



## CONSOLIDATED FAQ

Version 7 – February 15, 2008

# 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 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: EUROPE

### New Official Errata

#### E52.1 Deploy

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

### Official Errata

*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 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...

### 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.

## FAQ: Core Rules

### 1.1 Hand Size

**Q:** Is there an upper limit on hand size?

**A:** Your assigned Posture tells you what your maximum hand size is (rule 1.1): Attacker = 6 cards; Recon = 5 cards; Defender = 4 cards. This is what you will begin each scenario with and what you will draw up to at the end of each of your own Turns.

### 1.9.1 Locked Values on Die Roll Triggers

**Q:** When a trigger occurs normal game play pauses, but resolving a trigger may alter the composition and/or the values of the forces involved in the Roll that caused the trigger. What values are locked prior to the Roll?

**A:** **Range** is always locked in immediately prior to an Artillery Accuracy Roll or a Targeting Roll. **Firepower**

is always locked in immediately prior to a Fire Attack Roll or a Melee Roll. **Morale** is always locked in immediately prior to a Fire Defense Roll, a Rally Roll or a Rout Roll. The number in the space occupied by the **Time Marker** is always locked in immediately prior to making a Sudden Death Roll. Any alterations to these values due to the trigger resolution take effect after the effects of the Roll are determined.

**Q:** After a Fire Attack Roll and before the Fire Defense Roll, if the Defender plays one of the Hidden Fortifications Actions, will the Fortification affect the Cover in time to modify the Defender's Morale?

**A:** Yes. The Morale is not locked until the Roll is made.

### 3.2 Broken Unit Capabilities

**Q:** Can broken units Advance into an enemy hex for Melee?

**A:** Yes. Broken units can do almost everything unbroken units can, just not nearly as well.

### 3.3.1 Leaders, Command and their own FP

**Q:** If the range is small enough, it is possible for a Leader to contribute his FP (+1) and his Command value as part of a Fire Group?

**A:** Yes. At 1-hex range a Leader participating in a Fire Group will confer his Command bonus to the lead piece's FP (assuming he is stacked with it) and then add +1 for itself.

### 6.1.2 Reinforcements during Time Advancement

**Q:** When both sides have reinforcements coming in on the same Time! trigger, who sets them up first?

**A:** The inactive player always does things first whenever there is cause for simultaneity. This is covered in the Glossary.

**Q:** Can reinforcements be placed into an enemy-occupied hex?

**A:** Yes.

**Q:** If yes, is the Melee resolved immediately or after the Time! trigger is finished.

**A:** Finish the Time! trigger first (and see O16.4).

### 7.1 Elimination Victory Points

**Q:** Eliminate an Elite US Squad and a Medium MG. How many VPs?

**A:** 2 VPs for the Squad (per the Unit Victory Point Values table on the player aid sheet). The VP values on the OB Tables are ONLY used to generate forces for a randomly generated scenario; these set the starting point of the VP marker on the Track Display.

### 9.1 Eligible Rolls for the Initiative

**Q:** What Rolls are eligible for re-rolling under this rule?

**A:** All Rolls, including Targeting Rolls.

**Q:** What about Accuracy (O18.2.2)?

**A:** The card flip that determines where the SR finally lands is not called a Roll and cannot be re-rolled using the Initiative. While it does use the dice, the two numbers are used independently of one another, and unlike a Roll, are not adjusted by modifiers.

### 11.3 Weapon Transfer and Activation

**Q:** How does Weapon transfer actually work?

- A:** *At any point* during a Move Order, an activated unit may give its Weapon to another unit in its hex by expending one of its available MPs.
- Q:** Could a weapon be fired, transferred to another unit, and then fired again?
- A:** Yes. The restriction against being activated more than once per Turn (O14.1) only applies to players and units, not weapons.
- Q:** Can the MP expended to transfer a Weapon (rule O21.1.1) trigger an Op Fire attack?
- A:** No. This is covered in rule A33.2: "...MP expenditure in each hex as *it is entered* ..."

### 11.5, O20.2 Mortars and Indirect Fire

- Q:** Are mortars LOS-only Weapons?
- A:** *Onboard* mortars are LOS-only weapons. Mortars that use radio communication are represented by the smaller-sized Radio/Artillery pieces.

### 13.2 Suppression

- Q:** Can Suppression give you negative Firepower?
- A:** Yes.

#### 18.2.3.1 Smoke already in the Hex

- Q:** When resolving a Smoke Barrage, if any of the seven targeted hexes already have Smoke chits in them, do you replace the current ones with the newly drawn ones?
- A:** No. For each hex that already has Smoke, draw a chit, compare it with the existing Smoke chit, place the chit with the larger Hindrance value in the hex and put the chit with the smaller Hindrance value back in the draw cup. See rule 8.1.4.

## FAQ: Orders

### O14.1 Activation of Units

- Q:** Let's say that I activate four Squads and a Leader with a Fire Action card for Op Fire purposes. Then my opponent ends his Turn before two of those units get to Op Fire at him. On my Turn can I now use my left over units from the Op Fire Action for firing at the enemy?
- A:** No. Units are only activated until the end of the current Order, and cannot be activated again – via a different Order or Op Fire Action – until the following Turn (either yours or your opponent's).
- Q:** If units are activated to Move, do they have to move at least one hex?
- A:** Yes, at least one does. This is covered explicitly in rule O14.4.
- Q:** Is it possible to use a Move Order and an Assault Fire Action to fire without conducting the move?
- A:** No. This is similarly covered in the gray box in rule O14.4.
- Q:** Can you throw Smoke Grenades or make Assault Fires with units that are activated to Move before they expend their first MPs? After all MPs are expended but before the end of the Order?
- A:** Yes. Yes.

### O16.4 Melee and Evacuation due to Blaze

- Q:** If a Blaze Event occurs during Melee resolution which causes the units to evacuate the hex, is the Melee cancelled?
- A:** Yes (see clarification above). Note, however, that if BOTH sides chose to evacuate their Meleeing units out of the newly-formed Blaze into the SAME hex, then a new, separate Melee would ensue there.

### O18.2.3 Persistence of Artillery Impact

- Q:** Artillery fires into a hex and all adjacent to it. How long does the fire last?
- A:** In each affected hex the fire lasts until the last unit in that hex makes its Defense Roll.

#### O20.3.1.2 Fire Group Example

- Q:** In the Fire Attack example on page 13, case C, why does Sgt. Grein **not** add his Command rating of 2 to the Broken Unit's Firepower?
- A:** Sgt Grein *does* add his Command to the broken unit's Firepower, making it "4" (rule 3.3.1.2). But that broken unit's FP is irrelevant: Per rule O20.3.1.2, the total FP of a Fire Group is X+Y, where X is the **FP** of one firing piece and Y is the **number** of other firing pieces – so since this broken unit is not being used as the base piece in the Fire Group (the "X") it is simply adding +1 to it (the "Y").

#### O20.3.3 Fire Attacks and Triggers

- Q:** For a Fire Attack that traces through Smoke, if the Defender draws the "Time!" trigger when resolving the Fire Attack, I presume the Smoke is removed prior to actually calculating the hindrance?
- A:** The Smoke had already been taken into account by reducing the FP of the firing pieces (rule O20.3.2) prior to the roll that caused the trigger. Do not retroactively add FP back in once the Fire Attack Roll is made.

### O21 MP Changes during Movement

- Q:** A Unit with 4 Movement (and no Leader around) moves through 3 open ground hexes (for 3 MP). It then breaks and has a Movement of 1. Was that remaining 1 spent first or is it still available? Can the Broken Unit expend 1 more MP?
- A:** No. The Unit now has an MP allowance of 1 and has already spent 3, so none remain. A Unit's Movement number is calculated INSTANTLY whenever it changes (due to Command or moving onto Roads, etc) and any MPs spent up to that point are subtracted from this CURRENT allowance. Basically, subtract what has already been spent from the current Movement number to arrive at what is left.

### O23.3 Retreat Distance to the Board Edge

- Q:** When performing a Retreat, does closer mean "closer in number of hexes" or "closer in distance"?
- A:** When retreating into a new hex, the number of *intervening* hexes between the retreating unit and its friendly board edge – using the most direct route – must get *smaller*.

## O24.2 Timing and MP Expenditure

- Q:** May a player play a Move Order and then play a Smoke Action *before* the opponent would have a chance to Op Fire?
- A:** Yes, as long as he hasn't expended any MPs yet. Op Fire is *only* triggered by MP expenditure *into a hex*.
- Q:** Doesn't this violate rule A24.2 allowing the inactive player getting to play Actions before the active player?
- A:** No. This rule only comes into play when *both* players have a legal Action to take. Op Fire isn't legal until one or more MPs have been spent by a unit(s) to enter a new hex.

## FAQ: Actions

### A24, RS.8 Defender Only Actions

- Q:** Who can use the "Scenario Defender Only" Actions when both sides are under Recon Posture as in Scenario #1?
- A:** Nobody. In such a scenario there is no Attacker and no Defender.

### A26 Assault Fire Timing

- Q:** Can an Assault Fire be made during the middle of a Move or only at the beginning?
- A:** *At any time* during the Move Order – before, during and/or after any actual movement is conducted (rules O14.3 and A24.1).

### A33.3 Play of Op Fire Action

- Q:** Following A33.3 exception (3), am I restricted to playing only one Op Fire Action?
- A:** You, as the inactive player, may play any and all Actions you wish *after* each MP expenditure and *before* the active player may play his first. So you may play one Op Fire to activate one Squad, a second to activate the second then, if they are adjacent to each other, may form a Fire Group targeting the unit that just expended MP. These two Squads would also stay activated and available to Fire for the remainder of the current Move Order.

### A39 Smoke Grenades Placement

- Q:** Can Smoke be placed during the middle of a Move or only at the beginning?
- A:** *At any time* during the Move Order (except during Op Fire, of course) – before, during and/or after any actual movement is conducted (rules O14.3 and A24.1).
- Q:** What constitutes the end of movement activation (for purposes of placing smoke)? Can a unit place smoke after you've used up all of its MP?
- A:** The Smoke Grenades Action does not specify MP expenditure. It requires that the unit "have boxed Movement" and "be activated for Movement" during a Move Order. This state (for that unit) ends when the active player plays another Order or declares the end of his Turn. Until that point, the active player may play a Smoke Action using any activated friendly unit with boxed Movement.

## FAQ: Events

### E52 Deployment at Scenario Start

- Q:** Can Squads be deployed during the set up of a scenario?
- A:** No. Deployment only occurs: (1) due to the Light Wounds Action; (2) due to the play of the Deploy Event; or (3) because a free use of this Event is granted to players resolving an overstacked hex – see 8.2.

## FAQ: Terrain

### T78.3 More than One Terrain in Hex

- Q:** Fortifications can be placed in Building hexes. Is this an oversight?
- A:** No. Fortifications can be placed in any non-Water hex not already containing a Blaze or another Fortification. See rules 8.1.3, 8.1.5 and F100.3.
- Q:** If not, can the unit be in the Fortification and not the Building – and vice versa?
- A:** Yes. You always choose which individual instance of Cover within a single hex to use. See rule T78.3.

### T79 Blaze in an Objective Hex

- Q:** If during game play a Blaze is placed in an Objective hex, which remains through the end of the game, is that Objective ignored for VP purposes?
- A:** No. The Objective will still be controlled by the last player to have solely occupied it – that is, the one that had its Control marker there at the time the Blaze occurred – even if neither player is able to physically re-occupy it due to the Blaze.

## FAQ: Playbook & Scenarios

### Randomization During Setup

For all of the scenarios that use cards for randomization during setup, reshuffle the whole deck before drawing your initial hand.

## FAQ: Player Aids & Maps

### Player Aid Card

- Q:** The Contents list four double-sided player aid sheets. I only have three double-sided and two single-sided player aid sheets. Am I missing something?
- A:** No. You have everything. The Terrain Chart and the Play Summary sheet were supposed to be printed back-to-back.

## The Last Question – Tanks

- Q:** Where are the tanks?
- A:** The main concern of this design was to focus on World War 2 tactical *infantry* combat. As such, vehicles were deliberately left out.

## 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.