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)

| 2 | Japanese (OPFOR) Infantry: various types of troops and rear echelon personnel |
| 1 3 | Leader |
| 1 2 | Combat engineers (aka Sappers) |
| 2 3 | Scout: Friendly guerrillas or specially trained recon troops. |
| 0 1 | Supply column: mules carrying supplies (a unit with a real “kick”). |

Ground Units

| 3 2 | Airborne: glider-borne troops. |
| 3 2 | Commando Infantry: infantry trained for long range penetration. |
| 4 0 | Forward Base: a base you can build in the operational area. |

Markers

| 3 AIR | Airstrike: on call airpower. |
| 1 AIR | Air supply: cargo aircraft. |
| + KIA | KIA: Killed in Action |

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.

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.

MISSION

OPERATION MARS!

Situation: Place two Real Objectives and two Ambushes.

Mission: Build bases in the spaces occupied by two Real Objectives; KIA = 6.; Execution: 8 Operations.

Logistics: 45 Recruit Points.

Command & Signal (C2): 1 Leader; Stacking = 2

Recon: 45 Points

Leaders: 2

Commander: 1 (23.1) may be conducted by scouts and airstrikes.

Glider: 1 (23.1) may be conducted by scouts and airstrikes.

OPFOR

Real Objectives: KIA = 6.

Real Objectives: KIA = 6.

Objectives: 2

Leaders: 2

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