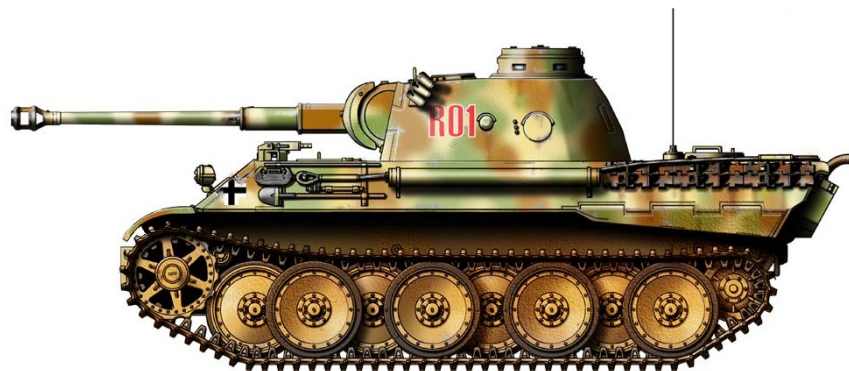
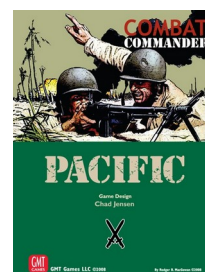
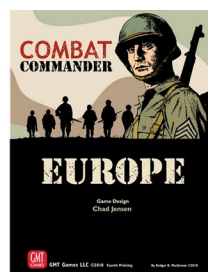




UNOFFICIAL VARIANT RULES



VERSION 1.2



INTRODUCTION

This set of variant rules for **Combat Commander: Armored Fighting Vehicles (CC:AFV)** brings combined arms warfare into the games **CC:Europe**, **CC:Mediterranean**, **CC:Pacific** and the Battle Packs by adding armored fighting vehicles, other motorized units such as civilian cars and military transport vehicles, and anti-tank guns. This set of unofficial variant rules and the new unit markers also add some new rules such as Hidden Deployment, Spotting, and Facing.

The intent of this fan-made addition to the Combat Commander series is to enhance the mechanics of previously infantry based battles with the introduction of tanks and other vehicles. It also adds more options for recreating historical small unit actions while still retaining the original balance and feel of the Combat Commander series of games. While it is possible (and a lot of fun!) to play standalone tank vs. tank scenarios with just the enclosed new unit markers, this is not a standalone game and requires ownership of at least one of the main games.

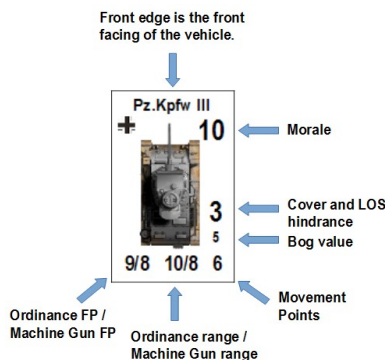
NEW CORE RULES

A. Unit Markers

Armored Fighting Vehicles (AFV's), Civilian Vehicles, and Anti-Tank Gun (ATG) markers represent one motorized vehicle or gun. They do not have leaders and so none have command values.

A.1 AFV Markers

AFV's may possess a main gun which is an ordnance weapon and/or a machine gun. AFV's have no boxed stats. AFV's cannot spot for mortars or off board artillery, although leaders riding in or on an AFV may do so. AFV's can become veterans and become suppressed. Morale represents a combination of armor and crew morale.

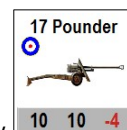


American tanks had a type of telephone installed on their rear. If a US Leader in the same hex as a US AFV is activated to Move or Advance, that leader may activate that vehicle as well just as it could activate an infantry unit within its command radius.

An AFV that is activated to Move or Advance may also conduct one free Fire Attack action before or while expending Movement Points without using a Fire action or order on a Fate card.

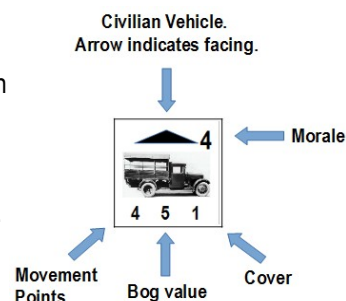
A.2 Anti-Tank Gun Markers

Anti-Tank Gun markers represent one crew served Weapon and therefore must have an unbroken Weapon team in their hex in order to fire. Anti-Tank Guns are treated the same as other ordnance. They cannot be set up on second floors of buildings if using those variant rules.



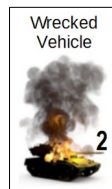
A.3 Civilian Vehicle Markers

Civilian Vehicle markers represent individual cars, trucks, or farm vehicles that may transport Partisan units. Civilian Vehicles have no weapons and become wrecks if their Defense total ties or is less than the Attack total while attacked. If they become wrecked, flip the marker and place a random smoke marker on it.



A.4 Wrecks

When an AFV is destroyed by either breaking twice or by a Defense total that is half or less than the Attack total, the AFV marker is replaced by a wreck marker with a cover value matching the destroyed AFV. Place a blaze marker on the wreck and place a broken Weapon team in the hex directly behind the wreck marker.



A.5 Cover and Overstacking

Units in a hex occupied by an AFV, Civilian Vehicle, or a wreck marker receive cover from the vehicle as printed on the unit marker. This cover is subject to an overstacking modification of -1 for each soldier figure on stacked units over the first 7 on all the infantry markers in that hex. Anti-Tank Guns may be placed in a hex with a fortification but do not gain cover from Trenches or Foxholes, although their Weapon team crew can.

A.6 Line of Sight and Hindrance

AFV's, Civilian Vehicles, and Wreck markers, but not Anti-Tank Guns, are hindrances to LOS through their hex equal to the cover value printed on each marker. They are not hindrances to units stacked in the same hex with the vehicle or Wreck marker.

B. Facing and Field of Fire

AFV's and Civilian Vehicles must be placed in a hex with a facing that indicates the front of the unit is facing one of the six hex sides. A vehicle may spend one movement point to change facing by rotating to a hex side in either direction.

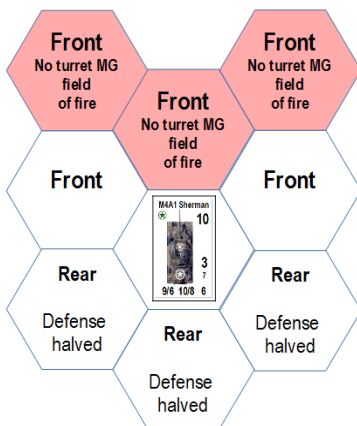


B.1 Attack From Rear

An AFV attacked from a hex of at least range 1 to its rear, not by a unit that moves into its hex from the rear, defends with half its morale value rounded down.

B.2 Vehicle Facing

AFV's and Civilian Vehicles may only move forward into the hex they are facing or backward into the hex that is directly behind the unit unless they change facing. An AFV without a turret may only fire into hexes extending out to its front but an AFV with a turret may fire at any hex within range and LOS.



B.3 Anti-Tank Gun Facing

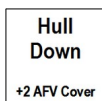
Anti-Tank Guns follow normal ordnance LOS rules.

C. Deployment

AFV's, Anti-Tank Guns, and Civilian Vehicles follow normal deployment rules for deployment into hexes that they can traverse unless the Scenario Special Rules specify otherwise. These units cannot be deployed into Sewers or Second Levels if using those rules and cannot use Partisan Infiltrate orders.

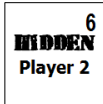
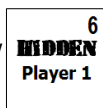
C.1 Hull Down

The Hull Down marker is a fortification similar to a Foxhole for infantry. When playing as Defender, AFV's and Anti-Tank Guns may be placed on the board with a Hull Down marker indicating that the lower half of the unit is concealed but its weapons can still be used. The AFV must reverse out of the hex containing the Hull Down marker before moving into other hexes. Use the Fortification Vulnerability table on the Track Display if the Hull Down marker is attacked in its hex.



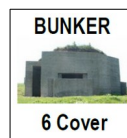
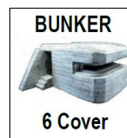
D. Hidden Deployment

AFV's and Anti-Tank Guns may begin the game hidden. To do so, during deployment the player may place up to two Hidden markers in hexes on the map in their deployment area instead of each AFV or Anti-Tank Gun marker and its associated Weapon team plus any associated fortification or Hull Down marker, if any, for each possible position of an AFV or Anti-Tank Gun. Attackers may not fire at units that are Hidden. Hidden markers may not be placed or moved once the game begins and cannot be placed within LOS of an opponent's Hidden marker.



Scenario special rules or an agreement by the players may allow more hidden markers and may allow players to move

their hidden markers until they are spotted as if they had 6 Movement Points.



Once all a player's units have been deployed, either voluntarily, involuntarily, or by being spotted, they must remove all of their remaining Hidden markers on the map. If a player removes their last Hidden marker from the map without deploying one or more units, those units are placed on the Casualty Track. AFV's and Anti-Tank Guns may not use Japanese or Partisan Sighting Rules. See special Partisan hidden unit rules below.

D.1 Voluntary Reveal

At any time during a player's turn they may voluntarily remove any of their Hidden Markers and replace them with any undeployed unit with its associated Weapon team and fortification, if any, and then may use a Move Order, Advance Order, a Fire Attack, or Opp Fire action if they have one available in their hand.

D.2 Involuntary Reveal

If an opponent Moves or Advances any infantry or AFV unit into a hex with a Hidden marker, the player must remove the Hidden marker and reveal any units it wishes to place there, if any.

D.3 Spotting Rolls

If an active player Moves or Advances any infantry or AFV unit into a hex with a modified LOS of at least 1 to an opponent's Hidden marker hex, the player makes a Spotting Roll. A Spotting Roll cannot be made until a deployed unit makes its first move into a new hex.

To make a Spotting Roll, the active player makes a die roll and adds the total to the distance in hexes from their unit to the Hidden Marker, plus any hindrance to LOS. The inactive player makes a die roll and adds the total to 6.

If the active player's total is equal to or less than the total of the inactive player, the inactive player must either:

1. Replace their Hidden marker with any one of their undeployed AFV's or Anti-Tank Guns with its Weapons crew and associated fortification or Hull Down markers, if any; or
2. Remove and discard their Hidden marker.

If the inactive player decides to replace their Hidden marker with a unit marker, they may make one Fire Action with that unit if they have one available in their hand before any further actions by the active player but after any events, if any, from the Spotting Roll.



E. Partisan Hidden Deployment

Scenario special rules may allow deployment of some Partisan units to be delayed until they are deployed on the map from a Civilian vehicle. When this occurs, the Partisan player is allowed two Civilian vehicles for each Partisan unit and their weapons that are not yet deployed. The Civilian vehicles without unit markers, are placed in any hex on the game board that contains a road. Civilian vehicles may be moved once per turn at any time during the Partisan player's turn without the need to activate them. Weapon movement modifiers have no effect on Civilian Vehicle movement. Partisans may not fire from vehicles.



At any time during the Partisan player's turn they may voluntarily deploy a Partisan unit from a Civilian Vehicle by placing the Partisan marker in the same hex or in a hex adjacent to the Civilian vehicle. Once a unit is deployed, the vehicle is removed from the map and placed back in the counter mix. Only one Partisan unit and its weapon(s), if any, may be transported and deployed in this way by each vehicle on the map.

Opponents may attack Civilian vehicles and artillery, mines, or other events or orders must attack them in their hex, but the opponent will suffer the loss of 2 Victory Points if the Partisan player does not reveal a Partisan unit after the Civilian vehicle is wrecked, regardless of how it is wrecked. If the Partisan player chooses to deploy a Partisan unit from a wrecked vehicle, the unit is deployed by the Partisan player in or adjacent to the hex occupied by the wrecked Civilian vehicle. The deployed unit is then broken according to the Partisan rules.



F. Terrain

All movement points expended by AFV's and Civilian vehicles for map terrain other than roads is doubled. Wire and Blaze markers have no effect on AFV movement but AFV's cannot stop movement in a hex with a blaze marker.

F.1 Terrain Movement Limits

AFV and Civilian Vehicles cannot:

- Enter stream hexes without a major bridge present.
- Cross a hedge hex side without a Bocage Busted marker present but see **F.4 Hedgerow Rules**.
- Enter a woods or jungle hex, or hexes with bunkers or pillboxes, unless a road is present.
- Enter a building hex if the building depiction on the map covers the center dot of the hex unless a road is present.
- Enter or cross cliff hexes. AFV's may only move into a hex that is at its same level, up one level, or down one level.
- Enter or traverse Sewers or Caves.

F.2 Rubble

If using the Stalingrad Rubble rules, add a Rubble Marker to a hex with a building in it when a main gun successfully attacks an infantry unit in that hex. Rubble markers in a hex add +2 to movement costs, +2 to Cover, and are a level one obstacle to LOS through that hex. Add an additional +1 to Movement and Cover if there is a Rubble marker in an adjacent hex. There can only be one Rubble marker per hex.



F.3 Movement Bugged By Terrain

AFV's and Civilian Vehicles may become bogged by terrain (stuck, thrown track) if they cross a stone wall or enter a hex containing:

- A Foxhole or Trench marker
- A Rubble marker
- Gully terrain
- Stream terrain
- Swamp terrain
- Marsh terrain

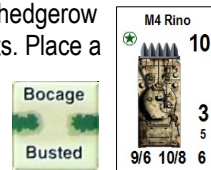
To check for immobilization, make a die roll immediately upon entering each hex containing the terrain before any other actions, orders, or events. If the roll totals more than the bog number of the AFV, the vehicle is not immobilized and game play continues normally. If the roll is equal to or less than the bog number, the vehicle is immobilized and their movement ends. Place an Immobilized marker on the unit.

An immobilized unit issued a Move or Advance order in a subsequent turn may attempt another bog roll for that hex. If successful, the immobilized marker is removed and the vehicle may move as normal.



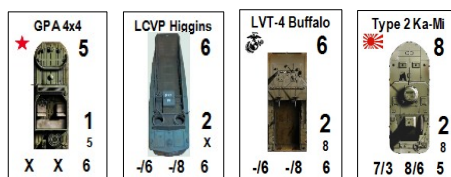
F.4 Hedgerows

The American M4 Rino tank may cross a hedgerow hex side at the cost of 4 movements points. Place a Broken Bocage marker across that section of hedgerow to indicate that the tank has made a passageway through for infantry and other vehicles to cross without penalty or to fire through.



F.5 Water Movement

Japanese Type 2 Ka-Mi units, US and British LVCP Higgins Boats, US LVT-4 Buffalo units, US LVT(A)-4 units,



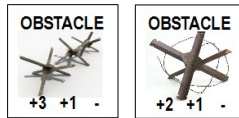
and Russian GPA 4x4 units may move across water and stream hexes at a cost of 3 movement points per hex.

F.6 Caves

When playing **CC:Pacific**, Anti-Tank Guns may be deployed in caves but cannot be moved. Vehicles cannot enter or be deployed in caves.

F.7 Beach Obstacles

The beach obstacle markers add +2 to the movement cost of a hex, provide a cover of +1, and have no impact on LOS. Not really much cover but it was better than nothing out on the beach.



F.8 Second Floors

If using Second Floor variant rules, infantry units may spend one Movement Point to move up to the Second Floor once they have spent Movement Points to enter that hex. Second Floors are treated as if they are separate hexes, so therefore a leader on the main floor with a Command Radius of 0 can activate units in its hex on the ground floor but cannot activate units on the Second Floor. Attacks against a unit in a building must specify which floor is being attacked. If an AFV main gun attack against a unit in a second floor is successful, remove the Second Floor marker after resolving the results of the attack and add a Rubble marker to that hex unless it already has one. Attacks against an AFV from a second floor are treated as attacks against the rear of the vehicle.



G. Stacking And Loaded Units

Only one Anti-Tank Gun may occupy a hex with its Weapon team and any fortifications. Up to two vehicles may occupy a hex. If any combination of two vehicles or Wreck markers are in a hex, no further AFV's may enter that hex. An AFV cannot enter a hex that contains an enemy AFV.

G.1 Actions While Loaded

Loaded units may not make any actions or orders except that they may make a free action to unload when their transporting vehicle stops movement.

Leaders or Scouts who are loaded in a vehicle may use Asset Requests or Artillery Requests to use a Radio for off board artillery attacks.

A leader riding in a vehicle may activate the vehicle it is riding in for a Move order, and when it finishes movement the leader may activate other units for Movement within its Command radius from that hex the leader ends movement in.

G.2 Loaded On Or In Unbroken AFV's

A squad and a leader, or two teams and a leader with their weapons may start the game loaded in or riding on an unbroken AFV or Civilian vehicle. The loaded units start the

battle inside an AFV that is a personnel carrier or on top of all other vehicles. No units may ride on or in enclosed armored cars. Weapon movement modifiers have no effect on AFV movement.



G.3 Loading and Unloading Unbroken AFV's

During a player's turn, activated units may spend one movement point to load or unload from a vehicle in the same hex. Units may carry their weapons onto or within an AFV but are subject to any movement point adjustments as normal and cannot make Fire Attacks while loaded. Once a unit loads into an AFV its movement ends. Higgins Boats may carry the equivalent of up to two Squads or four Teams, or any equivalent combination thereof, plus two leaders and associated weapons markers but may only travel in water hexes.

G.4 Riding, Loading, and Unloading Broken AFV's

Units riding on or in a vehicle that becomes broken are also broken. When they are broken, the player may then choose to unload their broken infantry units with their weapon(s), if any, into a hex that is the same hex as their vehicle or an adjacent hex.

G.5 Towing Anti-Tank Guns

Armored troop transports may tow an Anti-Tank Gun and transport its Weapon team if it starts its movement in the same hex as the gun. It may then unload the gun and the Weapon team at the cost of one Movement Point in any hex in which it stops its movement. The unloaded Anti-Tank Gun may not be activated to Fire until the player's next turn.

H. Weapons

AFV main guns and Anti-Tank Guns can only perform Op Fire against AFV's or Civilian vehicles but otherwise may perform normal Fire attacks against infantry and other vehicles, units, and fortifications. AFV's and Anti-Tank Guns may not fire into their own hex, participate in fire groups, or participate in melee actions. AFV Attack totals are not affected by leaders.

Main gun attacks against fortifications follow normal ordnance rules.



H.1 AFV Main Gun and Anti-Tank Gun Accuracy Rolls

AFV main guns and Anti-Tank Guns are ordnance and so must make a regular ordnance Targeting Roll to determine accuracy before making a Fire Attack roll.

H.2 AFV Machine Gun Attacks

AFV machine guns attack the same way as regular machine guns but must do so only into hexes extending out from the hex directly in front of the AFV, based on facing unless the AFV has a turret. An AFV with a turret can fire in any hex in range and in LOS within a full circle around the vehicle. If an AFV has a main gun and a machine gun, it may make a separate attack with each weapon at targets in the same hex or targets within two hexes of each other if within range and LOS of the weapons. If the target hex is out of range of the machine gun, it may fire at a target in a hex that is within range, in LOS, and in a straight line between the main gun target hex and the AFV.

H.3 Repairing Broken Weapons

When playing with **CC:Pacific** rules, broken AFV weapons are unbroken if the player uses an Asset Request Weapon Repair action to remove the No Main Gun or No Machine Gun markers. When playing with the **CC:Europe** rules, broken AFV weapons are fixed according to Rule 11.4. If the random hex number is 1, 2, or 3, the marker is removed and if 9 or 10 the weapon is permanently broken. Any other hex number has no effect.

I. Melee Attacks

AFV's cannot initiate a melee action but see the rules for overrun attacks below.

AFV's cannot be attacked by in a Melee action but may be attacked by anti-tank weapons the unit possesses after it Advances into the hex with the AFV. Before it attacks the AFV, other unbroken AFV's within LOS and range may play an Ambush order to fire upon that attacking unit. Enemy units that Advance to attack in this manner have a cover of 0 when attacked by other AFV's.

Anti-Tank Guns are treated as Weapon markers for melee attacks.

I.1 Overrun Attacks

AFV's may move directly into a hex occupied by an enemy infantry or Anti-Tank Gun unit using a normal Move order or an Advance order. If an AFV moves into a hex occupied by an enemy infantry unit or Weapon team that enemy unit may move one hex away from the AFV if it has sufficient movement points or it may automatically attack the AFV with any anti-tank weapons it possesses with a free Fire action. A unit that moves to escape an overrun attack may not move again during the remainder of the AFV's movement. If the enemy unit chooses to not move or cannot move, it becomes suppressed.

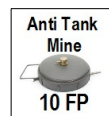
Anti-Tank Guns do not move if their Weapon team moves due to an overrun attack.

J. Anti-Tank Mines

Mine attacks against vehicles are treated the same way as mine attacks on infantry units, except that anti-tank mines can only attack AFV's and Civilian vehicles.

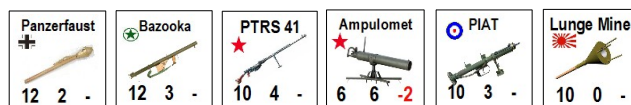


Scenario special rules or an agreement by the players may allow the players to deploy anti-tank mines in secret in their deployment areas. To do so, the Defender secretly writes down the hexes where they intend to deploy the mines but does not place the markers on the map. The mines are only revealed when the hex is entered by an enemy AFV or Civilian Vehicle. The players then resolve the mine attack as if the attack is against the rear of the vehicle and the Defender places an anti-tank mine marker on the map in that hex.

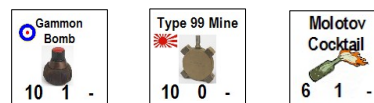


K. Anti-Tank Weapons

Anti-tank weapons that are not crew served Anti-Tank Guns can only be used to attack bunkers, pillboxes, AFV's, or Civilian Vehicles. Panzerfausts, Lunge Mines, Type 99 Mines, Gammon Bombs, and Molotov Cocktails may only be used once and must be discarded after an attack regardless of the result of the attack.



Scenario special rules or an agreement by the players may allow the players may keep their anti-tank weapon markers with a '-' movement modifier off the board during deployment to conceal which units possess them. If a player has undeployed anti-tank weapons they may choose to use them at any time with an activated unit by placing them with the unit for the attack. These weapons remain on the map if the unit carrying them is eliminated and may be picked up and used by any other unit of the same nationality in the same hex without movement cost.



L. Aircraft Attacks

When playing with aircraft rules, aircraft bombing runs attack AFV's as if they are attacking the rear of the vehicle but strafing runs attack normally.

M. Attacks Against AFV's and Civilian Vehicles

AFV's can only be attacked by Anti-Tank Guns, anti-tank weapons, anti-tank mines, artillery, other AFV's with main guns, and weapons that are ordnance except for mortars. Civilian



vehicles, military trucks, and unarmored vehicles may be attacked by any unit or weapon.

AFV's never benefit from cover or command, other than Hull Down markers, when making a defense roll. An AFV becomes immobilized by enemy fire if its defense roll is exactly equal to the attack roll and cannot move for the remainder of the game.



Do not make separate attack rolls against units riding on or in an AFV or Civilian Vehicle. They share the fate of the vehicle.

N. AFV Weapon Damage

If an AFV fails a Defense Total and breaks, it also breaks its main gun if the defense roll dies are doubles. If it has no Main Gun, it breaks its Machine Gun. On a second failed defense roll of doubles the AFV breaks its machine gun, or if its Machine Gun is already broken, then it becomes immobilized.

No
Main
Gun

No
Machine
Gun

A Jammed! Trigger breaks both the Main Gun and the Machine Gun.

O. Broken AFV's

Broken AFV's represent vehicles with crews that have broken due to shock, light injuries, or other issues. They cannot fire weapons or be issued Charge or Advance orders. A broken AFV may spend movement points to change facing. A broken AFV may only move in reverse as if it was retreating.



Units riding in or on a vehicle that becomes broken also become broken. See rule **G.4 Riding, Loading, and Unloading Broken AFV's**.

P. Wrecked AFV's

When an AFV is wrecked by either breaking again while broken or by a Defense Total that is half or less than the Attack Total, the AFV token is placed on the Casualty Track and replaced in the hex by a Wreck marker. The player that owned the now wrecked AFV also places a Blaze marker on the wreck, a random Smoke marker in a hex adjacent to the wreck, and places a broken Weapon team marker in a hex adjacent to the wreck marker.



Units riding in or on a destroyed AFV are also eliminated and placed on the Casualty Track.

Q. Victory Conditions

AFV's cannot take control of map board objectives unless the scenario special rules say otherwise.

Q.1 Elimination Victory Points

When an AFV is placed on the Casualty Track, award the opponent victory points equal to half of the AFV's unbroken morale rounded down. An opponent who eliminates a Civilian Vehicle loses two victory points unless the Partisan player deploys a Partisan unit from that vehicle.

Q.2 Exit Victory Points

Unbroken AFV's earn victory points for voluntary exits off the map equal to half of their unbroken morale, rounded down to a minimum of one VP or according to the **CC:Pacific** rules. When playing with Partisan rules, Civilian Vehicles cannot exit the game board and so cannot earn victory points for exiting.



ORDERS

Advance

AFV's may only be individually activated for an Advance order once per turn. During an advance, an AFV must follow AFV movement rules but may make one free facing turn.

Asset Denied

When an Asset Denied order is given the active player may choose to apply Weapon Jam to any one AFV unit, which then receives the active player's choice of a "No Main Gun" marker or "No Machine Gun" marker.

Fire

AFV's may attack as normal units, but their main guns are ordnance and their second weapon, if listed, is a machine gun. Anti-Tank Guns are treated as Weapons for Fire orders.

Move

AFV's may only be individually activated for a move order, and only once per turn.

Rout

Rout is treated the same with broken AFV's except that a Rout Roll that is the equal to the AFV's current Morale results in a retreat of 2 hexes.

Infiltrate

Infiltrate order does not apply to AFV's.



Charge

Charge orders also activate Japanese AFV's.

ACTIONS

Ambush

Ambush actions may not be played by an AFV unit that is being attacked by an enemy unit or against an enemy unit that is initiating a melee against a friendly unit in its hex. However, Ambush actions may be used by other AFV units within range and LOS to the AFV when an enemy unit moves into a hex with an AFV. See Rule I. **Melee Attacks** above.

Demolitions

A demolition action may be used to destroy an AFV in the same way it would be used to eliminate a Fortification in any hex containing a friendly unit.

Explosive Charge

An explosive charge action may be used to destroy an AFV in the same way it would be used to eliminate a Fortification.

Opportunity Fire

An AFV main gun and Anti-Tank Guns may only engage in Opportunity Fire against AFV's or Civilian vehicles.

Actions that have effects that cannot be applied to or used with AFV's or Anti-Tank Guns:

- Bayonets
- Hand Grenades
- Dig In
- Smoke Grenades
- Light Wounds
- Assault Fire
- No Quarter
- Smoke Screen
- Enfilade
- Hidden Unit



EVENTS

When applying effects of events, treat AFV's as you would teams or squads except that Cower, Deploy, Suppressing Fire, Prisoners of War, Shell Shock, Deploy, Medic! and Walking Wounded events do not apply to AFV's. If Anti-Tank Guns are on the Casualty Track, Scrounge does not apply to them due to their size.

RANDOM SCENARIO GENERATOR

Using these unofficial Armored Fighting Vehicle rules and new counters when generating a random scenario requires the agreement of the opponents and some creativity.

One option is for the two opponents to agree on a point total of 10, 20, or 30. Then each side is allowed to spend up to that total to purchase AFV's, Anti-Tank Guns, or other anti-tank weapons. Each new AFV costs points equal to one-half of their Morale printed on their unit marker, rounded down. Each new Anti-Tank Gun and its Weapon Crew or Anti-Tank Weapon costs points equal to one-half of their Fire Power, rounded down. After they make their choices of units, each opponent views the purchases of the other and takes turns to adjust their forces to the extent that their total is equal to or less than the amount agreed to at the start of the process. The adjustments continue until each player declares that they are satisfied and the process of generating a random scenario continues.

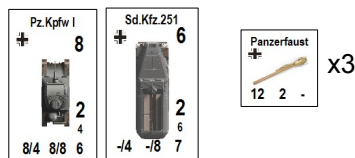
A similar option is to complete the generation of a random scenario and then allow one side, usually the attacker but it could be determined by the flip of a coin, to choose one AFV or Anti-Tank Gun unit and its Weapon Crew if they wish. The Victory Point marker on the tracker is moved toward their opponent by the value of the AFV or Anti-Tank Gun unit they chose, which is determined as described above. Their opponent may then choose a unit or units with a total value up to that of their opponent's choice and the Victory Point marker is moved in their direction by the value of their units. Upon the agreement of the parties, they may engage in further rounds of picking new units until either party declines to continue.

SCENARIO MODIFICATIONS

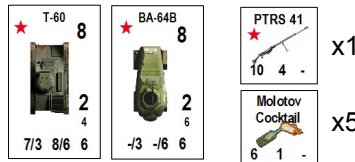
The following are suggestions for unit additions to the scenarios in the **CC: Europe Playbook** and **CC: Pacific Playbook** that would add armored fighting vehicles.

CC:Europe Scenario 1, Fat Lipki – Version 1

Additions to German Forces:

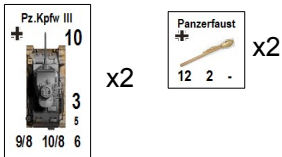


Additions to Russian Forces:

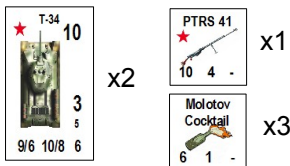


CC:Europe Scenario 1, Fat Lipki – Version 2

Additions to German Forces:

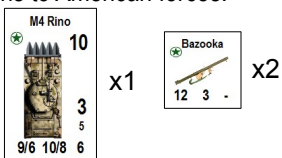


Additions to Russian Forces:

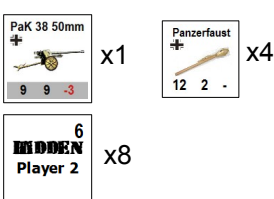


CC:Europe Scenario 2, Hedgerows & Hand Grenades – Version 1

Additions to American forces:

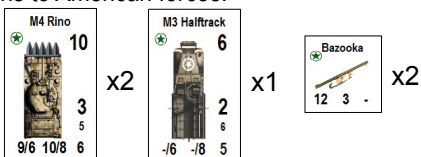


Additions to German forces:

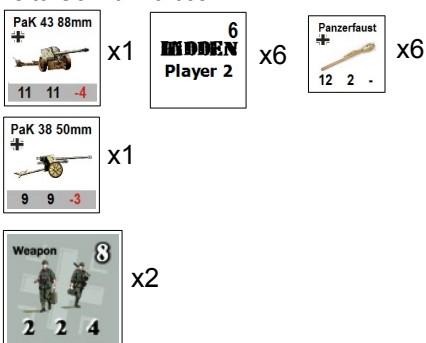


CC:Europe Scenario 2, Hedgerows & Hand Grenades – Version 2

Additions to American forces:

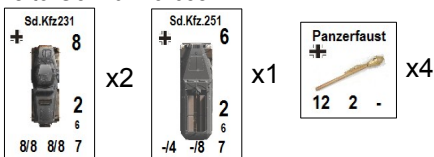


Additions to German forces:



CC:Europe Scenario 3, Bonfire of the NKVD

Additions to German forces:



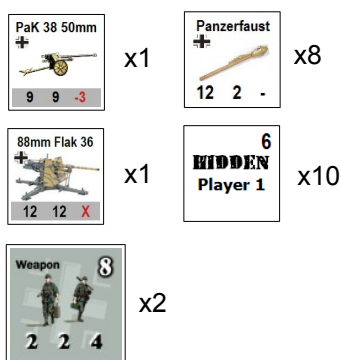
Additions to Russian forces:



Remove two Russian Militia Squads.
Optional: Add one NKVD Commissar

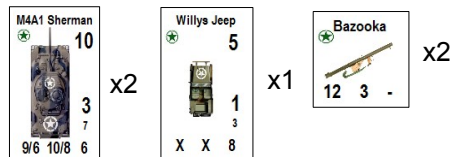
CC:Europe Scenario 4, Closed For Renovation

Additions to German forces:



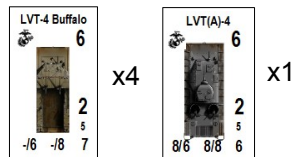
Remove German IG 18 Gun.

Additions to American forces:

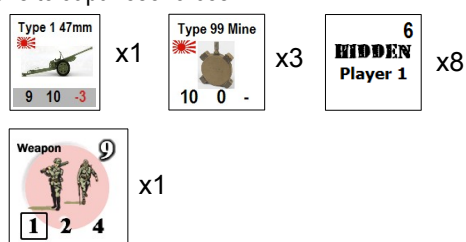


CC:Pacific Scenario D, Operation Cherry Blossom

Additions to US forces:



Additions to Japanese forces:

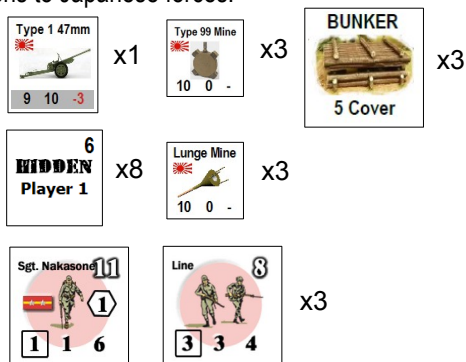


Changes to Special Rules:

First wave must enter riding in the LVT-4 Buffalo's. The Buffalo's must only deploy on water hexes and may make one free move at the start of US player's turn. Remove them after the first wave unloads then place them on the 5 space of the Time Track with the second wave. Second wave must be 8 units and two leaders, which also must enter in the four LVT-4 Buffalo's. The LVT(A)-4 may deploy in either first or second wave. The Buffalo's may stay in the fight after unloading the second wave. If they survive.

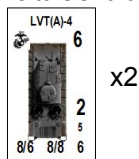
CC:Pacific Scenario E, West Tank Barrier

Additions to Japanese forces:



Remove Battalion Gun.

Additions to US forces:



DESIGNER NOTES

The plan for this very unofficial new volume was to create a set of easy to use AFV rules which would allow us to add tanks and anti-tank guns to scenarios without greatly altering game play. Combat Commander is a really good small unit action game but I felt that the addition of armored vehicles and some other units would enhance its experience. Who doesn't want to

run Wittmann's Tiger tank in his rampage around Caen in the Battle of Villers-Bocage? However, I didn't want to make excessive changes to the structure or "feel" of game play. The goal was to add content that would make Combat Commander better and operate seamlessly within the existing rules and Fate cards.

Naturally I started with the GMT's Great War Commander rules for tanks, which I think are about a page long. I came to refer to them as the simple option, and simplicity is good. However, the GW rules didn't cover a lot of the things I wanted in the game. My usual inclination for a next step in these situations is to go to the other extreme, so I pulled out my old copy of Advanced Squad Leader. Yes, I went there. Check out 'Section D. Vehicles' if you're interested or just need a refresher on the painful work to memorize pages of obscure ASL rules covering every possible complicated situation. Those 22 pages of dense armor realism reminded me of why I stopped playing years ago. I really decided I wanted to avoid micromanagement and debates about the stats for the tanks coming off the third production line of some German factory in late August 1944, etc. It makes my head hurt.

So after struggling with ASL for a couple of weeks (felt like old times!) I also looked into a couple of other games similar in scale and basic structure to the Combat Commander series. There have been a couple of good ones that have appeared on the scene in the last ten+ years or so, including The Last Hundred Yards. They have their loyal followings so I tried to figure out what made them work and how their systems portrayed AFV's in combat. It was a lot of fun, but I felt that the top ones trend toward ASL style complexity and go a little too far in the grind and memorization routine for my taste. Nothing wrong with adding some rules, but they were basically just a step or two below our beloved ASL in terms of detailed rules and they usually relied on too many markers sprinkled over the board for my taste.

I wanted something playable and fun, at a sort of "beer and pretzels" level without the need for a couple of three ring binders, three large plastic Plano counter boxes, and a referee. I also didn't want to reinvent the sprocket, so to speak, so I went through a bunch of ideas. Yes I tried turret markers like ASL but it just didn't add to the game. The first month or so of play testing was a little tough on my small development team, and by that I mean my son Sam.

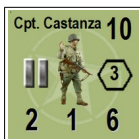
But the result, I think, is a pretty good set of basic rules that retain the flavor of Combat Commander. I stayed away from charts and complicated HE vs AT tank round kinds of things. Tank leaders started out as a good idea but most tanks had radios by mid-war so allowing them all to be activated together made things a little lopsided. I stuck with the move+fire variant rule and added the American telephone rule, but I'm willing to rethink Tank leaders if the community comes up with a way to make them work better. I experimented with facing for the Anti-



Tank Guns like in other games such as ASL but it just added complexity without making the game more fun. Besides, Anti-Tank Guns are kind of like the other ordnance weapons already in the game, and tanks are sort of like big moving targets/ordnance weapons so it all worked out. I hope the feedback confirms that the CC community likes all of this as well.

Speaking of fun, the Hidden deployment rules really upped the surprise factor and made the tactical choices in the game more difficult. Please try them a few times and let me know if you like them. The hidden mines and undeployed, hidden squad-level anti-tank weapons also made things really interesting. If you have **CC: Pacific** you need to try a Banzai charge against some USMC tanks with the turtle mines. One tip - armor has to stand off or risk getting a nasty surprise. The Partisan vehicles are just plain fun to drive around and they add a lot of Resistance flavor, especially if you print the custom leader markers with your names on them. My son Sam loves seeing his name on the Leader markers for whichever side he is playing.

These rules are, of course, unofficial variants. Use with care, good sportsmanship, and prior agreement. Please test them out and let me know how it goes. I'll add a play tester section for the next update of **CC:AFV** if you send me your feedback. I'd like to keep updating these rules and expand this unofficial mod, and someday soon put out the VASSAL module extension. Let me know if I should add any vehicles or tinker with any of the stats. I had to make some difficult choices in the interest of practicality and keeping this on the scale of **CC:Europe**. Thanks for your comments in advance and I hope you enjoy these new variant rules as much as we did.



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ASSEMBLING THE NEW UNIT MARKERS

Color printing the sheets costs about 50 cents per page or less at commercial printers. Check with your local FedEx Office as they are now popping up in Wal Mart stores. Be sure to tell them to just print one-sided and to not fit or justify the page as that would stretch the images and distort them.

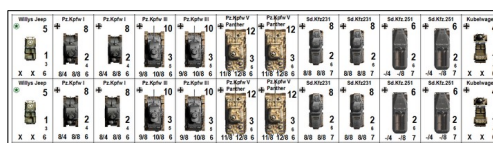
It's possible to print the new markers on cardstock paper and then glue the front and back together. But the best results are obtained if you have the new markers printed on regular white paper and mount them on cardboard.

To assemble the markers on cardboard, cut out the large rectangles on each sheet with a hobby knife and a ruler. You will end up with large rectangles of two rows of the front and separate ones of the back of the counters.

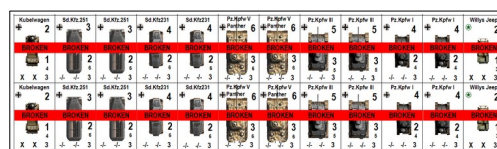


Carefully divide up the large double row strips into a pile of the front sides and a separate pile of the back sides. You don't want to get those mixed up in the next step.

Example of a front strip:



Example of it's corresponding back strip:



A thin cardboard at least as thick as that of regular breakfast cereal boxes works great for new unit markers. You can check with your local crafts store to see if they have some other materials which might work better than cereal box cardboard. If you do recycle a cereal box I recommend spraying the printed side with a white primer so that the design does not show through the white paper the new unit markers are printed on.

To attach the paper markers to the cardboard, it's best to use an adhesive such as Elmer's Craft Bond or something similar. When it's sprayed on the back of the new unit marker paper it remains a little workable for about 30 seconds, which gives you time to fix some mistakes and 'nudge' the paper into position if it's off center. It also lets you remove the paper and reattach it without ripping for about five minutes or so. Wetter glues such as white glue or wood glue are not recommended as they make the paper curl and wrinkle which may make the image on the paper come off, and you cannot adjust the paper. Paste glues and super glue are also not recommended as they cannot be adjusted once in place and they become hard and brittle over time.



When I spray Craft Bond, I use a pen and a ruler to mark an outline of the largest strip of paper on a paper towel on my work bench. The overspray builds up on the paper towel so if you place each new strip in the same area you won't end up with them stuck to the paper towel. Craft Bond is also a little difficult to clean up so using disposable paper towels makes it easier to work on this project.



Allow the glue to dry overnight before carefully using a hobby knife and a metal ruler to cut out the large rectangles from the cardboard. Then use Craft Bond to attach the rectangle of 'back side' markers to the back side of the correct piece of cardboard. Double check to ensure you are using the right set of markers and that they are oriented in the same direction when you attach them to the cardboard.

Once both sides have dried, use the hobby knife and a metal ruler to cut down the middle of the rows and then separate each new marker. Use fingernail clippers to snip a very small portion from each corner to make game play with the new markers easier. Then clear off your dining room table, grab a couple of brews, and set up a scenario with a friend and some of your new tanks. Enjoy!

