

COMBAT PATROL: WWII

Featuring the G.A.M.E.R.™ System

GUTS • ACCURACY • MELEE • ENDURANCE • REACTION

By John R. "Buck" Surdu



From Cornrow to Hedgerow a National Guard Heritage Painting by
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1 QUICK START RULES

Welcome to the G.A.M.E.R.™ System, and thanks for playing. This booklet includes **Basic Rules** for **Combat Patrol™: World War II**, which is the G.A.M.E.R.™ System, applied to skirmishes set in WWII. The full rules (sections three and beyond) fill in some of the blanks in the Basic Rules and add more detail. Players can incorporate aspects of the full rules at their own pace, dialing up or down the complexity of the game to suit their tastes. At this point, you should skip the rest of the introduction and jump right to the Basic Rules. In a half hour you'll be able to play your first skirmish.

This quick start guide to the **Combat Patrol™** describes infantry combat. The full rules describe additional aspects of the game, including higher levels of individuality and resolution for infantry combat as well as vehicle combat. The mechanics of **Combat Patrol™** are unique, but this **Quick Start Rules** will get players proficient with the basic rules very quickly.

1.1 FIGURE AND UNIT ATTRIBUTES:

The acronym G.A.M.E.R.™ is derived from the attributes that describe the capabilities of each figure: Guts (or morale), Accuracy, Melee, Endurance, and Reaction. In the version of G.A.M.E.R.™, covered by the **Quick Start Rules**, all figures in a unit have the same values for these attributes; although, leaders may have different ones. A unit is considered to be a half squad or a platoon headquarters.

- **Guts** is a measure of a figure's or unit's morale, bravery, fortitude, etc. Guts can be one of three values: elite, regular, or green.
- **Accuracy** is a measure of a figure's or unit's level of training to fire its weapons accurately. Accuracy can be one of three values: elite, regular, or green.
- **Melee** is a measure of a figure's or unit's level of training for hand-to-hand combat, and the attribute can

range from -1 to +3, with 0 being the most common.

- **Endurance** is used to determine the number of wounds a figure can receive before being incapacitated. Typically when using this Quick Start Guide, all figures will have an endurance of three. Endurance can be as low as two and as high as five.
- **Reaction** is used to determine if a figure can interrupt the movement of another figure or unit. Reaction can range from one to five.

1.2 GAME COMPONENTS:

- **The Activation Deck** is used to control the sequence in which units activate during a turn.
- **The Action Deck** is used to resolve fire, melee, and morale.
- **Various Markers** denote wounds, stun / duck-back, out of ammunition, and morale.
- **Unit Data Sheets** inform players of the attributes of the figures within the units they control as well as the weapons with which those units are equipped.
- **Model figures, terrain, etc.** are used as playing pieces in this tabletop game.
- **Six sided order dice** are used as part of the **Double Random Activation™** mechanism to control the sequence in which units activate.
- Players use **optional ten-sided dice** to determine the maximum movement distance of their units during an activation.

1.3 ACTIVATION:

Units activate during a turn in a sequence controlled by the **Double Random Activation™** mechanism. At the beginning of each turn, the Activation Deck is shuffled. At the same time players roll one six-sided die, referred to as an order die, for each leader figure and place the die on the table next to that leader figure. Squad leaders, assistant squad leaders, team leaders, platoon leaders, etc. each roll a single order die each turn.

The Activation Deck is composed of red cards (numbered one through six), black cards (also numbered one through six), a "reroll and reshuffle" card, and a number of other special cards. In the

Quick Start rules, the only special cards used are the "Green" card and the "Elite" card.

Once all order dice are rolled, the game master or one of the players draws a card from the Activation Deck. Any leader figures whose order die matches the card may activate. If a player controls more than one unit with the same number, the player may decide the order in which he will activate his units, but he must completely finish with one unit before moving on to the next one. If two opposing units have the same number, the players determine randomly which unit will go first.

When a unit activates, the owning player announces what each figure will do during the activation. **THEN** the player executes those "orders." He cannot change his mind later in the turn after seeing the results of other actions.

When a unit activates, each figure in the unit may perform a *single* action. The figures do not need to perform the same action. Allowable actions, described in subsequent sections of this **Quick Start Rules**, are move, shoot, throw a grenade, recover from stun, reload, or rally. The only action that a stunned figure can execute is to recover from stun.

Once all units whose order dice match the number on the card drawn from the Activation Deck have performed actions, the next card is drawn. This continues until the "reroll and reshuffle" card is drawn. When that happens, all order dice are re-rolled, the Activation Deck is reshuffled, all Action Decks are reshuffled, and the next turn begins.

The "Green" special card is used to reduce the activations of green units, which are units whose leader's Guts attribute is green. When this card is drawn, the next card is also drawn. All units with the number on the second card activate - except any green units with that number. The "Elite" special card is used to increase the activations of elite units, which are units whose leader's Guts attribute is elite. When the "Elite" card is drawn, any elite units who activated on the previous card in the Activation Deck immediately activate again. If the "Elite" card is the first card drawn that turn, a player rolls a six-sided die to determine which elite units activate.

1.4 MOVEMENT:

When a unit activates, one or more figures within that unit may move. The player randomly determines the maximum distance any figures within his unit can move. This is done by drawing a card from the Action Deck and looking at the movement speed indicator section as shown in *Figure 1-2*. The result is the maximum distance that any figures in the unit may move, based on their Guts attribute. One card is drawn for the unit, not for each figure. In *Figure 1-2*, you can see that figures with elite Guts may move up to ten inches; regular figures may move up to nine inches; and green figures may move up to eight inches.

1.4.1 Terrain Effects on Movement

Wounded figures move at half speed, meaning that each inch they move costs them two inches from their movement allowance. Moving through woods or other rough terrain is also at half speed. Moving over linear obstacles, such as low walls, costs the figure two inches. Similarly moving through a doorway costs two inches, but moving through a window costs four inches. If a figure does not have enough movement allowance remaining to cross a linear obstacle, unused inches are lost and not carried over to the next turn. The game master may need to determine other terrain effects on movement. All movement modifiers are cumulative.

1.5 SHOOTING:

1.5.1 Weapon Data:

Different weapons in **Combat Patrol** have different attributes or

Weapon	Short		Medium		Long		Pen	HtH
	Range	Shots	Range	Shots	Range	Shots		
Pistol	2	1	4	1	8	1	0	+2
Carbine	4	1	8	1	16	1	0	+1
Submachine gun	3	2	6	2	12	1	0	+2
Bolt-action rifle	12	1	24	1	48	1	1	0
Semi-automatic rifle	12	2	24	2	48	1	1	0
Assault rifle	9	2	18	1	36	1	1	0
Shotgun	3	3	6	2	12	1	0	0
Light MG (magazine)	12	2	24	3	48	1	1	-1
Light MG (belt)	12	2	24	3	48	2	1	-2
Medium machinegun	15	3	30	3	60	3	2	-2
Heavy machinegun	20	4	40	4	80	4	3	-3
Hand grenade	1	(HE)	2	(HE)	4	(HE)	N/A	N/A
Rifle grenade	3	(HE)	6	(HE)	12	(HE)	N/A	N/A

Figure 1-1: Small arms attributes

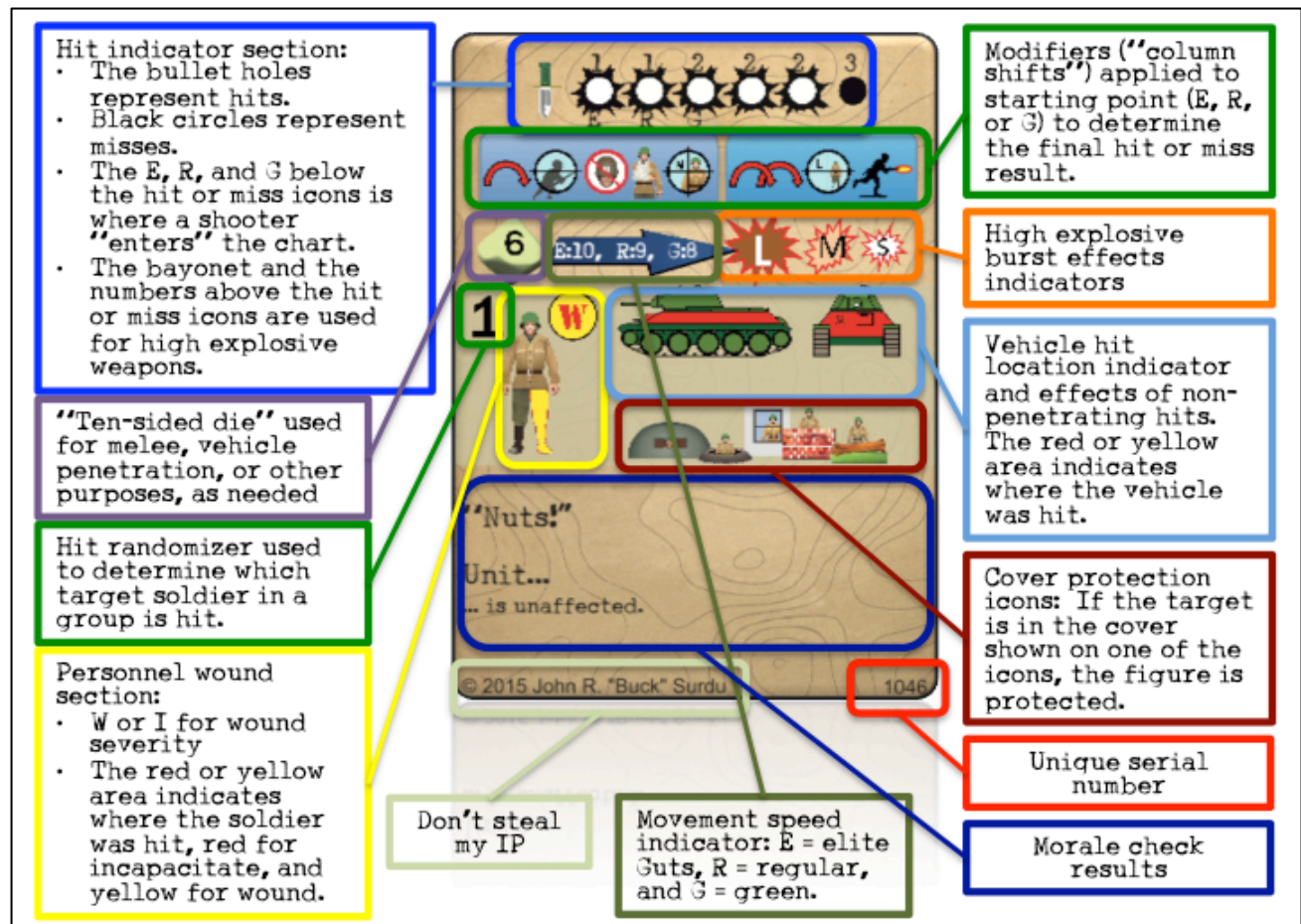


Figure 1-2: Explanation of Combat Patrol™ Action Cards

characteristics. These are shown in Figure 1-1. Weapons have three range bands, which are short, medium, and long. For instance, the bolt-action rifle's short range is up to 12 inches. The range to the target is used as a modifier during the firing procedure described below. Weapons also have "shots" characteristics, which might be different at different ranges. This represents the weapon's effective rate of fire and determines the number of times a figure attempts to hit an enemy during an activation. For instance, the submachine gun gets to attack twice when firing at a target at short range during an activation, but a semi-automatic rifle only attacks once at long range.

The "Pen" column shows the weapon's penetration value or strength. This is not used in the **Quick Start Rules**, but is included for completeness. Finally, the "HtH" column denotes the

effect of that weapon when its owner is involved in hand-to-hand combat.

1.5.2 Shooting Procedure:

Shooting involves multiple draws from the Action Deck. Depending on the step in the shooting procedure, a different area of the card is consulted, as indicated in Figure 1-2.

1. Check Arc of Fire and Line of Sight (described below).
2. For each attack, draw a card and consult the hit indicator section of the card. To use the hit indicator, start by looking at the letter matching the firing figure's Accuracy, E for elite, R for regular, and G for green. Apply any modifiers. All modifiers are shifts to the right. For instance, if the target is at long range, shift two symbols to the right, but if the firing soldier is wounded,

shift one symbol to the right. From left to right in *Figure 1-2*, the modifiers are the target is moving, the leader is not present (e.g., stunned incapacitated, out of command radius, or shooting), the shooter is wounded, and the target is at medium range. There are two shifts if the target is at long range or the shooter is moving.

3. If the resultant symbol in the hit indicator is a black circle that attack was a miss.
4. If the resultant symbol is a bullet hole icon, the attack is a hit. Draw the next card to determine which target figure was hit, where that target figure was hit, the severity of the wound, and whether cover might protect it.
 - a. To determine which target figure was hit, consult the hit randomizer portion of the Action Card. For the first successful attack during this activation, count from the leftmost

figure in the target area. For subsequent hits, count from the last figure hit. For instance, if hit randomize indicated a "3," the third figure from the left (or the last figure hit) would be hit. If the counting extends beyond the rightmost figure in the target unit, continue counting from the leftmost figure again.

- b. Figures may be hit more than once during an activation and continue to be included as the counting loops back around. Incapacitated figures are removed only after the activation is complete.
- c. The "W" or "I" in the personnel wound section indicates the severity of the wound. A wound (W) reduces a figure's Endurance by one. An incapacitate (I) result reduces a figure's Endurance by three. When a figure's Endurance is reduced to zero (or below), the

1) The American (Accuracy = "R") (inside the blue circle) fires his submachine gun (two shots) at the Germans in the woods, four inches away. The American player flips the first card. He shifts one symbol to the right of the "R," because he is at medium range. The result is a bullet hole: a hit!

2) The American player flips the next card. The yellow circle highlights that the hit randomizer indicates the third figure from the shooter's left is hit. The blue oval highlights that the figure was wounded in the left arm; however, the red circle highlights that this wound is protected by trees or woods. Since the Germans are in the woods, the soldier is stunned instead of being wounded. In this example a green bead is placed next to the affected soldier.

3) The player flips the next card to see if the second shot hit. It does. The player flips the next card to see which figure was hit.

4) The result is that the second figure from the last one hit (yellow oval) is incapacitated (blue oval). This time the woods provide no protection.

5) The incapacitated soldier is knocked over to show that he is out of the game. The unit's leader accrues a red morale marker.

Note that "Out of Ammunition" is ignored, because the player was not flipping a card for the shot.

Figure 1-3: An example of small arms fire

- figure is incapacitated and is removed from the game. All wounded figures are also stunned.
- d. The wound location indicator is not germane to the **Quick Start** rules, except as "color."
 - e. Below the hit location indicator there may be one or more "cover" symbols. If the target figure is in the cover indicated, the cover has stopped the bullet, and the figure takes no damage. *The figure is stunned instead.* From left to right, the cover symbols shown in *Figure 1-2* indicate a foxhole or behind the crest of a hill; a low obstacle, such as a log or rock; behind a tree or in woods; inside a window or doorway; behind a high obstacle, such as a wall; and the slit of a bunker or vehicle hatch.
5. For each figure in the target area that is wounded or incapacitated, place a morale marker next to the unit's leader. When a figure *should have been wounded or incapacitated*, but cover protected it, the unit's leader still accrues a morale marker. This is because effective fire was still being delivered into the target area. All those stuns that represent near misses and duck backs may still affect a unit's morale.
 6. As long as the activated unit has more attacks, continue executing steps 1 through 5.

1.5.3 Fire at a Target Area

When a unit (or portion of it) fires, it fires into an area, such as an open field, building, wood line, etc. All figures in a unit do not need to fire at the same target area; however, a single figure may only fire at a single target area, even if it is allowed multiple shots. That area may be occupied by figures from more than one enemy unit. Hits on a target area are randomized as described earlier and can affect figures from different units. The appropriate leader figure accrues a morale marker when a figure is wounded or incapacitated.

1.5.4 Arcs of Fire

Figures may fire into their front 180-degree arc without penalty. Figures may fire outside this arc, but it is considered moving fire, and two shifts to the right are applied to the shot. When

Movement (1d10): <ul style="list-style-type: none"> Draw a card from the Action Deck for the unit. The blue arrow shows the maximum movement allowance for soldiers within the unit, based on Guts. <ul style="list-style-type: none"> Rough or woods: move x ½ Wounded (lower body): move x ½ Through doors, over walls, up slope, etc.: -2" Through windows: -4" 	Hand to Hand Combat Procedure: <ul style="list-style-type: none"> Both players draw card to get initial melee value Cumulative modifiers: <ul style="list-style-type: none"> -1 if you are stunned -1 if you are wounded +2 if you outnumber enemy +3 if you are defending cover Best only modifiers: <ul style="list-style-type: none"> + weapon HtH value + Melee attribute value High result wins hand-to-hand Draw a card for damage to enemy (no cover applies) Loser is pushed back two inches If the result is a tie, both are pushed back two inches
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Figure 1-4: Back of a Combat Patrol™ unit record card

firing outside its arc, the figure should be turned to face in the new direction.

1.5.5 Line of Sight

Each firing figure must have line of sight to at least one figure in the target area. In **Combat Patrol™** line of sight is traced with a string or laser pointer from the head of the firing figure to the head of the target figure. If the string bends on any intervening terrain, line of sight is blocked. A firing figure does not have to have line of sight to every figure in the target area or to the figure that is randomly selected when resolving attacks.

When firing into woods, the target must be within one inch of the wood line. Similarly, to fire out of woods, the shooting figures must be within an inch of the wood line. If both the shooters and the targets are in the woods, line of sight extends six inches.

To fire out of a building, the shooter must be at a window, door, or other aperture. To be a target from outside the building, the figure must be at a window, door, or other aperture.

1.5.6 Computing Range to the Target:

When computing the modifiers to the hit indicator, whether the target is at short, medium, or long range, the player must determine the range band of the weapon. Measure the distance from the firing figure to the center of mass of the target area. Different firing figures may fire at different ranges.

1.5.7 Running Out of Ammunition:

When firing, sometimes the words "Out of Ammunition" are written across the symbols on the hit indicator section of

the Action Card. If this occurs when drawing a card to see if you hit (not at other times), mark the figure as being out of ammunition. The figure may move or perform other actions normally, but it may not fire again until it spends an action reloading (and removing the out-of-ammunition maker).

1.6 MELEE:

Melee, or hand-to-hand combat, occurs when two (or more) opposing figures come in base-to-base contact. The melee is divided into some number of 1:1 combats. No more than three figures from one side can attack a single enemy figure. Figures should be divided as evenly as possible. So if four figures were from side A and three figures from side B were involved in a melee, it would be divided into two 1:1 combats and a 2:1 combat. Alternatively, if five figures from side A attacked two figures from side B, the melee would be divided into a 2:1 combat and a 3:1 combat.

To conduct a melee, each side in a single hand-to-hand combat draws a single

card from the Action Deck and looks at the ten-sided die. This base is modified as shown in Figure 1-4. Modifiers for stun, wounds, Melee attribute, and outnumbering are cumulative; if both attackers were wounded, that side would apply a -2 modifier. The "defending cover" modifier is only used if the defender is on the other side of an obstacle. If more than one figure from a side is involved in the hand-to-hand combat, only the best HtH value and the best Melee attribute is used.

The side with the higher modified melee value is declared the winner and draws one card from the Action Deck to determine the damage inflicted on a losing figure. Regardless of the number of figures involved in the melee, only one card is drawn and only one figure takes damage. No cover applies to this damage result; cover was already taken into account in determining who won the combat. The leader of the figure wounded or incapacitated as a result of hand-to-hand combat accrues a morale marker.

1) The German soldier (Accuracy = "R") attempts to throw a grenade between two American soldiers. The intended landing place for the grenade is indicated by the blue bead. The player flips a card to see if the grenade landed where intended. This follows the same procedure as other types of fire. This throw is four inches, which is long range for a hand grenade, so the player applies two shifts to the right, resulting in a black circle, a miss. While this would end the process for other small arms fire, for grenades, the player must determine where the grenade *actually* landed.

2) The player draws the next card and aligns it with the line between the throwing figure and the intended target. Looking in the same location on the hit indicator used in the first card, and looking at the bayonet for direction, the player determines that the grenade landed two inches to the throwing figure's left.

3) The grenade burst radius template is placed under the glass bead. This touches two figures, so the player flips a card for each to determine if they were hit by shrapnel. The player designates the figure in the orange oval to be the first one he checks. This card only has a large indicator, not the small one, but it has the double exclamation point, so the first figure is merely stunned.

4) The player then flips a card for the second figure in the burst radius – in the green oval. This time, a small burst symbol is shown on the card (see the yellow oval).

5) The player flips the next card to determine the effect on the second figure. He is incapacitated. Note that the hit randomizer is not consulted. The player already knew that the effected figure was the one in the orange circle in frame (4). The unit's leader accrues a morale marker, as shown by the red bead.

Figure 1-5: Example of grenade resolution

All figures on the losing side are pushed back two inches. All figures on the winning side have the option of moving forward one inch, regardless of terrain costs. This may mean that in a subsequent melee, the defender may no longer get the modifier for defending cover if, for example, the attacker uses this inch to jump over the wall vacated by the defender.

If the modified melee value was a tie, neither side wins. All figures move backward two inches.

Continue this process until all of the hand-to-hand combat groupings have resolved their melees. Once completed, there should be no figures remaining in base-to-base contact with the enemy.

1.7 ATTACKS WITH HAND GRENADES:

An attack with a hand grenade is resolved in a manner similar to small arms fire. The first step is to designate the intended point of impact and to mark it somehow. Then the player draws a card and applies all modifiers to determine if the grenade landed where intended. If the answer is "no," draw the next action card, and look at the symbol of the hit indicator in the same position as the one on the previous card used to determine that the grenade did not land in the correct location. Above this symbol is a small number. The grenade will scatter that many inches. The direction of the scatter is indicated by the bayonet symbol to the left of the hit indicator. Align the card

along a line between the throwing soldier and the target soldier and use the bayonet to determine where the grenade actually landed.

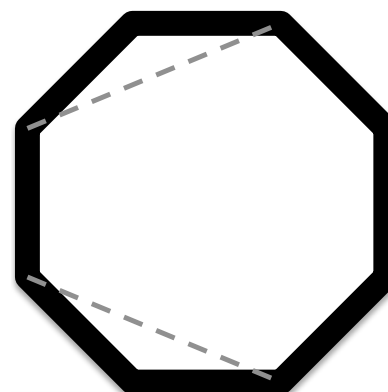



Figure 1-6: Grenade burst radius (actual size)


A regular octagon that is two inches across from flat side to flat side describes the burst radius of a grenade. For each figure whose base is within or touches this octagon, draw a card. Look for a small explosion symbol in the high explosive burst effects indicator portion of the card. If a small explosion symbol is on the card, that figure was hit. Flip the next card to determine the effect of the hit. Because you know what figure was hit (the small explosion symbol), you do not need to consult the hit randomizer portion of the card. When looking for a small explosion, if the card has the stun icon (!! symbol), the figure is stunned, rather than wounded. Continue to draw Action Cards looking for small explosion symbols for each figure touching the grenade's burst radius.

See Figure 1-5 for an example of grenade resolution. See Figure 1-7 for the grenade blast template.

Stats			Unit Name: _____					
	Unit	Ldr	Ldr Name: _____					
			Weapon	S	M	L	Pen	HtH
G								
A								
M								
E								
R								

Yes No

 ☐ ☐

 ☐ ☐


 ☐ ☐

Figure 1-7: Example unit record (actual size)

When drawing a card from the Action Deck to determine the result of a wound on a soldier who is behind cover, use the cover icons normally. For instance if a soldier within the burst radius of a grenade is behind a wall, if the card contains a wall cover icon, the soldier is stunned, rather than wounded or incapacitated. *Do not* apply the cover icon for woods or fences when resolving the burst of high explosive weapons. There is no consensus on whether trees create more wounds through fragmentation or protect soldiers from fragmentation. As the answer is highly dependent on the situation, in **Combat Patrol™** there is no effect.

A unit has hand grenades if the "yes" box next to the picture of a hand grenade is marked on the unit record, as shown in Figure 1-6). Players need not keep track of how many hand grenades have been thrown. When drawing the first card to determine whether the hand grenade landed at its intended point, if "Out of Ammunition" is shown on the card, the unit has run out of hand grenades for the remainder of the game.

1.8 GUTS AND MORALE:

Whenever a figure is wounded or incapacitated, its leader figure accrues a morale marker. When the unit next activates, before performing any actions, the player must first draw a card from the Action Deck for *each morale marker accrued* and consult the morale check results area to determine the effects. A morale marker is removed *after* each card is drawn and the results have been applied. After all morale markers have been removed, any figures that have not moved or shot as result of checking morale can then perform actions normally. When a team has more than one morale marker, they are resolved in sequence. This can sometimes have one or more soldiers being affected more than once. For instance a figure may charge toward the enemy and then run toward cover.

Normally stunned soldiers can perform no actions other than to un-stun. If morale effects direct stunned soldiers to move, they will in fact do so, but will remain stunned after the move.

Some morale effects impact a whole unit. These are preceded with "Unit is..." or something similar. Other effects apply to just a single figure. These are

preceded by something like "Random figure is...", "Figure with lowest Guts...", or "Figure with highest Guts..." If all the figures have the same Guts attribute, draw an Action card and use the hit randomizer to choose a figure.

One morale result is that the unit is "pinned." A pinned unit may only activate on black cards. When a pinned unit activates on a black six (only a six!), it becomes unpinned. This may take several turns, even with higher-level leaders trying to swap dice. If a pinned unit has a six for its activation die but the turn ends before the black six card is drawn, the unit becomes unpinned when the reshuffle card is drawn.

Units do not accrue morale markers while checking morale even if additional figures are wounded or incapacitated.

1.9 REACTION:

In **Combat Patrol™** the Reaction attribute is used to interrupt the movement of the active unit. A player may attempt to interrupt the *movement* of another unit with one or more non-stunned figures from a non-active unit. Non-active figures may only attempt reaction fire if the moving, active figures are in the non-active figures' front 180-degree arc.

As the active player is moving one or more figures, a non-active player may announce that he is going to "react." At that time, he describes the interruption, such as, "these three riflemen will fire at that unit as it comes around the corner of the building," "these figures are going to run away," or "this figure is going to charge at that figure." Each figure then checks against its Reaction number to see if it *does* react.

To check Reaction, draw a card from the Action Deck for *each* reacting figure and look at the hit randomizer section, treating it like a five-sided die. If this result is *less than* the figure's Reaction attribute, the figure may perform the action that was announced. After performing this action, the player places a stun marker next to the figure. The figure has essentially acted "early," so it will spend its next activation removing the stun marker. If the hit indicator was a five, the figure does not react, but it is stunned anyway.

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	Unit	Ldr	Weapon	S	M	L	Pen	HtH				
G	R	E	M-1 Carbine	4	8	16	0	+1	Yes No			
A	R	R	M-1 Rifle	12	24(2)	48	1	0				
			SMG	3(2)	6(2)	12	0	+1				
M	O	O	MMG	15	30	60	2	-2				
			(3)	(3)	(3)							
E	3	3	Pistol	2	4	8	0	+1				
			Hand Grenade	1	2	4	0	0				
R	3	3										

Stats			Unit Name: German Plt. HQ Ldr Name: Lt. Fischer									
	Unit	Ldr	Weapon	S	M	L	Pen	HtH				
G	R	R	Rifle	12	24	48	1	0	Yes No			
A	R	R	SMG	3(2)	6(2)	12	0	+2				
M	O	O	LMG	12	24	48	1	-2				
			(2)	(3)	(2)							
E	3	3	MMG	15	30	60	2	-2				
			(3)	(3)	(3)							
R	2	3										

2.5 VICTORY CONDITIONS:

For the Americans to win there can be no non-incapacitated Germans in either building; otherwise, the Germans have held on long enough to disrupt the larger American attack, and they win.



Photo courtesy Don Hogge



Photo courtesy Don Hogge