

COMBAT COMMANDER EUROPE

REFERENCE CARD

ones upon game
adapted from original
GMT Games content by
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Time Marker Advancement

The Time marker is advanced one space forward along the Time Track:

- whenever a "Time" trigger is rolled; or
- whenever a player reveals/draws the last card in his draw pile; treat such an occurrence exactly as if a "Time" trigger had been rolled.

It is only advanced once – not twice – if the last card in a player's deck is revealed for a die roll resulting in a Time trigger.

Immediately after advancing the Time marker, normal play pauses so that the following steps may be executed.

Players must first perform the following two steps in the order shown:

- 1) the player triggering the Time Advance (only) shuffles his deck and discard pile together to form a new draw pile;
- 2) the triggering player makes a Sudden Death Roll if appropriate [6.2.2].

Then, if the game did not end due to Sudden Death, perform the following four steps in the order shown:

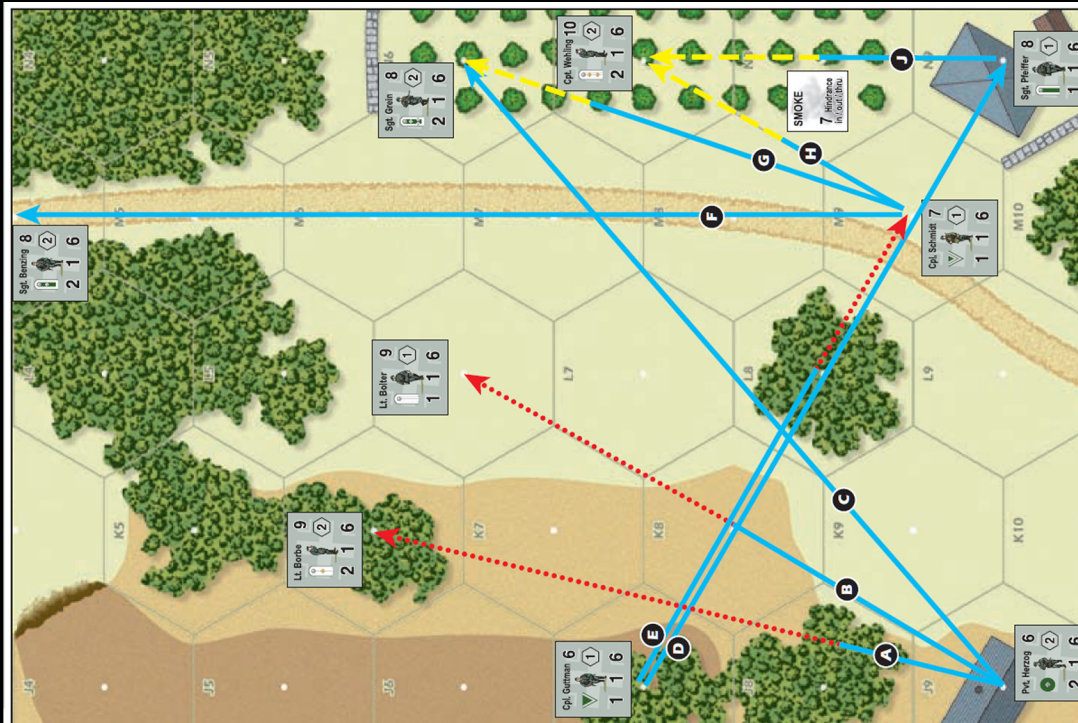
- 3) the Defender (only) gains 1 VP;
- 4) the triggering player (only) must remove any one Smoke marker from the map;
- 5) if there are one or more units in the space now occupied by the Time marker, the owning player(s) brings them into play as reinforcements by placing them in any hex(es) along his friendly board edge (inactive player first). Stacking limits [8] must be observed. Any reinforcement Radio is placed into that player's (empty) Artillery Box instead;
- 6) both players may play "Dig In" Actions [4.3.2].

Once the six steps above have been completed in their entirety, normal play resumes from wherever it left off.

IMPORTANT: In Combat Commander, the motto "a rule means exactly what it says" should be the order of the day. In other words, as quoted from another fine game, Toliver Krieger: "Do not infer or imagine more to a rule than is stated in it. When in doubt, interpret strictly."

Example A: The "Walking Wounded" Event [E7.6] states: "Return one eliminated unit to play..." It doesn't say "friendly eliminated unit", so if your opponent had the only eliminated unit(s) when you drew this Event, you would have to choose one of his to return to the map.

Example B: The rule for the "Jammed" die trigger [I.9.1.2] says to break all firing weapons. That's it. It doesn't say that the fire attack is then cancelled, so it isn't. Having said that, however, these rules cannot possibly hope to cover the myriad situations that may arise during game play—so in those instances when an odd-ball situation surfaces, a healthy dose of common sense coupled with an existing rule or two should suffice to see you through.



Examples of Line of Sight (LOS):

- A—Herzog in J9 cannot see Borbe in K6 past the intervening Woods at the same elevation.
- B—Herzog cannot see down to Bolter in L6 past the intervening Hill that is at the same elevation as Herzog [T88.3.2]; if Herzog was on a Level 2 Hill Crest, however, the LOS would be open, as he would then be higher than the intervening Hill obstacle.
- C—Herzog can see Grein in N6 over the lower-elevation Woods obstacle [T88.4].
- D—Gutman in J7 cannot see down to Schmidt in M9 due to the Woods creating one blind hex [T88.4.1]. He can see Pfeiffer one hex further away in N9, however.
- E—Schmidt can see Benzing in M4 because the LOS travels exactly along the road depiction as it passes by the Woods obstacle in hex M5 [I0.2 and T93].
- F—Schmidt can see Grein; any Attack between the two hexes, however, would suffer a -2 penalty for the intervening Orchard hindrance in hex N7 [I0.3.1 & I0.3.2].
- G—Schmidt can see Wehling in N7, albeit with a 7 Hindrance due to the Smoke [I0.3.4]; if a Wall existed along the M8/N8 hexside, the LOS would be blocked instead [I0.1 gray box].
- H—Pfeiffer can see Wehling. Any Fire Attacks made between their two hexes would suffer a -7 Hindrance for the Smoke; not -9 for both the Smoke and Orchard [I0.3.3].

Medium Mortar

name: Medium Mortar

can fire Smoke

Ordnance (white band)

Firepower (FP): 9

Range: 3-16

Movement modifier (to attached unit): -3

Sgt. Fuller

name: Sgt. Fuller

Morale: 8

figures: 1x = Leader, 2x = Team, 4x = Squad

Command (Leaders only): 2

Firepower (FP): 2

Range: 1

Movement: 6

Mines

6FP

Minefields

MINES

FORTIFICATION

Mine Attack:
If a unit Moves / Advances / Retreats into or out of a hex containing Mines, those Mines attack that unit (with 6-, 7- or 8-Firepower, as appropriate).

Triggered Explosives:
The Cover for any Mine attack is automatically set to "0", with no modifications possible.

Wire

WIRE -1

-1 -1 A

FORTIFICATION

All occupants have:
-1 Firepower / Range / Morale

Entanglement:
Occupants cannot participate in a multi-hex Fire Group.
A Moving unit must stop immediately upon entering or exiting a Wire hex.
Weapons cannot be fired from Wire.

Foxholes / Trench

FOXHOLES: 3 Cover*

TRENCH: 4 Cover*

FORTIFICATION

FOXHOLE: 3 Cover*
(*4 Cover vs. Mortars & Artillery)

TRENCH: 4 Cover*
(*5 Cover vs. Mortars & Artillery)

It costs only 1 MP to Move between adjacent Trenches, Trench/Pillbox, or Trench/Bunker regardless of the terrain in those hexes—and such movement cannot be the target of Opportunity Fire.

Pillbox / Bunker

PILLBOX: 5 Cover*

BUNKER: 6 Cover*

FORTIFICATION

PILLBOX: 5 Cover*
(*6 Cover vs. Mortars & Artillery)

BUNKER: 6 Cover*
(*7 Cover vs. Mortars & Artillery)

BOTH:
Occupants win ties in Melee.

Flamethrower

Flamethrower

11 1 -

WEAPON

Flame Weapon:
The Cover for any Flamethrower (or Molotov Cocktail) attack is automatically set to "0", with no modifications possible.

Note that this special rule makes Concealment Actions useless against these weapons—you can't hide from flame.

Satchel Charge

Satchel Charge

12 1 -

WEAPON

Single-use Weapon:
A Satchel Charge (or Molotov Cocktail) is eliminated after any Fire Attack Roll is made while firing it.

Note that a 'miss' during a Satchel Charge's Targeting Roll simply indicates a missed opportunity to use it—it is not eliminated in this case as it never actually proceeds to the Fire Attack Roll portion of the attack.

Artillery

Radio: 75mm

8

RADIO

Fortification Vulnerability:
Destroy a Fortification in a bombarded hex if the Artillery Impact Roll is exactly:

- "12" with an 8-Firepower Radio
- "11" with a 9-Firepower Radio
- "10" with a 10-Firepower Radio
- "9" with an 11-Firepower Radio
- "8" with a 12-Firepower Radio
- "7" with a 13-Firepower Radio