



GENERAL CONSOLIDATED FAQ

Version 9 – July 20, 2011

COMBAT COMMANDER: EUROPE

New Official Errata (version 1.1)

E52.1 Deploy

In the first sentence, the word "active" should instead be "receiving".

Official Errata (version 1.0)

Note – these errata and clarifications have all been incorporated into version 1.1 of the rules published in Combat Commander: Mediterranean.

O21.6, A24.2

Change the word "may" in rules O21.6 and A24.2 to "must". This change will affect the play of Ambushes during Melee and Op Fire/Hidden Mines/Hidden Wire during an opponent's Move Order.

Card G-48

German card G-48 has a Rout "Action" across the top where it should obviously be a Rout "Order" (like all the other cards).

American Cheat Card

This card lists two Hidden Entrenchments and one Hidden Pillbox whereas the American Fate deck has three of the former and none of the latter. The Fate deck is correct.

Official CC:E Clarifications

Glossary, 5, O15

Where the text says to discard "one or more" cards, replace it with "any number of" cards (you can discard zero cards when passing).

6.1.2

In the second bullet of rule 6.1.2 add the following to the end of the sentence: **"treat such an occurrence as if a Time! trigger had been rolled."**

6.3

Replace Rule 6.3 with the following text:

A game of *Combat Commander* will generally end in one of **four** ways:

- 1) A player is forced to place one of his eliminated units in the space of the Casualty Track occupied by his Surrender marker;
- 2) **A player's last unit on the map is eliminated;**
- 3) **A player's last unit on the map Moves or Advances off the map;**
- 4) A Sudden Death Roll [6.2.2] is made that is less than the number in the space currently occupied by the Time marker.

6.3.1

Modify the first sentence to start:

"If the first **or second** situation above occurs,..."

6.3.2

Modify the first sentence to start:

If the third **or fourth** situation above occurs *and* the **first two** situations do not apply,..."

9.2

Amend rule 9.2 to read as follows:

When a scenario ends in a tie – "0" VPs after Sudden Death or both players Surrendering simultaneously, for example – the player holding the Initiative card wins the game.

(The holder of the Initiative wins any game ending in a tie).

O16.4.2

Insert the following sentence at the end of rule O16.4.2:
If, due to a die trigger during a Melee Roll, one or both sides have no units remaining in the hex, the Melee ends with no further effect.

Note that this effectively expands upon the last sentence of O16.4.1.

O20.3.2

Clarify the first sentence of rule O20.3.2 to read:

If the LOS from any firing piece (**except Ordnance: [10.3.1]**) and the target hex is hindered...

Other Clarifications

E42 Event General Rules

A Melee situation created as the direct result of an Event is executed at the end of – but still within – that Event (so no further die triggers would be possible during that Melee).

Counter Mix Limits

Reinforcements and such (any pieces entering play via Events) come from the unused counter mix. Any piece on the Track Display is already "in play" (along with everything on the map).

Maps

Rule 7.2 refers to the maps as having “dark gray” borders. This should obviously be “brownish” borders though this has zero impact on the actual play of the game.

Maps – Crest Lines

For every Crest hex (two different levels of terrain), the center dot of the hex is ALWAYS at the higher elevation. All Crest Lines were highlighted but the highlight layer was inadvertently omitted during the printing process.

Troop Quality

Every nationality has Elite, Line and Green Teams. Every scenario will assign a player a Troop Quality of Elite, Line or Green. Whenever any Squad breaks down into a Team via the Light Wounds Action [A36], the Deploy Event [E52], or overstacking [8.2] the Team you grab from the counter mix must match your Troop Quality. A replacement Team has nothing to do with the name of the Squad, which is just a representative and evocative title that has exactly zero impact on the play of the game.

COMBAT COMMANDER: MEDITERRANEAN

Official Errata

British Heavy HMG

One of the two British Heavy MGs should say "Elim: 9-10" on the back instead of "Elim: 3-10". The other one is printed correctly.

Molotov Cocktail Markers

Treat the 0 on the back of these markers as a 10.

Map 13

Hex D4 is a stream hex; the gully is supposed to end exactly at the E4/D4 hex side.

Map 18

Map 18 is missing the hex center dots.

Official CC:M Clarifications

T88.3.1

Any hex at the higher end of a Cliff is a Crest Hex. Treat the Hill line running along the higher end of the Cliff as the actual Crest Line.

RS.7 & the German Support Table

The "or" on the Huntziger/Bolter and Benzing/Grein rows means that either one OR the other leader is ever made available for purchase with a single roll, never both.

Objective Chits

The (5/8") Objective Chits in CC:M completely replace the (1/2") Objective Chits in CC:E.

Smoke/Fire Markers

Mix the Smoke/Fire Markers in CC:M together with the Smoke/Fire Markers in CC:E.

COMBAT COMMANDER: PACIFIC

Official Errata

Playbook – Line of Sight (LOS) Example

Figure 1 inadvertently shows two palm tree depictions along the J2-K3 hexside in final production, which invalidates paragraph D of the example.

Playbook – Fire Attack Example

The base FP of the HMG in paragraph E should be “9” (not 8), but this correction does not invalidate the other calculations or result of this part of the example.

Cards A-3, C-31 & C-32

The Event name on these cards should be “Stealth” not “Low Crawl”. The game effect of these Events is as written.

Scenario D

Special Rule 1 should specify that each player draws “six” random hexes (not nine).

COMBAT COMMANDER BP #2 - STALINGRAD

Official Errata

ST7.1

Insert new first bullet: “Units in a melee hex can’t be activated to fire.”

COMBAT COMMANDER BP #3 - NORMANDY

Official Errata

Scenario 47B

In Special Rule 5, substitute “After both sides have set up” for “After Axis setup but before Allied setup”.

COMBAT COMMANDER BP #4 – NEW GUINEA

Official Errata

Scenario M2

Japanese Platoon 3 starts with only 1xLMG.

Scenario M7

Change the Open Objective Chits to G, H, & R.

COMBAT COMMANDER Other Official Published Materials

Official Errata

Scenario 103 (C3I No. 19)

Ignore superscript 4 next to the Objective Chits section. There is no Scenario Note 4.