

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: MERRILL'S MARAUDERS

36.0 SCENARIO INTRODUCTION

Merrill's Marauders covers the operations of Allied special forces—British Chindits or US Merrill's Marauders—operating behind Japanese lines in Burma in 1943, 1944, and 1945. The game system runs the OPFOR Japanese. The player commands the commandos to conduct one of the following missions.

Operation Longcloth! The first Chindit Operation, commencing in February 1943.

Operation Thursday! The second Chindit Operation, commencing in February 1944.

Operation Galahad! The Merrill's Marauders Operation, commencing in February 1944.

Operation Mars! Task Force Mars (*475th Infantry* and *124th Cavalry*) was tasked with clearing northern Burma, December 1944 – March 1945.

Abbreviations

KR: Kachin Rangers
RI: Rangers India

37.0 COUNTER TYPES

Objective Markers (see 38.0)



Real Objectives: targets of significant worth.



Ambush: running into enemy forces unexpectedly.

Ground Units



Airborne: glider-borne troops.



Commando Infantry: infantry trained for long range penetration.



Forward Base: a base you can build in the operational area.



Heavy Weapons: heavy machineguns, pack artillery, AAA guns, etc.

Markers



Airstrike: on call airpower.



Air supply: cargo aircraft.



KIA: Killed in Action



Japanese (OPFOR) Infantry: various types of troops and rear echelon personnel



Leader



Combat engineers (aka Sappers)



Scout: Friendly guerrillas or specially trained recon troops.



Supply column: mules carrying supplies (a unit with a real "kick").

38.0 OBJECTIVES

There are two types of Objective markers, real and ambush. 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 an Ambush, no Event is drawn (see 38.2). If it is a real objective, draw an Event. 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. To count for victory purposes, the objective either must be transported to a friendly base, or a forward base must be built in that space. If a forward base is to be built (see 39.1), the objective marker remains in the space and has no further effect on play.



38.2 Ambush Effects

No Event card is picked when an ambush is revealed with units in the same space (i.e. the ambush is the Event). Roll one die, divide by two (round up any fraction), and place that number of OPFOR units in the space. Engage in combat. OPFOR wins any Tactical Superiority ties. Winning an ambush combat gains one Op; losing a combat loses one Op. Upon completion of combat, remove the ambush marker. Also, if an ambush is revealed by Ground or Air Recon, then the Ambush Is removed.

38.3 Transporting Objectives

Any unit with a ground 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. A commando unit may transport a marker using an airfield move.

39.0 SPECIAL RULES

39.1 Landing Boxes

Any one force (within stacking limits) may expend one Op to move from a Base to a Landing Box or from a Landing Box to a Base (this is not an airfield move). An Objective may be moved from a Landing Box to a Base without a transporting unit. No Event card is drawn when moving into a Landing Box. Units in Landing Boxes can't be targeted by an OPFOR Raid.

39.2 Forward Bases

Forward Base units are held off map until built. Building requires a space occupied by a sapper unit and a supply or air supply unit. Expend an Op and the supply unit and place the base. Once built, it is treated like a combat unit but cannot move or retreat. If eliminated, it can be rebuilt in the same or other hex. A force starting in a base may initiate an operation without expending an Op. All units in or adjacent to the base are supplied (to avoid the effects on Event cards) however Forward Bases may not be used for Additional Logistics (34.0). If an OPFOR Raid attacks a Forward Base, use the regular combat routine to resolve.

39.3 Stacking Limit

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 and Forward Bases do not count towards stacking. Any number of units may stack in a Base.

39.4 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, a Landing Box, or an airfield occupied by friendly units.

39.5 Water Moves

One unit (plus a transported Objective marker or unit) can make a water move (15.3) from one hex to another along the same river each time an Intel card is played. The destination space must be a friendly base, a Landing Box, or a space occupied by friendly units.

39.6 Special Units

Leaders provide the Leader bonus as well as PSYOP capability.

Recon (23.1) may be conducted by scouts and airstrikes.

Glider units are paratrooper qualified (they actually are using gliders, but it amounts to the same thing—use 25.0.)

39.7 Air Supply

Air Supply units can be added to any force at any time without expending an Op. The unit provides supply to that force for the remainder of that Op. Check the Air Turnaround rule to see if the air supply unit can be reused (see 29.0).

39.8 OPFOR Raid Card

If you pick this, then you must pick at random one friendly force and follow the instructions on the card (roll a die). This can result in combat for a non-moving force, an exception to the normal rules. Units in Bases and Landing Boxes can't be targeted by an OPFOR Raid. If there are no other forces on the map, then this card has no effect.



39.9 KIA

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

39.10 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

System Design: Joseph Miranda

Developer: Chris Perello & Christopher Cummins

Playtesters: David Allen, Darin Leviloff, Roger Mason

Map Graphics: Joe Youst

Counter Graphics: Brandon Pennington & Eric Harvey

Rules Booklet: Callie Cummins

Cover & Card Design: Chris Dickson & Lisé Patterson

© 2016 Decision Games, Bakersfield, CA. Made & printed in the USA.

[Merrills_Mini_V7F]