**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 the missions listed below. Each mission card will give its location. Friendly (British) units may not enter the space containing the marker.

- 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.

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.
39.1 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 that 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 airstrike in the Used box, and
return Axis airstrike 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 airstrike 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 airstrike 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.