

COMMANDO

MINI GAME SCENARIO RULES

32.0 RESERVE RECRUIT POINTS (RP)

RP which you did not expend during initial deployment can be saved to: 1) Purchase additional Ops: pay 2 RP and receive one additional Op. This can be done at any point in a scenario. Or 2) . In a campaign game, RPs can be accrued from one mission to the next (but see 39.13).

33.0 RECONNAISSANCE

A force conducting an Operation can attempt one Recon. This is done at the start of the Op, prior to movement, and can be either one ground recon or one air recon. For a Ground Recon, the force must have at least one Recon qualified ground unit (indicated on reverse of

counter) adjacent to a space containing a face down Objective marker. Roll one die: if even, reveal the objective; if odd, nothing happens. For an Air Recon, use one Airstrike and reveal one face down Objective anywhere on the map on an even roll; if odd, nothing happens. In either case, check for availability (29.0).

34.0 ADDITIONAL LOGISTICS

A player may use a supply column to increase the movement factor of a force with which it moves by one space. Additionally, a player may use a supply column to declare "Full Firepower" at the beginning of a battle if it is part of a force engaged in combat. For that battle, all Commando units' firepower ratings are temporarily increased one (+1). This is so even if the supply column is eliminated in that

combat. An Air Supply marker may be used in the same way to Increase movement or firepower. After the conclusion of the movement or combat in which the supply column or Air Supply is so employed, roll one die: on an even result, the supply column or Air Supply remains in play. On an odd result a supply column or Air Supply is placed in the Recruit Pool.

35.0 AIRCRAFT TURNAROUND

Airstrikes and Air Supply returned to the Recruit Pool due to an Availability check (29.0) may be returned to play by paying one RP per unit. Move that airstrike or Air Supply to the Air Available Box. This requires the expenditure of an Op (plus one RP per air unit).

SCENARIO: LONG RANGE DESERT GROUP

36.0 SCENARIO INTRODUCTION

Long Range Desert Group (LRDG) covers the operations of the British LRDG and Special Air Service (SAS) in North Africa during 1941-42, striking deep behind the lines of the *Afrikakorps*. The game system runs the OPFOR German and Italians. The player commands the Commandos to conduct one of the missions listed below. Each mission card has a year on it (1941 or 1942) affecting actions as noted below and in the charts.

Raid Rommel! (1941). With *Afrikakorps* besieging Tobruk, you must hit the enemy rear area.

Operation Crusader! (1941). You are supporting the big counteroffensive planned against Axis forces.

Delay at All Costs! (1942). *Afrikakorps* is racing for Alexandria, and it's up to you to give *Eighth Army* the time it needs to dig in at El Alamein.

Operation Agreement! (1942). This was a major operation to destroy Axis supply depots in Tobruk and Benghazi preparatory to the British El Alamein offensive. Historically, it turned into something of a fiasco as resistance was stronger than anticipated.

37.0 COUNTER TYPES

Objective Markers (see 36.0)



Real Objectives: targets of significant worth.



Minefields: areas with mines or Axis defenses.

Ground Units (see also 39.0)



Amphibious: Royal Marine Commandos and landing craft.



Armored Cars: light armored vehicles.



Heavy Weapons: heavy machineguns, mortars, AAA guns, etc.



Leader



Sappers: combat engineers for clearing obstacles.



Jeep Patrol: lend-lease jeeps with commandos.



SIG: Special Interrogation Group. Intelligence personnel.



Supply column: vehicles with supplies.



Truck Patrol: desert adapted trucks with commandos.



Wireless: radio truck.

There are no paratrooper units in LRDG.

Markers



Airstrike: on call airpower.



Air supply: cargo aircraft.



KIA: Killed in Action

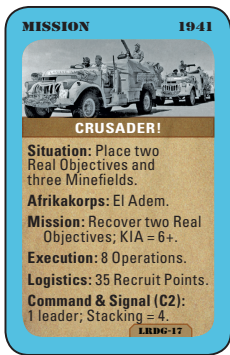
Afrikakorps

This marker represents the main position of Axis forces in the Western Desert. The Mission cards will give its location. Friendly (British) units may not enter the space containing the marker.



38.0 OBJECTIVES

There are two types of Objective markers, Real and Minefield. Each mission card will designate the number of each type to be placed for that mission. Before beginning a mission, turn all of the markers to be placed face down in a convenient off-map location and mix them up. Select one at a time, keeping it face down, for placement. They are placed and revealed per rule 23.0.



38.1 Objective Segment & Real Objectives

The player flips over the Objective marker *before* drawing an Event card (exception to 11.0.4). If it is a Minefield, no Event is drawn (see 38.2). If it is a real objective, draw an Event card. If you have any surviving units after resolving the Event, gain one Op (in addition to any gain or loss from the Event) and may transport it. If no surviving units remain, the objective is removed. The objective must be transported to a friendly base to count for victory purposes.

38.2 Minefield Effects

No Event card is drawn when a Minefield is revealed with units in the same space (i.e. the Minefield is the event). Each time a unit enters a minefield space, even if the unit has entered it previously, it must stop. Minefields do not affect movement out of the space. Roll one die for each unit the instant it enters a Minefield (or a Minefield is revealed with units in the same space). On a "6," subtract one KIA from the index; the unit is not affected in any other way. If the operating force has a Sapper, then no die rolls are made. A unit that remains in a minefield without moving is not affected. Minefields may not be moved and remain on the map for the remainder of the mission.

38.3 Transporting Objectives

Any unit with a movement of "1" or more may pick up Real Objective counters (any number of them) and transport them. If the transporting unit is eliminated by combat or event, the Objective marker is also eliminated. Objective counters are not otherwise affected by combat. Friendly units using airfield and water moves also may transport Objectives.

39.0 SPECIAL RULES

39.1 Safe Lines

A force east of the Safe Line for the year in which the scenario is taking place ignores any card generating OPFOR units. There are two Safe Lines, one for 1941 (which also includes Tobruk) and one for 1942.

39.2 OPFOR Raid Card

If you pick this, then you must pick at random one friendly force and follow the instructions on the card. This can result in combat for a non-moving force, an exception to the normal rules. Only forces west of the applicable Safe Line can be chosen. If there are no suitable forces, then this card has no effect.

39.3 Fortifications

Benghazi and Bardia are Axis fortifications in all scenarios. Tobruk is only an Axis fortification in 1942. The Terrain Effects Chart shows special effects for them.

39.4 Stacking

The Command & Signal section of each mission card has a stacking limit when playing missions outside of a Campaign Game (stacking limit is six for all missions in a Campaign Game). Leaders do not count towards stacking.

39.5 Airfield Moves

One Commando unit (plus a transported Objective marker) can make an airfield move (15.2) each time an Intel card is played. The destination space must be a friendly base or an airfield occupied by friendly units.

39.6 Water Moves

One unit (plus a transported Objective marker or unit) can make a water move (15.3) from one port to another each time an Intel card is played. The debarkation port must be a friendly base or be occupied by friendly units. Each unit conducting a water move must roll on the Amphibious Insertion Table to determine the outcome of the move (registering the effect of Axis naval interdiction).

39.7 Airstrikes

Airstrikes of both sides are used only in the first round of combat. After the first round, place Allied airstrikes in the Used box, and return Axis airstrikes to the OPFOR pool. Airstrikes have AAA capability (see 39.10).

39.8 Air Supply

Air supply provides additional logistical support (34.0) for movement or combat. After each supply flight, check for availability as per airstrikes (29.0). Air Supply markers can return via Aircraft Turnaround (35.0).

39.9 British Royal Marines

This unit can make a water move from any port to any other port without having to play an Intel card. Initiate the Op then roll on the

Amphibious Insertion Table (AIT) to see the outcome. The unit can transport one other ground unit or real Objective marker. Both must embark from the same port and debark in the same port. Use the AIT only once for both units; the outcome applies to both counters.

39.10 Antiaircraft (AAA) Units

Flak units, heavy weapons units, and airstrikes have AAA capability. If an AAA unit is involved in a combat, any losses inflicted by it must (if fired by OPFOR) or may (if fired by friendly forces) be inflicted on enemy air units. If no air units are involved, the AAA unit fires normally at ground units. For the player's airstrikes, if removed by a Panic result, it goes to the Recruit Box. If removed by two Panics or an Elimination, the Airstrike is out for the rest of the mission.

39.11 Other Special Units

Wireless Truck. A force must have one to call in airstrikes or air supply.

SIG (Special Interrogation Group) units provide the PSYOP bonus (26.0).

Reconnaissance may be conducted by armored cars, truck patrols, jeep patrols, and airstrikes.

39.12 KIA

Commando losses are -1 KIA for an eliminated unit and 0 KIA for a Panicked unit (i.e. same value as for OPFOR units).

39.13 Campaign Game Resource Points

After determining the RP to carry over to the next mission, halve the RP total and round up before starting the next mission.



CREDITS

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