instances in which an enemy unit is in the same coastal hex as, for example, a canoe (even though that enemy unit would not technically be entering the water there).

10.5 Minus (-) Movement Values
Game pieces with a minus ("-") movement value have no ability to move independently, but may be hauled by a standard or plus-type movement value game piece (within portage limits) if moving together as part of the same stack. No minus-type movement value game piece may ever haul any other game piece, although when being hauled by a standard or a plus-type movement value game piece, a minus-type game piece's negative movement value must be deducted from it, thereby decreasing its total movement allowance (even if that minus-type movement value game piece is dropped off during its movement). Moreover, the "-" movement value of each minus-type movement value game piece is cumulative when hauled together by the same standard or plus-type movement value game piece).

Example: A Commando squad, Jeep, and a Vickers yields a net movement value total of 5 (4 + 4 - 3 = 5).

Note: Some minus-type movement value game pieces are printed with a "-0" value, indicating that they actually do not deduct any movement when being hauled.

Game pieces printed with a "-" movement value cannot move by themselves (even if they are a vehicle), nor haul any other type of game piece (though they may be hauled by other game pieces with a standard or plus-type movement value). It is perfectly legal for a plus-type movement value game piece to haul any minus-type movement value game piece.

10.6 Enemy Movement Values
Enemy combat units are printed with standard movement values. After being placed on the map, enemy combat units must be moved (during the Enemy Movement/Combat Phase) directly towards the closest detected commando squad on the map (unless that commando squad has entered a base, which nullifies detection for that commando squad). This movement stricture is enforced even if there is technically a more efficient route (around difficult terrain) to move towards a detected commando squad (representing the fact that the enemy units may not necessarily know precisely where the commandos are or have moved to).

Note: Some enemy combat units are printed with a "0" movement value (these units may represent checkpoints, guard towers, static positions, oblivious patrols, or sometimes things like snakes or insects or land mines, or whatever); Such units are never moved, but instead remain on the map in their current hex until all detected commando units have entered a base. Nevertheless such units do attack normally should they ever be adjacent to any commando squad during the Enemy Movement/Combat Phase.

Enemy combat units pay the normal terrain expenditure cost when entering any hex (although any enemy unit printed with a circled movement value—representing vehicles—may not enter a breakwater, canal, marsh, ridge, or river hex, and may not cross any cliff hexisde. All-water (sea) hexes may only be entered by boat types of enemy units (see 11.0).

Enemy combat units will conduct a minimum movement to enter terrain that is closer to a detected commando squad (see 10.8).

Enemy combat units may freely enter any hexes that contain other enemy units, without restriction.

10.7 Terrain Movement Expenditures
When any game piece enters a hex, it must expend movement points as indicated by the terrain chart printed on the map. All game pieces must expend the same exact expenditure of movement to enter a particular hex, although water types of hexes impose additional restrictions (see 11.0).

In cases where there is more than one type of terrain in a hex, movement costs are not cumulative. The moving game piece must pay the single highest movement cost to enter that hex (although roads or paths nullify all other types of terrain in a hex for movement purposes).

> **Note:** *When a game piece is in a coastal hex (a hex that contains both land and sea), it may be considered to be occupying either land or sea as the player prefers, if otherwise legal (e.g., a dinghy cannot move on land).*

10.8 Minimum Movement

Regardless of the net movement value, a game piece with a standard or plus-type movement value may always move at least one hex, assuming that it had not already moved during that same movement phase, and assuming that the terrain in that hex does not prohibit normal movement therein. In such cases, a minimum move is always assumed to expend that moving game piece's or stack's entire movement allowance to enter that hex.

> **Note:** *A minimum move also qualifies as a stealthy movement (see 12.3).*

10.9 No Zones of Control

No game piece ever projects any kind of zone of control to any adjacent hex(es). However, when any enemy combat unit moves adjacent to any commando squad (or stack), it must attack that commando squad (or stack) there immediately.

Weapon and equipment game pieces, if not stacked with any commando squad, are automatically eliminated when any enemy combat unit enters such a hex. This is true even for weapons such as tanks (which are assumed to have been abandoned by their crew for any reason you can imagine).

10.10 Mission Objective Halt

Any commando squad that enters a mission objective's hex must halt in that hex to be considered as having accomplished that mission. It is permissible for any commando squad to move through a mission objective hex without halting, but moving through a mission objective's hex does not ever qualify as an accomplishment of that mission.

10.11 Stripping Gear

Prior to the beginning of each commando game piece's movement, the player may leave any weapon(s) and/or item(s) of equipment in its current hex so as to unburden the commando game piece of the weapon(s) and/or item(s) of equipment. The stripped gear thereafter remains in that hex unless in an all-sea hex or until occupied by any enemy unit (eliminating the stripped gear). Stripped gear, if not eliminated, may be reclaimed by any eligible commando game piece in that hex at any time.

Note that "stripping gear" is not the same as abandonment per 12.4, and does not have the same effect; stripping gear in this context merely means that a commando game piece is not hauling the stripped gear.

11.0 WATER HEXES

There are two types of water hexes on the map, sea hexes and rivers. All-sea hexes (and all-sea hexsides in between hexes) prohibit movement to all game pieces except those printed with a blue hexagon symbol (those game pieces that are being hauled by a game piece that is printed with a blue hexagon) and enemy boat type units printed with a sea-wave symbol adjacent to their movement value.

> **Note:** *If an enemy non-boat type of combat unit is being moved towards a detected commando squad, it may not enter any all-sea hex or cross an all-sea hexside when moving. However, that enemy combat unit must resume its movement if that (or any other) detected commando unit moves in such a way as to permit that enemy combat unit to be moved directly towards it (without entering an all-sea hex).*

River hexes, however, may be entered by any game piece except enemy combat units printed with a circled movement value. Any enemy unit printed with a circled movement value (that is moving towards a detected commando squad) must halt its movement in the last hex that it could legally enter without entering a river hex.

Exception: A river hex that is crossed by a bridge symbol (for example, hex 0146) does not halt the movement of any enemy unit printed with a circled movement value.

An enemy unit printed with a circled movement value does not "go around" a blocking river to continue its pursuit of a detected commando squad, though if a detected commando squad moves in such a way that the enemy unit could subsequently move directly towards it again without being blocked by a river, that enemy unit must then continue to move towards (pursue) that commando squad as soon as it can legally do so.

11.1 DINGHIES, CANOES & SCUBA EQUIPMENT

Commando squads may be moved with a dinghy, canoe, or a scuba equipment game piece exclusively via sea hexes and/or river hexes during the friendly movement phase. In doing so, a commando squad (or stack) that is stacked with a dinghy, canoe, and/or scuba equipment may be moved via a series of connected sea and/or river hexes, expending **only one** (1) movement point (instead of two as when entering a river hex normally).

Dinghy, canoe, or scuba movement is only permitted while moving via sea and/or river hexes. A dinghy, canoe, or scuba equipment game piece may be stacked with and moved with any commando squad (or stack) into any other type of terrain hexes, but they otherwise provide no movement bonus when not being moved via a sea or river hex. commando game pieces without a printed blue hexagon symbol cannot enter and/or be placed in all-sea hexes if not stacked with a dinghy, canoe, or scuba piece.

> **Note:** *Even the Sherman game piece could be "hauled" by a commando that enters a sea and/or river hex with a dingy, canoe, or scuba equipment.*

11.2 Coastal Hexes

Some hexes comprise sea and land/pier/breakwater/ship terrain. These types of hexes may be entered by any type of game piece, but a game piece is only ever assumed to be occupying whichever kind of terrain it is legally permitted to enter. For instance, a dinghy occupying a coastal hex is assumed to be present in the sea portion of that

hex. A commando squad in that same hex may be considered to be in the sea portion (if with the dinghy), or in the land portion instead. A coastal hex does not permit opposing game pieces to enter the same hex even if they are each occupying a different portion (land vis-à-vis sea) of that coastal hex, and a coastal hex does not prohibit or inhibit combat occurring there between adjacent opposing forces.

If a commando game piece has been moving with a dinghy, canoe, or scuba equipment when it enters a coastal hex, its movement is ended if that commando game piece is then considered to be occupying the land portion of that coastal hex; it may then move normally again as of the next game turn.

12.0 CREATING NOISE
When any commando squad (or stack of commando squads) has completed its full intended movement during a game turn, the player must then roll one ten-sided die (once) to check if that commando squad (or stack) has created noise in its final hex and thus been heard and detected by enemy units.

Note: This procedure applies even if a commando squad or stack has already been detected. A moving commando squad or stack is subject to a noise die roll each time it completes movement, thereby allowing the possibility that it will be detected by more enemy units.

The noise of a squad (or stack) is determined by adding the noise value of every game piece in the same hex after entering that particular final hex. Some weapons and items of equipment are not noisy and thus do not add to the noise level in a hex, whereas others do (as indicated by a "+" noise value number). Moreover, some items of equipment actually decrease the noise level in a hex (indicated by a "-" noise value). Furthermore, if there are two or more commando squads in the same hex, they must always add their noise values together.

Each commander and officer (except the experienced and veteran commanders and officers) also adds to a commando squad's or stack's noise level (+1), which simply represents the presence of an extra man, particularly one who may be urging haste in an attempt to accomplish the mission. On the other hand, the experienced commanders and officers do not add to a commando squad's noise value, and the veteran commanders and officers reduce a commando squad's noise value (-1).

After determining the total noise level in a hex (but only after movement has occurred in that final hex) one ten-sided die is rolled (once): If the die roll is higher than (>) the total noise level (the sum of all noise values) in that last entered hex, then no noise has been heard (or no commandos have been seen) by any enemy units, and that commando squad (or stack) has not been detected.

Note: The noise level is checked per final hex, not per unit; Only one die roll is rolled per last hex entered, regardless of how many game pieces have entered that hex.

If, however, that die roll is equal to or lower than (≤) the total noise level (the sum of all noise values) in that entered hex, then that commando squad (or stack) has been heard and detected by the enemy (see 12.8). In such a case, every game piece in that hex is thus considered to be detected until those units enter a base.

Exception: A noise die roll of "0" (zero) is always considered to be no detection, regardless of the total noise value or other modifiers, but a noise die roll of "1" (one) is always considered to be an automatic detection, regardless of the total noise value or other modifiers.

12.1 Terrain Noise
Certain types of terrain will also modify the noise level of a hex that has been entered by a commando squad (or stack).

Note: Noise is irrelevant to the detection of enemy combat units, which are always considered to be known by the player once placed on the map.

Each type of terrain is listed with a noise value which will modify the noise level (either as a "+" or a "-" value) of a commando squad (or stack) that has entered that hex. Each type of terrain's noise value is printed on terrain chart printed down the middle of the map. This is shown by a yellow square with a number in it.

Errata: This is misprinted on the map as 10 (without the "-" symbol). -10 (minus ten) is the correct combat modifier.

Important: On the Norway map, all non-ridge clear hexes are considered mountain terrain, even if a different shade of color.

When determining the noise level of a hex that has been entered, add or subtract the noise value of the type of terrain in that hex per 12.1 (in addition to the noise value of any weapon or item of equipment in that hex). If there are multiple types of terrain in a hex, use the terrain with the highest noise value therein.

12.2 Enemy Awareness and Alertness
Immediately after the completion of each of a map's six mission objectives during the current scenario, an additional +1 is added to each commando squad's (or stack's) printed noise value (representing the enemy's ever-increasing awareness and alertness to the player's commando forces in the area). For example, after a Commando squad has completed two missions, +2 is then automatically added to its noise value (for the duration of that scenario). This is cumulative with all other applicable noise modifiers, but it ends and is reset when begining a new scenario (a new map). When starting a new scenario, a +1 will be added again after the completion of each of the six mission objectives, but awarness and alertness noise does not ever accrue from map to map.

12.3 Stealth Movement
A commando squad (and any weapons and/or items of equipment stacked with it) may be considered to be moving stealthily by only moving one hex per each Friendly Movement Phase. Moving stealthily means that the terrain noise value in that singularly entered hex is always "0" (regardless of the actual terrain therein), unless actually already less than "0" (such as rivers). Moving stealthily does not, however, negate any other noise modifiers (such as enemy awareness and alertness).

12.4 Escaping Detection (Abandonment)
It is possible for a commando squad (including any commanders and officers stacked with it) to escape a detection that has occurred per 12.0 (but not per 12.5) such that no enemy units are placed per 12.7 (however,

combat noise always causes an automatic detection; escaping detection is not possible after combat has occurred per 12.4.

> **Note:** *The decision to escape detection must occur before any enemy units are drawn and placed on the map.*

To escape detection, the player must simply pick up a detected commando squad, officer, and/or commander (but without any of their weapons or items of equipment) and place them directly into an existing base hex anywhere on the map (if no base exists, escape is not possible). Escape is automatic, but any weapons and items of equipment that are abandoned (including plus-type movement value game pieces of any type) must be eliminated (albeit available to be repurchased normally). This does not cause the current mission to be forfeited.

Abandonment of weapons and equipment is different from stripping gear (see 10.11).

12.5 Combat Noise

Whenever a commando squad (or stack) attacks any enemy unit, it automatically causes noise and is considered to be detected immediately. A commando squad does not cause noise when it is attacked, even if it eliminated the enemy unit as a result of that combat.

Additionally, all enemy units anywhere on the map must immediately move directly towards a detected commando squad's (or stack's) hex during the Enemy Movement/Combat Phase, via the most direct route in terms of closest hexagons (not terrain movement costs), regardless of the terrain (paying the normal terrain expenditure costs, nonetheless), unless closer to another detected commando squad.

See 10.6 for enemy combat unit movement procedures.

Once a commando squad (or stack) has been detected, all enemy combat units anywhere on the map must move directly towards that commando squad (within the limits of their own available movement) during each and every Enemy Movement/Combat Phase throughout the game until that commando squad enters a base (see 12.11), or is eliminated. Once all detected commando units have entered a base or have been eliminated, all enemy combat units that are present on the map automatically disappear (to be placed back into their container), even if no mission has been accomplished.

> **Note:** *As mentioned, an enemy unit must always attempt to move closer to the closest detected commando unit; If there are two equally-closer hexes to choose from in pursuit of a commando unit, an enemy unit must always enter the hex that is closer to the nearest base, if legal and possible. In cases where both of those equally-closer hexes are equidistant to the nearest base, the player may choose which hex that enemy unit enters.*

If a stack of commando squads split off into multiple directions during a Friendly Movement Phase, the present enemy combat units must then move towards the closest detected commando (closest in terms of hexagons, not terrain cost) during each and every Enemy Movement/Combat Phase during the game until that commando squad has entered a base (see 12.11), or has been eliminated. In the latter two instances, enemy units do not ever pursue other commando squads still on the map after the first commando squad has entered a base or has been

eliminated (the other commando squad is assumed to be undetected again after it split off).

> **Note:** *If an enemy combat unit is equally close to two or more separate commando squads in different hexes, the player may choose which commando squad that the enemy combat unit will move towards (and he may do this repeatedly during the course of the game, if he prefers—even switching off between different equidistant commando squads—every occasion that an enemy combat unit is equally close to two or more separate commando squads).*

If, during the course of an enemy combat unit's movement, that enemy combat unit enters a hex where an unoccupied base is located, that base is immediately eliminated permanently, and is not considered to be useable or functional for any purposes thereafter on that map. It cannot be returned to play (on the current map).

If, during the course of an enemy combat unit's movement, an enemy combat unit enters a hex where any discarded weapon and/or item of equipment is located, that weapon and/or item of equipment is immediately eliminated (removed from the map), although it may be repurchased during a later Mission Objective Placement Phase.

12.6 Disturbing the Hornet's Nest

Once any commando squad (or stack) has been detected, it remains detected until it enters a friendly base hex (see 12.11), at which time all enemy combat units cease their movement immediately and are removed from the map (to be returned to the enemy combat unit container), unless there is another detected commando squad (but not merely a lone commander or officer) presently elsewhere on the map (see 12.7).

> **Note:** *The detection of any particular commando squad (or stack) has no effect upon the detection of any other commando squad (or stack) in any other hex.*

12.7 Commander and Officer Movement

Commanders and officers are plus-type movement game pieces, they do not, by themselves, cause noise and may never be "singled out" or attacked independently of any commando squad. While alone, a commando commander and/or officer is immune from detection, pursuit, and attack. Commando commanders and officers cannot accomplish missions alone (see 7.1).

12.8 Enemy Unit Generation

If combat or a noise check die roll reveals that a commando squad has become detected, roll one six-sided die to determine the quantity of enemy units that will appear on the map in the proximity of that detected commando squad's (or stack's) hex. The die roll simply equals the quantity of enemy units that will appear on the map. For example, if the die roll is "3", three enemy units will appear on the map.

After determining the quantity of enemy units that will appear on the map in response to a detected commando squad (or stack), the player must blindly draw that same quantity of enemy combat units from the enemy combat unit container (for the current map). Those units will then be placed per the enemy combat unit scatter mechanism (see 12.9 below).

12.9 Enemy Combat Unit Placement

When enemy combat units are drawn and placed on the map, the player must roll two separate dice for each enemy combat unit. Before rolling, he must nominate one **six**-sided die as the "direction" die roll, and then a **ten**-sided die as the "distance" die roll, a roll of "0" being considered a "10" (the player must do this for each enemy combat unit that he blindly drew per 12.8 above), using the commando squad's (or stack's) hex as the location from where direction and distance is counted. This is called a drift mechanism, and is exemplified by a simple hex graph, as printed on the North African map at and surrounding hex 2551.
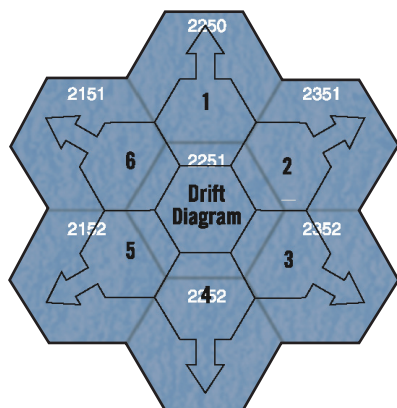
When determining direction, the northernmost hexside in the commando squad's (or stack's) hex is always considered to be the "1" (one) direction (as it relates to the directional die roll). Thus, the adjacent hexside to the right (clockwise) of the "1" hexside is considered to be the "2" (two) direction, and so on in a clockwise circle to account for all six possible directions around that commando squad's (or stack's) hex.

After determining direction, a ten-sided die roll determines the distance from the commando squad's (or stack's) hex in terms of a quantity of hexagons equal to that die roll (counted from the commando squad's hex, straight outward) per the hex-row direction just determined above (either 1, 2, 3, 4, 5, 6, 7, 8, 9, or 10).

The direction and distance die rolls will thus be the placement of one drawn enemy combat unit, relative to that commando squad's (or stack's) hex location.

Note: If the distance die roll is beyond the edge of the map, simply count the quantity of distance hexes to the map's edge and then reverse its direction back towards the detected commando location.

Exception: If any non-boat enemy combat unit becomes placed in a sea hex, or if any boat enemy combat unit becomes placed in a non-sea hex, it is simply placed back into the enemy combat unit container (but not to be redrawn now). Similarly, if any enemy unit that is printed with a circled movement value becomes placed in a river hex or a hex with a ship, pier/dock, or breakwater artwork, it is simply placed back into the enemy combat unit container (not to be redrawn now).

If an enemy unit is placed into a hex where a commando game piece is already present, that enemy unit must attack that commando game piece normally (instead of moving) during the Enemy Movement/Combat Phase. If that commando squad was another squad that was undetected, it is immediately considered to be detected normally and will be pursued

normally by all other enemy units that are closer to it (i.e., closer to it than the detected commando game piece that caused that enemy unit's placement). So long as that enemy unit remains stacked with a commando game piece, it will attack that commando game piece each and every Enemy Movement/Combat Phase until either is eliminated.

12.10 Enemy Combat Unit Movement (Pursuit)

After placement, that enemy combat unit must be moved towards (pursue) that commando squad's (or stack's) hex during each Enemy Movement Phase, following the most direct route possible (in terms of hexes, even if this means moving into terrain with a higher movement cost*****) in an attempt to become adjacent to that commando squad (or stack). If a boat type enemy unit encounters a non-water hex while pursuing any commando squad or stack, it must move around any such hex, if necessary to move closer to that commando squad or stack, to go in the most direct water route possible in pursuit.

*If an enemy unit is presented with a choice of entering two equidistant hexes while in pursuit of a commando game piece, that enemy unit must enter whichever of the two hexes requires the lower movement expenditure, if germane.

Note: Enemy units do not ever pursue any plus-type movement game piece that is moving independently.

Once adjacent to that (or any) commando squad (or stack), that enemy combat unit must then conduct combat against the commando squad (or stack) in that hex. An enemy combat unit that is adjacent to a commando squad will attack it each game turn (during each Enemy Movement/Combat Phase) until that commando squad has moved to a hex that is no longer adjacent to it, or until that enemy combat unit (or the commando squad) is eliminated, or until that commando unit has entered a base hex.

If a commando squad has successfully moved away from an attacking enemy combat unit, it is still considered to be detected, and all of the enemy combat units present on the map must pursue that commando squad (via the most direct route possible) in a relentless attempt to perpetually move adjacent to that commando squad and attack it. All enemy combat units must attempt to attack a detected commando squad until the commando squad is eliminated, or has entered a base hex. If there are no other detected commando units anywhere on the playing area of the map, all enemy units are removed from the map and returned to the enemy combat unit container).

An enemy unit will always pursue the closest detected commando squad (if there are multiple commando squads on the map).

12.11 Bases

All commando game pieces begin the game at any present base(s), and sortie from the base(s) toward mission objectives.

Bases serve as sanctuaries for commando squads; When all detected commando squads occupy any base(s), all pursuing enemy combat units are removed from the map automatically, and then returned to the enemy combat unit container. A commando squad that currently occupies a base is not detectable (except as a result of combat occurring *in* that hex, if any).

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If any enemy unit, as a result of placement or movement, happens to occupy a base hex, that base is eliminated immediately per 12.5, unless a commando unit is already present in that base hex. A base itself never becomes detected, per se (in other words, a discovered base, itself, never incites enemy units to move towards it, even if combat occurred there or is adjacent to its location).

As long as any detected commando squad piece remains on the map (if not in a base), any enemy combat units on the map must remain on the map and must move during each Enemy Movement/Combat Phase (towards the closest detected commando game piece not currently in a base hex) as directly and quickly as possible.

If all bases have been eliminated, it is not possible for any commando squad to be "un-detected". The player is always eligible to purchase one extra base game piece during the Mission Objective Placement Phase of a game turn, assuming there are enough available PP.

12.12 Moving Bases
Bases do not move during the Friendly Movement Phase, the player may choose to move one or both of his bases during the Mission Objective Placement Phase. To do so, the player must roll one ten-sided die (per base that he intends to move); that die roll is the amount of PP that must be paid to move the base (a roll of "0" is considered a 10), at which point the player may simply pick up his base from its current location and place it anywhere on the current map (if otherwise legal) during that same phase.

Note: Moving a base does not move any commando units, weapons or equipment with it. Only the base itself is moved.

The player may otherwise move a base as often as desired during a game, provided that each move is paid for (per a single die roll for each move, as explained above). A base can never be moved to another map in this way, although whenever the player has completed or forfeited all of the mission objectives on a map and is beginning play on the next map, the player may place one base game piece in any hex anywhere on that next map, except in or adjacent to any kind of building or airfield.

13.0 COMBAT
Whenever any commando squad (or stack) is adjacent to any enemy combat unit (or when in the same hex as an enemy combat unit, per 12.9), the commando squad may conduct one attack against one adjacent hex (regardless of all terrain) wherein there is at least one enemy combat unit.

Note: If there is more than one enemy combat unit in the same hex, the player may choose which of the enemy combat units to attack that turn; if it is eliminated, then the other enemy combat unit must be attacked during the next turn (unless the adjacent commando unit has been moved away, or has been eliminated), and so on in this fashion until the commando squad has successfully moved away from the combat hex, or has become eliminated (or has entered a friendly base hex).

Likewise, whenever any enemy unit is adjacent to any commando squad(s), the enemy unit must immediately conduct one attack against

each such hex (one attack per hex, per enemy unit, per Enemy Combat Phase), regardless of terrain.

Note: Plus-type game pieces by themselves can never be attacked.

Once any attack is conducted (whether an enemy attack or a friendly attack), it is resolved per the following procedure:

1) One six-sided die is rolled per attack, and that die roll result is multiplied by ten (x10) to yield a "tens" result (either 10, 20, 30, 40, 50, or 60).

2) Then, add the printed attack value of every game piece in the attacker's hex, to that "tens" die roll result.

This will yield the attack result total.

Note: Weapons and equipment game pieces can never be used to attack by themselves, only added to the attack die roll of a squad that is attacking or being attacked.

3) Next, determine the terrain penalty in the defender's hex as indicated on the terrain chart. Add that terrain penalty to the attacker's total die roll. The final result will be a grand total.

Example: If the hex being attacked is a woods type of hex, the terrain penalty in that hex is -20. Therefore, if the attacker's result total was 43, the grand total would be 23 (reduced from 43 to 23 because of the woods terrain penalty).

4) Lastly, repeat the above two steps for the unit(s) or squad(s) being attacked in the attacked hex, adding each attacked combat unit's attack value to its own die roll, exactly per step 2 above.

Exception: The terrain penalty only applies to the attacker's attack value, not to the die roll for the game pieces in the hex being attacked.

5) Whichever net die roll result (grand total) is higher wins that battle. If both net die roll results are exactly equal, both the attacking and the attacked unit(s)/squad(s) in the combat hex have lost the battle.

6) If an enemy combat unit has lost the battle, it is eliminated and removed from the map (it is returned to the enemy combat unit container).

7) If a commando squad has lost the battle, a casualties marker is immediately drawn from the casualties pool and placed on the map (with that commando squad) per 13.1 (see below). If a commando squad game piece suffers casualties more than once, it is eliminated (returning the casualties markers to the casualties pool).

Note: A squad itself is not considered to have suffered casualties if a "Commander Killed" or "Officer Killed" casualties marker is drawn after losing a battle. Rather, a commander or officer, respectively, in the same hex is eliminated instead (see 13.1), and there is no effect to any squad in that hex.

8) If a commando squad suffers casualties or is eliminated, the player must now determine if any weapon or equipment game pieces in that same hex are eliminated; This is determined by rolling one six-sided die immediately after a commando squad suffers casualties: That die roll result indicates the quantity of weapons and/or equipment game pieces (of the player's choice) that must be eliminated from that hex.

Note: Weapons and equipment game pieces that are eliminated are eligible to be purchased again by the player during any subsequent Mission Objective Placement Phase.

The elimination of any commander or officer does not ever cause any weapon or equipment to become eliminated, unless that commander and/or officer was the only game piece in that hex.

13.1 Casualties

Whenever a commando squad has suffered casualties (if it has not been eliminated), the player must blindly draw a "Casualties" marker from the casualties container, which is then placed atop that commando squad in the same exact hex. If there is more than one squad in the same hex when casualties occur, the player chooses which one suffers the casualties.

A casualties marker imposes reductions to that commando squad's value(s), depending upon the specific casualties marker that is drawn. If a "Commander Killed" or an "Officer Killed" casualties marker was drawn, one commando commander or officer, respectively, must be eliminated from that hex instead, if any (if no commander or officer is present in that hex, then that casualties marker has no effect, and it is returned to the casualties pool, and no further effect is incurred to the commando squad there).

Commander and officer commando game pieces are never affected by any casualties markers other than "Commander Killed" or "Officer Killed", respectively. Commander and officer game pieces cannot be specifically attacked, even while moving independently (but will become eliminated if any enemy unit enters or becomes placed into a commander's or officer's hex). See the last paragraph of 10.4.

When the player is rolling a die to determine victory during the Success Determination Phase, each eliminated commando squad (whether a starting squad or a purchased squad) modifies the levelof victory (see 5.0). Eliminated commanders and officers do not modify the level of victory.

When a casualties marker is drawn, regardless of the result, this ends combat from the enemy unit that inflicted it for that game turn. Any other pending combat from another enemy combat unit, if any, is then resolved normally.

Any commando squad that suffers casualties may move normally, albeit possibly reduced by the casualties marker it received.

A commando squad may only suffer casualties once per game before becoming eliminated. In other words, if two casualties markers (other than "Commander Killed" or "Officer Killed") are drawn for the same commando squad (no matter which game turn each is drawn), that commando squad is eliminated immediately.

Note: A commando squad's casualties marker remains with it throughout the current map, although a commando squad that is eliminated does not retain any casualties marker it had received. Also, a commando squad's casualties marker is automatically removed when it begins play on a new map.

If a commando squad is eliminated, all of the weapons and items of equipment, if any, in that same hex are eliminated as well (even if any commander or officer is also present in that same hex), but not if there is another commando squad in that same hex that can claim possession of those weapons and items of equipment, in which case a die roll per 13.0 step (8) to determine the loss of any weapons and items of equipment is still required.

Another commando squad can only claim to have possession of an eliminated commando squad's weapon(s) and/or item(s) of equipment if it currently has sufficient remaining capacity to haul it/them at that moment (even if not moving), although another commando squad is always permitted to discard any weapon or item of equipment that it is currently hauling to haul a different weapon or item of equipment also present in the same hex.

Even weapons and items of equipment that would not be considered to be physically carried in reality (such as naval gunfire) will be eliminated when the carrying commando squad is eliminated (if no other commando squad is available to take up the weapons and/or items of equipment).

Eliminated weapons and items of equipment may be repurchased normally with available PP, however (assuming that there are still other commando squads still remaining in the game).

If a commando squad is eliminated, its "V" and "E" squad game pieces are also eliminated from play, as well.

The game ends when the last commando squad is eliminated, even if any commander or officer game piece still remains. Commando squads, once eliminated, cannot be repurchasd.

13.2 Combat Restrictions

Every game piece that is adjacent to an enemy game piece is eligible to attack its hex during the same combat phase. However, only commando squads (not enemy game pieces) may combine their attack strength values (of multiple commando squads) in the same hex (i.e., combined into one, singular collective value) when engaged in combat. Multiple enemy combat units that attack may only attack as separate units (as separate attacks) even during the same game turn, or even if stacked together in the same hex.

No unit or squad may divide its attack value to attack multiple hexes during the same phase. Attack values cannot ever be accumulated from turn to turn.

When attacking a hex that is occupied by more than one enemy combat unit, an attack may not be directed against more than one enemy combat unit at the same time; each enemy combat unit must be attacked separately.

13.3 Anti-Tank Weapons

If a commando squad is attacked by any enemy unit printed with a circled movement value, the attack strength of each anti-tank type game piece (listed below) that can be legally carried by a commando squad in that combat hex (or per 9.4) is automatically **doubled** during each such enemy attack.

Bofors 37mm, Boys (Anti-Tank Rifle), Flamethrower, PIAT, Sherman

14.0 NAVAL GUNFIRE & FRIENDLY FIRE

After any combat has occurred whereby the naval gunfire weapon was used (regardless of the outcome of that combat), the player must then roll one six-sided die and reference the scatter mechanism diagram printed on the map. Using the hex of the enemy unit that was involved in that combat (even if it was just eliminated) as the central hex of that scatter mechanism, the die roll indicates where stray naval gunfire has also hit; if the roll indicates a stray naval gunfire hit in any hex containing any commando game piece(s), all commando game pieces in that hex are eliminated immediately (including bases). If that stray naval gunfire hits a hex containing any other enemy unit instead, that enemy unit is eliminated immediately. Stray naval gunfire hits in any other (unoccupied) hexes have no further effect.

15.0 SUPPRESSIVE FIRE

Suppressive fire is a technique by which a player can attempt to prevent an enemy unit from moving (at the beginning of the Enemy Movement/Combat Phase, before that enemy unit moves) towards a detected squad. To attempt suppressive fire, the player must select any weapon game piece(s) currently possessed by any detected squad present on the hex map. Only a weapon (but not a commander or officer) game piece that is printed with a "+" (plus) firepower rating may be used to attempt suppression.

Note: Each weapon that's used to attempt suppressive fire will not be available to be used by any squad during combat occurring during the same Enemy Movement/Combat Phase (regardless of the outcome of that suppression attempt), though a successful suppression will prevent a targeted enemy unit from moving at all during the current Enemy Movement/Combat Phase.

To attempt suppressive fire, the player must, first, nominate all of the weapon game pieces that the player intends to "fire" per each attempt, second, the player designates the specific enemy unit(s) that the nominated weapon(s) will be trying to suppress (he does not nominate one weapon at a time to observe the outcome of its attempt before the next; the player must decide how many weapons that will be attempting suppression, but then resolve each attempt one at a time).

Note: Suppressive fire attempts do not create noise or cause a squad to become detected.

Next, the player must roll one six-sided die per each such nominated weapon (one at a time, and only against the enemy unit it is targeting). If that die roll is greater than (>) the distance in hexagons from the weapon's location to the targeted enemy unit's location (counted from the weapon's hex to—and including—the targeted enemy unit's hex), it successfully suppresses that enemy unit.

Note: Suppressive fire is not affected by any terrain, distance, or line-of-sight considerations, nor the type or size of enemy unit it is suppressing. Suppressive fire does not prevent any enemy unit that is already adjacent to it from conducting its attack normally during that Enemy Movement/Combat Phase. Suppressive fire, if successful, simply prevents an enemy unit from moving during the current Enemy Movement/Combat Phase.

Each weapon game piece may conduct one suppressive fire attempt against a single enemy unit per Enemy Movement/Combat Phase (regardless of the outcome of that suppression attempt). Once a weapon has been used to attempt suppressive fire, flip it over to its blank side until the end of that same Enemy Movement/Combat Phase (regardless of the outcome of the attempt); that weapon is not available to be used during any combat that occurs that phase (though it is subject to all normal rules referring to weapon game pieces, such as elimination occurring as a result of combat, even if that weapon was not used in combat). Otherwise, flip that weapon back over to its front side at the end of that same Enemy Movement/Combat Phase, at which point it functions normally again.

The only effect of suppressive fire is that the targeted enemy unit may not move during that Enemy Movement/Combat Phase; an enemy unit is never eliminated by suppressive fire, nor does it ever lose any combat strength or capability (this means that it is nonsensical to suppress any enemy units that are already adjacent to a commando squad). When that Enemy Movement/Combat Phase ends, that enemy unit is no longer suppressed, and the weapon is flipped back to its normal front side.