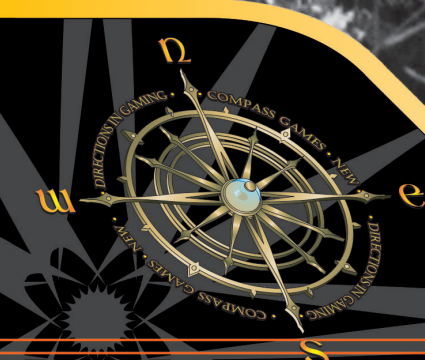
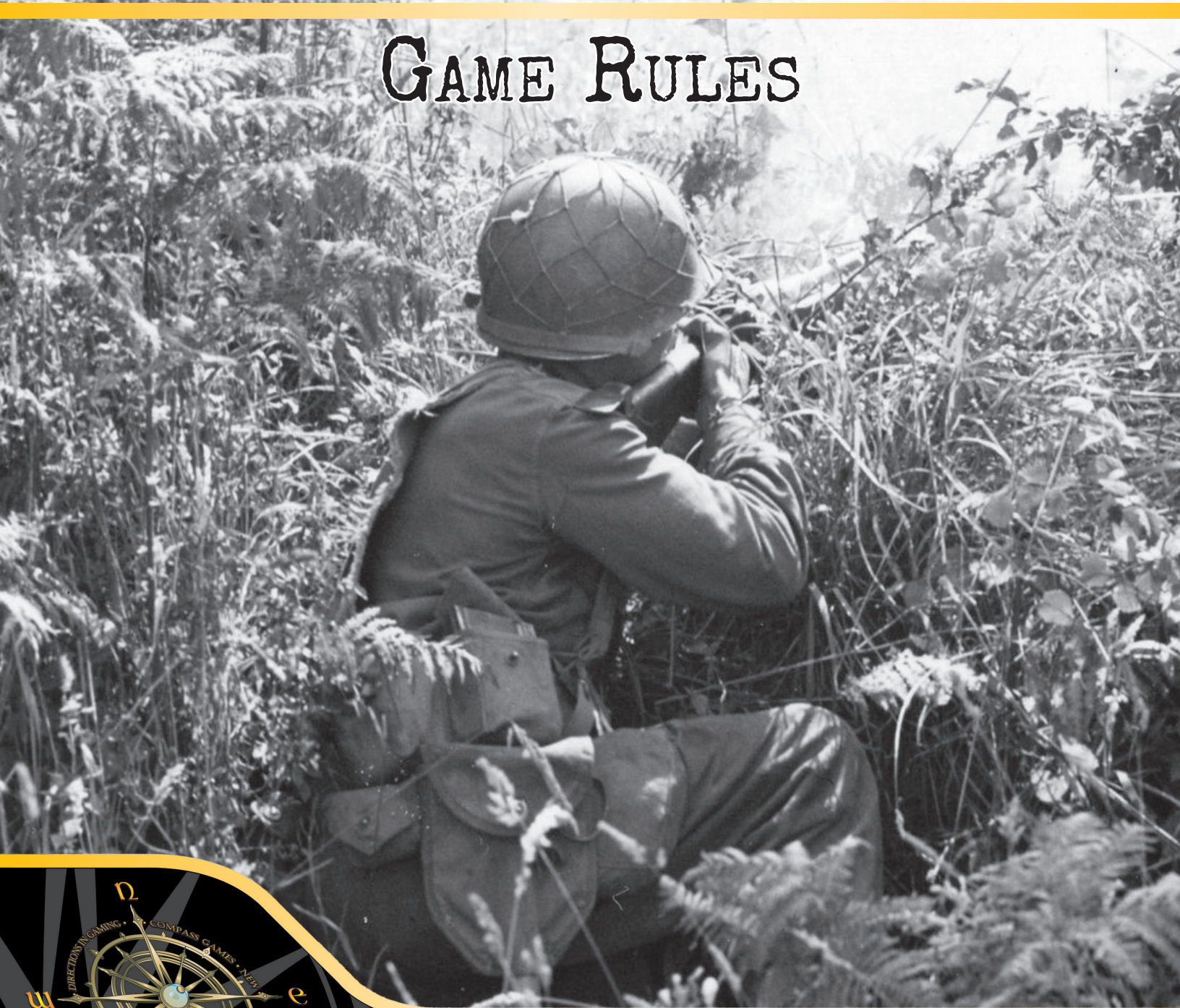


COMBAT!

BRÉCOURT MANOR

GAME RULES



Compass Games
New Directions in Gaming

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INTRODUCTION

Brécourt Manor simulates the famous action of June 6th, 1944, in which American paratroopers, primarily from E Company of the 2nd Battalion of the 506th Regiment, destroyed a German artillery battery firing on Utah Beach. There are conflicting accounts of this battle and the participants did not all agree on the events. So, what is presented is a generalization of the fight. The game has other scenarios and is designed as an introduction to the **Combat!** series.

Because of the magazine format of this game, a few changes have had to be made to the components. Nevertheless we have striven to keep this game as close as possible to what is presented in the Series Rules, in order to help the learning process and minimize confusion. The few changes that have been made are detailed below.

RULES

These **Brécourt Manor** rules are presented in the same format as the new **Combat!** games (**Eastern Front**, **Tunisia & Sicily**, **Crete**, etc.). This also is to help the learning curve when transitioning to the boxed versions of **Combat!** This means that many rules sections have been skipped (in their numbering) because they are not needed in this game. This does not affect play or the rules in any way; it is just an alert that as you read, you will skip from Rule section 27.0 to 31.0 (as an example). This is intentional.

The Smoke and Artillery rules are not used in this game. The RIFLE GRENADE, SMOKE GRENADE, and MEDICAL AID Orders are not used. The rules on Bandaging Wounds are not used. Otherwise, the game follows the Series Rules except where noted.

CARDS

There are no cards included in this game. Instead, markers have been created that act just like the cards that are found in the boxed versions of **Combat!** and described in the Series Rules. The red text references the illustration below.

FRIENDLY CARDS

The Friendly (Player) Cards are represented with markers that have the A, B, and C **Player Team Initiatives** on the front. (There is no Player D Team.).

The Friendly Card markers also have a colored band on the right which shows whether it is an **Order Card (O)**, or a **Discard Card (D)**. The meanings of the Order and Discard notations are found on page 9 of these rules. The black Enemy Event! and white Friendly Event! markers are part of the Friendly Card markers. They are the **Event Cards** described in Series Rules section 5.2.

The different types of **Wound Card** are found on the back side of the Friendly Card markers. When a Wound is determined, just pick a Friendly Card marker and reference the back side.

Players will note that these markers exactly replicate the Friendly Card description as found in Series Rules section 5.0, just in a different format. In order to use them, place them in a cup and pick them just like normal cards. Do not place them back in the cup when used; instead they are only placed back in the cup (reshuffled, as it were) after an Event is resolved, just like in Series Rules section 5.2.

ENEMY CARDS

The Enemy (Non-Player) Cards are represented by black markers that have a lot of information on them.

The **Initiative** value of the Enemy Card marker is found in the gold box in the lower left corner. When it comes time to pick Initiatives, randomly pick a different marker for each Enemy Team (Red, White, and Blue; Yellow is not used).

The gray bar at the bottom of the marker shows the **Rout (R)** and **Berserk (B)** directions for Characters to follow. When necessary, pick a marker for Routing or Berserk Non-Player Characters and use the values found in the gray bar.

The colored letters in the white area on the left correspond to the Character's **Morale** state. A is for Aggressive; B is for Bold; N is for Normal; C is for Cautious; S is for Shaken. Therefore if a Non-Player Character is Shaken or Cautious, they will use the same Order line on the picked marker. Likewise, Bold and Aggressive Characters share the same Order line.

The area in black shows the **Orders** that apply to the Character for whom the marker is picked. Just as with a normal card, check the morale of the picking Character and use the Order listed. Due to space limitations on these small markers, some abbreviations had to be made. The full meaning of the abbreviations is found in Rule 31.2 which also tells how to use Enemy Move Orders.

The final thing to note about the Enemy Card markers is that the side with the white text (the front of the marker) is used for Characters that are **In Open**. The back side with the yellow text is used for Characters that are **In Cover**.

Players will note that, except for some Morale states sharing the same line, these markers exactly replicate the Enemy Card description as found on page 6 of the Series Rules, just in a different format. Place them in a cup and pick them just like normal cards. Do not place them back in the cup when used; instead they are only placed back in the cup once they are all used up, just like normal Enemy Card play.

FRIENDLY CARDS		WOUND CARD		ENEMY CARDS	
Player Team Initiatives				In Cover (yellow)	In Open (white)
Discard Card (D)	Order Card (O)	Friendly Event!	Light Wound	Initiative	Rout & Berserk
				Orders	

GAME CHARTS & DISPLAYS

COMBAT! TRACKS

This display (on page 11) includes places to mark the Impulse, Initiative picks, Initiative order, and the Turn. It also has X, Y, Z overflow boxes to use when too many Characters are in a hex. The 7th through 10th Initiative boxes are not used in this game.

In Step 1d, when the Player plays their Friendly Card marker for Initiative, place that marker in the white box next to the word "Friendly" on the Initiative Track. In Step 3a, when Enemy Card markers are picked, place one marker in each of the red, white, and blue boxes next to the word "Enemy" on the Initiative Track. In Step 3b, use the Initiative numbers generated by those Card markers to then place the Initiative markers in their correct order (1st through 6th) on the Initiative Track.

WEAPON CHARACTERISTICS

These are on page 8 and show the capabilities of the American and German weapons in the game. An abbreviated version of this information is found with the Brécourt Manor Charts.

BRÉCOURT MANOR CHARTS

This is found on page 10 and contains several charts. The **Spotting Range** chart is used to show the effects of distance for Spotting. The **Weapon Ranges & Characteristics** and **Grenade Characteristics** charts sum up the information from the Weapon Characteristics Charts in an easy-to-use format.

The **Order/Terrain & Spotting Charts** are also found on this page. To use this chart, find the terrain of a target's hex and cross-index it with the target's Order. Based on that determination, use the red 'A' line to find modifiers for attacks (firing and grenades) or use the blue 'S' line for Spotting modifiers. This chart also has a reference of all terrain types and their characteristics: their Size, and their status as Rough or Blocking terrain.

CHECKS CHART

This chart is found on the back page of the **Combat!** Series Rules. New players will need to reference it often.

GAME MARKERS

The following markers are not found in this game: Wind, Grenade Impact, Smoke, Bandaged Wounds, and KIA, as well as the RIFLE GRENADE, SMOKE GRENADE, and MEDICAL AID Orders. Enough game markers are included for use in an average battle. However, given the fortunes of gaming, it is possible that you may run short of some markers. As a hint, Order markers of one side can be substituted for the other side.

23.0 PERSONNEL

23.1 ORDERS OF BATTLE

For each side, all #20 and #21 Characters are MG duos with #20 initially being the Operator and #21 the Assistant. When they are set up or revealed, American #20 Characters have an M1919 machine gun, and German #20 Characters an MG42 machine gun.

23.2 AMERICANS

The American **Hand Size** is 5 and Grenade range is 3 hexes. When an American Character receives a Wound or KIA result from firing, roll a d10. If a 0 is rolled, the Wound/KIA is changed to a Close Call result.

These are the American ranks used in the game:

Pvt: Private

Cpl: Corporal

Sgt: Sergeant

SSgt: Staff Sergeant

Lt: Lieutenant

Capt: Captain

23.3 GERMANS

The German **Hand Size** is 5 and Grenade range is 4 hexes.

These are the German ranks used in the game:

S: Soldat (Private)

OGefr: Obergefreiter (Corporal)

Fw: Feldwebel (Staff Sergeant)

Hptm: Hauptmann (Captain)

23.4 LEADERS

A Player Leader cannot be given a PLAN Order unless they have LOS to a Spotted Non-Player Character who is not a Prisoner.

24.0 WEAPONS

*The weapons used in the game are referenced in their full version on page 8, and in shorthand version on the **Combat! Brécourt Manor Charts** card. Any special characteristics are noted below.*

24.1 AMERICAN WEAPONS

M1 Garand. This is the standard semi-automatic rifle of the American army. *The paratroopers would have been armed with a mix of M1 Garand Rifles and M1 Carbines, but for the sake of this introductory game, all rifle-armed Characters are represented as having Garand Rifles.*

Thompson. This is the M1 submachine gun. It has a 1 or 3 ROF (firer's choice) and uses different fire modifiers based on the ROF choice. Non-Player Characters armed with the Thompson will use the 3 ROF up to a range of 6 hexes; for ranges of 7 or more hexes they will use the 1 ROF. (These Non-Player values are shown in bold type on the **Weapon Ranges and Characteristics** chart for easy reference.) They will also use the 1 ROF if they are firing at a hex that has both Player and Non-Player Characters in it. *Example: At 7 hex range, the Player can choose to fire 1 shot with a 0 modifier, or 3 shots with a -2 modifier. At the same range, a Non-Player Character will always fire 1 shot with a 0 modifier.*

M1919 MMG. This is a Browning medium machine gun. It is a **Very Heavy** weapon, is **Belt-Fed**, and has a 4 ROF.

Mk 2. This is the iconic American 'pineapple' fragmentation grenade. The American grenade range is 3 hexes.

24.2 GERMAN WEAPONS

KAR98k. This is the standard German infantry rifle. It is a bolt action rifle and is therefore **Slow**.

MP40. This is the feared German "burp gun" submachine gun. It has a 3 ROF only.

MG42. This machine gun is a **Heavy** weapon, is **Belt-Fed**, and has a 5 ROF.

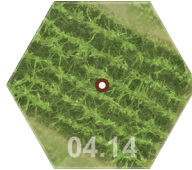
Stielhandgranate. This is the standard German concussion hand grenade. The German grenade range is 4 hexes.

26.0 TERRAIN

Terrain is not **Inherent** unless the terrain listing specifies that it is. All terrain types are **Cover** terrain except for Open hexes. When there are multiple terrain types in a hex, use the type that gives the best benefit to the Character in the hex.

26.1 TERRAIN TYPES

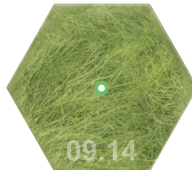
Field. Field hexes are **Small** terrain with a size of 0. They are **Inherent** terrain. Field hexes can be tan or green but they all have a brown ring around the center dot. *Hexes 04.14 and 04.16 are Fields.*



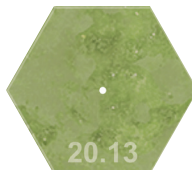
Log. Log images are **Small** terrain with a size of 0. Log hexes have a tan ring around the center dot. *Hex 08.15 is a Log hex.* **Historical Note:** The three Log hexes represent piles of rubbish and an abandoned vehicle. In game effects these act the same as the standard terrain type of Logs, so that image has been used.



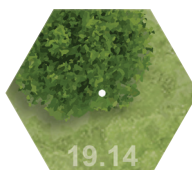
Long Grass. Long Grass hexes are **Small** terrain with a size of 0. They are **Inherent** terrain. Long Grass hexes have a green ring around the center dot. *Hex 09.14 is a Long Grass hex.*



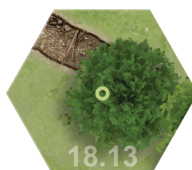
Open. Open hexes are simple plains. They are not Cover hexes. They are Size 0. A hex can be Open and have incidental pieces of other images (Tree) in the hex. *Hex 20.13 is an Open hex.*



Tree. To qualify as a Tree hex, a hex must be at least halfway covered by one or more tree images, or it must have the majority of an actual tree image in its hex. Tree hexes are **Rough** terrain. Tree images are **Blocking** terrain with a Size of 1. Thrown Grenades that pass through Tree hexes add 1 to the Attack roll for every Tree hex they pass through (not including the thrower's or target's hexes). *Hex 19.14 is a Tree hex.*

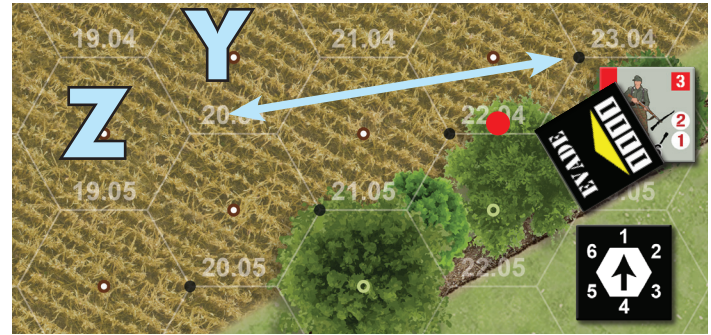


Trench. Trench hexes are **Rough** terrain. They are **Low** terrain with a Size of 0. They are found in a line from hex 30.01 to 16.08 and then curve over to hex 18.13. Trench hexes are noted by a light green ring around the center dot of the hex. All hexes in the line already described (with the indicative center dot) are Trench hexes whether or not the Trench image is visible. For instance, hex 21.06 is a Trench hex, as is hex 18.13.



Special Trench Rules. The following rule should only be used in *Scenarios 1 and 2*.

The line of Trench hexes that runs from 30.01 to 16.08 have black dots on the side facing the brown field. Any LOS that is traced to/from that black dot is considered to be traced to/from the Trench hex. Any firing or spotting that is traced to a Trench hex's black dot has a further -1 modifier applied to the modifiers listed on the Order/Terrain & Spotting Charts. This extra -1 firing modifier does apply to Suppressive Fire.



Example: LOS from hexes Y/Z to the German soldier's hex would normally be blocked by the Tree image shown by the red dot. But LOS can be traced to/from the black dot of the German soldier's Trench hex. Aimed Fire at him will have a -4 WS modifier rather than the normal -3 modifier. Any Spotting attempt from Y/Z to the German would have a -3 modifier rather than the normal -2 modifier. Suppressive Fire would only have the -1 modifier. Fire from the German soldier to Y/Z does not suffer a modifier.

Historical Note: The trench was originally a drainage ditch which was improved somewhat by the Germans into a communications trench. It was under the canopy of the trees (to protect the guns from air bombardment) but this canopy of trees would not have hindered some limited vision from the trench. To represent history, there has to be LOS from the trench to the field, which is not depicted in the standard LOS rules; thus the black dot hexpoint rule.

27.0 DEFENSES

27.1 GUN PITS [only used in scenarios 1 and 2]

A. Characters in a Gun Pit hex use the Gun Pit line of the Order/Terrain & Spotting Chart rather than the Trench line. In all other respects their hexes are treated like Trenches.



B. American Characters in a Gun Pit hex can destroy the inherent gun in the hex; indeed, that is their mission. If an American Character is in a Gun Pit hex in Step 5b of a Turn, and they do not have a prisoner, and there are no non-Prisoner Germans present in the hex, they will make a WC. If they pass, they will destroy the gun. When a gun is destroyed, flip the Gun Pit marker to its 'Blasted' side but it still acts as a Gun Pit.



C. Grenades and Charges can target Gun Pit hexes even if there are Unspotted Characters in the hex, and even if the hex is out of LOS. For Grenades, reveal any Unspotted Character that receives a Wound and resolve the effects normally.

31.0 MODIFICATIONS

31.1 PLAYER DISCARDS AND ORDERS

Each Friendly Card marker has a colored band on the right which shows if it can be played as a Discard Card (D) or if it comes into effect as an Order Card (O) [see Section 5.2 of the Series Rules]. The description of each of these types of cards is found on page 9.

31.2 ENEMY ORDERS

A. Some of the names of the Enemy Orders had to be abbreviated to fit on the markers. This is their explanation: **AimF** is Aimed

Fire. **RapF** is Rapid Fire. **SupF** is Suppressive Fire. **Evd** is Evade. **Snk** is Sneak. **Spr** is Sprint. **R&G** is Run & Gun. Also note that the Enemy Order markers do have the standard **G** and **C** notations on them for Grenade and Charge Orders.

B. Enemy Move Orders have had to be modified so that, instead of having a number that shows the Move direction, a yellow arrow is oriented in the correct direction of the move. Take care to keep these markers pointed in the right direction! *Example: In the diagram on the left, the German soldier had an 'Evade 5' Order picked for him. The arrow on the Evade marker is pointed in direction 5 to show this.*

C. If a Non-Player Character who has no Weapon receives any Fire Order, they are instead given the fastest Move Order in the direction of the Rout line of their Order card.

31.3 GRENADES & SMOKE

Due to counter sheet limitations, Smoke is not used in this game. This also means that the Grenades do not have an Impact side. When a GRENADE Order is given, place a Grenade marker on the Character. When the Grenade attack is resolved, simply remove the Grenade marker.

35.0 SCENARIOS

*There are two historical scenarios and two general scenarios. The Player is the Americans for two of the scenarios and the Germans for the other two. Scenario 3 is the most beginner-friendly, so if you are new to **Combat!**, start with that scenario.*

35.1 SCENARIO LAYOUT

Each scenario starts out with information about the location and date of the battle. It also gives a brief description of the type of action.

35.2 PLAYER AND NON-PLAYER FORCES

Each scenario lists the Player and Non-Player forces. The side that sets up first is listed first. All forces set up Unspotted. Unless the scenario specifies differently, whenever Character #20 is revealed, Character #21 of the same Team is placed with him to create an MG duo (with an MG).

35.3 SCENARIO RULES

The next section of a scenario is that of the scenario-specific rules. **Scenario-specific rules take precedence over all other rules.** There are also general rules that apply to all scenarios, as follows:

The scenario will specify which Board Edges are Friendly and Enemy. Board Edges that are not specified as Friendly or Enemy are Impassable (per Series Rule 8.3). Routing Characters can exit their own Board Edge. Non-Routing Characters may not exit any Board Edge unless the scenario specifies otherwise.

35.4 RANDOM EVENTS

Each scenario has its own set of Random Events for Friendly and Enemy forces. When a Random Event occurs, roll a d10 on the Player (Friendly) or Non-Player (Enemy) Random Event Chart as appropriate. Refer to page 9 for an alphabetized master listing of what each Random Event means and how to resolve it.

Unless the text of the Random Event specifies differently, the Event applies to the side that rolled the dice for it. A few Events

have different applications to the Player and Non-Player sides but these are noted in the text.

If possible, Random Events must be applied. However, there are some events in which the Player can choose to apply the event or not (the event wording says they **may** do something). If a Random Event **cannot** be applied, use this default event for the side that rolled the event: Increase by one the Morale level of the lowest Morale Character on one random Team. Randomize the affected Character if there is more than one option. Characters can go Berserk from this. If a Player **chooses** to not apply a Random Event, they do not gain this consolation prize; in those instances the Event could have been applied.

Random Events cannot be applied to Prisoners or Incapacitated Characters. Random Events marked [NR] cannot be applied to Routed Characters.

35.5 VICTORY POINTS AND VICTORY LEVELS

Each scenario lists a series of Victory Points that the Player can gain (+) or lose (-). When the scenario is over, add up all the plus and minus values to arrive at a Victory Point total. Compare this total with the Victory Levels to find out how well you did.

Prisoners and Routed Characters do not count against geographical Objectives; Prisoners have been neutralized and Routed Characters will keep running.

For scenarios that penalize the Player for Enemy Characters that exit the map or are in certain geographical locations, Unspotted Dummies do count for that penalty.

35.6 BALANCE

The scenarios also have suggestions for **Balance**. Since this is a solitaire game, it is you against the enemy. Therefore balance is not as much of a concern as in a two player game. Still, if you think a scenario swings too much one way, you can balance it with the suggestions listed.

35.7 SCENARIO SETUP

To set up a scenario, follow these steps. Place the **Impulse** and **Turn** markers on the '1' spot of their tracks. Place the **X, Y, Z** markers in the Overflow boxes. Place all Friendly and Enemy Order Card markers in separate cups. Pick out the Characters for each side and set them up (plus the Directional Compass). For random Characters, put the appropriate Characters in a bowl so that they can be randomly drawn for setup.

In Step 1a of Turn 1, draw the number of Friendly Cards for the Player side per the scenario instructions (but do not add an extra card!). Begin play!

COMBAT! Brécourt Manor

M1 Garand ★
M1 Garand Rifle .30 cal

Max Range **50**

0-1 **+2**
2-3 **+1**
4-10 **0**
11-25 **-2**
25-50 **-4**

Rate of Fire **1**



Thompson ★
M1 Thompson Submachine Gun .45 cal

Max Range **16**

0-1 **+2** 0-1
2-3 **+1** 2-3
4-6 **0** 4-8
7-10 **-2** 9-12
11-16 **-4** 13-16

Rate of Fire **3** **1**



M1919 MMG ★
Medium Machine Gun .30 cal

Max Range **150**

0-3 **+2**
4-7 **+1**
8-20 **0**
21-50 **-2**
51-150 **-4**

Rate of Fire **4** **Very Heavy Belt**



Mk 2 ★
Fragmentation Hand Grenade

Max Range **3**


near / far

Blast **3/2**
Frag **4/2**
Smoke **1**

KAR 98k ☠
Karabiner 98 kurz Rifle

Max Range: **55**

0-1 **+2**
2-3 **+1**
4-12 **0**
13-30 **-2**
31-55 **-4**

Rate of Fire **1** **Slow**



MP40 ☠
Maschinenpistole 40 Submachine Gun

Max Range: **20**

0-1 **+2**
2-3 **+1**
4-6 **0**
7-10 **-2**
11-15 **-4**
16-20 **-6**

Rate of Fire **3**

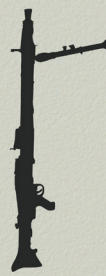


MG42 ☠
Maschinengewehr 42 Machine Gun

Max Range: **200**

0-5 **+2**
6-10 **+1**
11-20 **0**
21-40 **-2**
41-100 **-4**
101-200 **-6**

Rate of Fire **5** **Heavy Belt**



Stielhandgranate ☠
Stielhandgranate 24 Hand Grenade

Max Range: **4**


near / far

Blast: **3/1**
Frag: **3/2**
Smoke: **1**

GAME CREDITS

Original Game Concept
Adam Starkweather

Game Design & Development
Mathew & Ethan Hinkle

Brécourt Manor Rules & Charts
Mathew Hinkle

Brécourt Manor Map and Markers
Ethan Hinkle

Series Rules
Mathew Hinkle

Series Rules Cover
Phoebe Hinkle

RANDOM EVENTS

A. Attack! [NR] If a Player Character is adjacent to a Non-Player Character, they **may** be immediately moved into the Non-Player hex with a CHARGE Order.

If any Non-Player Characters are adjacent to a Player Character, immediately move the one with the highest modified TQ into the Player Character's hex and give them a CHARGE Order.

B. Booby Trap. Randomly select an opposing Character in a Cover terrain hex. Make a Wound Check for them. If they pass there is no effect; if they fail, draw 2 Wound cards.

E. Enemy Event. Roll on the Non-Player Random Event table.

F. Friendly Event. Roll on the Player Random Event table.

G. Great Shot! [NR] If this Event is triggered by the Event side drawing a Wound on an opposing Character, that Character is KIA and the firer has their Morale increased by 1 level (they cannot go to Berserk).

If the Event is triggered for any other reason, one Character of the Event side immediately makes a free Aimed Fire. The Player chooses their Character. For the Non-Player, their Character who is nearest to a Player Character (traced by LOS) takes the shot at that Player Character; randomize the involved Characters if there are multiple choices. Do not change any Orders. This Event can be applied to Characters in Melee.

H. Second Thoughts. [NR] For the Player, they **may** immediately change the Order of one of their Characters to any legal Order.

For the Non-Player, their Character who is nearest to a Player Character (traced by LOS) picks a new Order from the card deck. Randomize a Non-Player Character if there are multiple choices. This Event cannot be applied to Characters in Melee.

I. I'm Back! [NR] Pick or place a new Order for a random Character of the affected side who currently has a HIDE Order.

J. Just Spotted. Reveal one Unspotted Character of the opposing side. The Player can choose which Non-Player to reveal. For the Non-Player side, randomize which Player Character is revealed.

K. Come on, Men! Increase Morale by one level for all Characters within the Leadership Range of one Leader (including the Leader). Characters can go to Berserk with this event. The Player picks their Leader but for the Non-Player side, randomize the Leader.

L. Leadership. Draw 2 Friendly Cards. Add them to your Hand, even if it is temporarily over your Hand Size.

N. Not Dead Yet! Randomly select one eliminated Character. Place them in the same hex as a randomly determined Character of their side that has a current LDR value. Give them a Light Wound, Normal Morale, and an Order (if needed).

P. Panic! [NR] Make a Morale Check for all Characters of one randomly determined opposing Team. If they fail they go down one level in morale; if they pass there is no effect.

Q. Quick Thinking. [NR] One Player Character may immediately make an Aimed Fire or move one hex.

For Non-Player Characters, the one who is nearest to a Spotted Player Character (traced by LOS) rolls a d10. On a **0-4**, they immediately make an Aimed Fire at that Player Character. On a **5-9**, they are immediately moved to a random adjacent hex.

Do not change anyone's Order! Randomize all affected Characters if there are multiple choices. This Event can be applied to Characters in Melee.

S. Sniper. Pick a Wound Card for a random opposing Character who currently has an LDR value of 0 or more.

T. Too Much Noise. All Characters of the Event side that are in 'Waiting' status are immediately Alerted.

U. Low Ammo. Randomly pick one opposing Team. All members of that Team go down in Ammo status: Full Ammo goes to Low Ammo, Low Ammo goes to Out of Ammo.

W. Looks Worse. Roll for a random Character that is Wounded. Remove one Light Wound from that Character. If the Character does not have a Light Wound, change a Bad Wound to a Light Wound.

X. Extra Ammo. Remove all Low Ammo markers from all Characters of the affected side. All Out of Ammo markers are then changed to Low Ammo markers.

Y. Trip and Fall. Randomize an opposing Team and then randomize a Character on that Team. That Character is immediately given a HIDE Order. If they already have a HIDE Order they go down 1 Level in Morale.

CARD PLAY

DISCARD CARDS (D)

Act. Choose one Friendly Character. They act now without changing their Order; either take an Aimed Fire or move one hex.

Ammo. Immediately remove a Low Ammo or Out of Ammo marker from one Friendly Character.

Change. One Friendly Character may immediately change his Order to any legal Order.

Duck. A hit from Enemy fire becomes a DUCK BACK. Play before drawing the Wound Card.

KIA. Play after picking any Wound Card from firing, to change it to a KIA.

Lucky. Play to re-roll any one die roll.

Morale. One Friendly Character increases Morale by 2 levels. They can go Berserk.

ORDER CARDS (O)

Aim. Add a +1 WS for all Aimed Fire within LDR range of a Friendly Leader.

Enemy. Resolve an Enemy Event.

Fire. All Friendly Characters from the designated Team (A, B, or C) have a +1 WS this Turn.

Friend. Resolve a Friendly Event.

Go! All Friendly Characters that are moving on Impulse 4 may move one additional hex in that Impulse.

Low. All Friendly Characters from the designated Team (A, B, or C) go down one level in Ammo status; Full to Low, or Low to Out.

Worry. All Friendly Characters who are Routed or Shaken may only be given HIDE Orders this Turn.

COMBAT! BRÉCOURT ORDER / TERRAIN & SPOTTING CHARTS					Target's Order Terrain		CARRY/DRAW		CHARGE		DUCK BACK		EVADE		FIRE (ALL)		GRENADE		HIDE		MELEE		NO ORDER		PLAN		RALLY		RELOAD		RELOAD (MG)		RUN & GUN		SEARCH		SNEAK		SPRINT	
SIZE	ROUGH	BLOCKING	A	S			A	S	A	S	A	S	A	S	A	S	A	S	A	S	A	S	A	S	A	S	A	S	A	S	A	S	A	S	A	S	A	S	A	S
0		S	Field		0	0	-1	0	0	-1	0	-1	0	0	-1	0	-1	0	0	-3	-3	0	0	0	-1	-1	-1	-3	-3	-3	0	-1	0	0	0	0	-1	-2	-1	+1
0	R	S	Gun Pit		-2	-2	-2	-1	-3	-3	-2	-1	-3	-2	-3	-2	-4	-4	-4	-2	-2	-2	-3	-2	-3	-2	-4	-4	-4	-4	-2	-2	-1	-2	-3	-3	-2	-1		
0		S	Log		-1	0	-1	-1	-1	-2	-1	-2	-1	-2	-1	-1	-4	-4	-1	-1	-1	-1	-2	-1	-2	-1	-4	-4	-1	-1	0	0	-1	-1	-2	-3	-1	-1		
0		S	Long Grass		0	0	-1	0	0	0	0	-1	0	0	0	0	-2	-3	0	0	0	0	-1	0	-2	-3	-2	-3	0	0	0	0	0	0	-1	-2	-1	+1		
0			Open [Nc]		0	0	-1	+2	0	0	-1	+1	0	0	+1	+1	-2	-2	0	0	0	+1	0	-1	0	-2	-2	-2	+1	+1	0	+1	0	-1	-1	-1	+2			
1	R	B	Trees		-2	-2	-2	0	-2	-2	-2	-1	-2	-2	-1	-2	-4	-3	-1	-2	-2	-1	-2	-2	-3	-2	-4	-3	-4	-2	-2	-2	-1	-2	-2	-1	0			
0	R	L	Trench *		-2	-2	-2	-2	-2	-2	-3	-2	-2	-2	-2	-2	-4	-4	-2	-2	-2	-2	-2	-3	-2	-4	-4	-4	-2	-2	-2	-2	-2	-2	-2	-2	-4	-3	-2	-2

R = Rough Terrain
B = Blocking Terrain
L = Low Terrain; Non-adjacent target cannot be seen if it has SNEAK, HIDE, RELOAD, or RALLY Order
S = Small Terrain; Blocking terrain at same level if Character has SNEAK, HIDE, RELOAD, or RALLY Order
[NC] = Not Cover. All other terrain is considered as Cover.
Blue Italics = Inherent Terrain; fills entire hex and hexsides.
 *All Fire/Spotting to a black hex point nets a further -1 modifier.

WEAPON RANGES & CHARACTERISTICS									
WEAPON		M1 GARAND SEMI-AUTO RIFLE		THOMPSON SMG		M1919 MMG [VERY HEAVY]		KAR 98K RIFLE	
				BOLD SHOWS NON-PLAYER USAGE					
		0-1	0-1	0-1	0-3	0-1	0-1	0-1	0-5
		2-3	2-3	2-3	4-7	2-3	2-3	2-3	6-10
		4-10	4-6	4-8	7-8	8-20	4-12	4-6	11-20
		11-25	7-10	9-12	21-50	13-30	7-10	21-40	-2
		25-50	11-16	13-16	51-150	31-55	11-15	41-100	-4
ROF		1	3	1	4 belt	1 slow	3	5 belt	ROF

SPOTTING RANGE				
RANGE TO TARGET		0-1	2-4	5-10
SPOTTING MODIFIER		+2	+1	0

GRENADE CHARACTERISTICS		AMERICAN GRENADE NEAR		AMERICAN GRENADE FAR		GERMAN GRENADE NEAR		GERMAN GRENADE FAR	
BLAST (# of dice to roll)		3	2	2	3	3	1	1	1
FRAG (# or less to Hit)		4	2	3	2	3	2	2	2
SMOKE (# of hexes/turns)		1	1	1	1	1	1	1	1

Heavy Weapon: Extra -2 WS for RUN & GUN; no SPRINT
Very Heavy Weapon: No RUN & GUN or SPRINT;
 no EVADE without an Assistant

Find Range of Weapon's Fire to get WS Modifier

Impulse

1

2

3

4

COMBAT!
TRACKS

Initiative
Track

1st

2nd

3rd

4th

5th

6th

7th

8th

9th

10th

Friendly

Enemy

COMBAT!
TRACKS

Turn

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

Stacking
Overflow

X

Y

Z