

# COMMANDO

## Mini Game Scenario Rules

### 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 *Afrikkorps*. 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 actions as noted below and in the charts.

**Raid Rommel! (1941):** With *Afrikkorps* 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):** *Afrikkorps* 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 (36.0)



**Real Objectives:** Targets of significant worth.



**Minefields:** Areas with mines or Axis defenses.

##### Ground Units (see also 39.0)

There are no paratrooper units in **LRDG**.



**Royal Marine:** Commandos and landing craft. (39.7)



**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.



**Truck Patrol:** Desert adapted trucks with commandos.



**Wireless:** Radio truck.

#### Markers



**Airstrike:** On call airpower.



**Air supply:** Cargo aircraft.



**KIA:** Killed in Action

#### Afrikkorps



This marker represents the main position of Axis forces in the Western Desert. The DAK marker is placed before the Objective markers by rolling on the Random Objective Location Table and placing the DAK marker on the location.

**Exception:** If a 10 (Jalo) is rolled, the DAK marker is placed on Gazala.

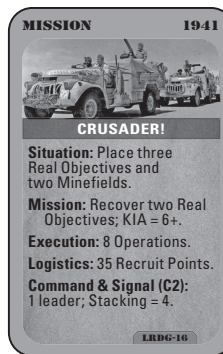
#### 38.0 OBJECTIVES

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.

##### 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 a Minefield, no Event is drawn (38.2). If it is a real objective, draw an Event card. If no surviving units remain, the objective is removed. The objective must be transported to a friendly base to count for victory purposes.

If you have any surviving units after resolving the Event, gain one Op (in addition to any gain or loss from the Event) and place the Objective marker with one unit in the force. The objective



must be transported to a friendly base to count for victory purposes. If no surviving units remain, the objective is removed.

##### 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 the instant it 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 marker (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 Royal Marines

The Royal Marine unit may make a water move from any port to any other port (friendly or not) 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.

39.8 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 Airstrikes

Allied airstrikes are placed freely like other Allied units and fire as a separate unit (exception to 29.0). They can only be fired upon by Axis AAA and airstrike units. If an Allied airstrike is the next Allied unit to be targeted, Axis non-AAA/airstrike units fire instead at the next Allied ground unit. If an Allied airstrike is eliminated (or receives two Panic results), it may not be recruited again during the current mission. If it is Panicked, it goes to the Recruit box. If it is not hit, after the first round, place the airstrike in the Air Available box; it may be called in again for another battle later in the current mission.

The Axis airstrike is placed like other Axis units (in descending firepower order) and can only be targeted by Allied heavy weapons and airstrikes. If not already removed via battle resolution, it is removed at the end of the first round of battle.

39.10 Antiaircraft (AAA) Units

Axis AAA and airstrikes will prioritize their firepower to target Allied airstrikes regardless of where the Allied airstrikes are in the Allied battleline. Allied heavy weapons and airstrikes may choose their targets but only they may target the Axis airstrike. If no Allied airstrikes are available to target, Axis AAA and airstrikes fire at the next target in the Allied line.



39.11 Other Special Units

**Wireless Truck:** A force must have one to call in airstrikes 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

Play the missions in order. Start the campaign with the *Raid Rommel* mission. Roll on the Base Location Table to determine the base for each mission.

BASE LOCATION TABLE	
Die Roll	Location
1	Kufra
2	Jalo
3	Siwa
4	Farafra
5	Bahariya
6	Al Fayyum

After the first mission, keep the remaining forces for the next mission. Add the KIA and Objective RP to the remaining RP and halve the result (rounded up). Do not add the logistics RPs on the mission card after the first mission. You may recruit more units before starting the next mission. If you lose any mission, the campaign is over.

CREDITS

**System Design:** Joseph Miranda

**Developer:** Chris Perello & Christopher Cummins

**Playtesters:** Darin Leviloff, Roger Mason

**Map Graphics:** Joe Youst

**Counter Graphics:** Brandon Pennington & Eric Harvey

**Rules Booklet:** Callie Cummins & Richard Aguirre

**Cover & Card Design:** Chris Dickson & Lisé Patterson

© 2023 Decision Games, Bakersfield, CA.  
[LRDG\_Mini\_V11F]