Command and Colors – The Great War

Steven McDougall – V1.0 15th July 2015

Set Up

- Units placed as per scenario
  - Bomber figures give a unit certain attack advantages but cannot be removed to satisfy combat losses
- Note that off-board Artillery is *not* a battlefield unit
- ***No-Man's Land Shelling:*** takes place along rows as per scenario
  - starting at LH end of row closest to enemy, roll 1d6
  - place crater in hex corresponding to roll
    (ignore if occupied by terrain tile or unit)
  - continue procedure from L to R until end of row reached, then continue with next row in No-Man's Land
- See p20 for details of the different scenario-specific Objective Medals

LOS

- Terrain in firing and target hexes does not block LOS
- LOS *is* blocked by other units (friendly or enemy)
- Off-board Artillery and Mortars always have clear LOS

Combat Cards

- Combat card hand limit is normally 5
- 1 Combat card (max) can be played by *each* player per player turn
- Must be played in the appropriate phase (shown on card)
- Player must pay the cost in HQ tokens to play a Command card

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Sequence of Play – alternating play of command cards until scenario-specific victory is achieved by one side

(1)   Play Command Card

(2)   Order Units and Leaders

- Identify all units that will be ordered this turn
  - off-board Artillery can be ordered via an "Artillery Bombard" card or a section card (in which case a hex in that section must be selected as the target) (in addition, the section card must not refer solely to battlefield units)

(3)   Move Units

- See Unit Summary card and Terrain Card
- Cannot move through other units
- An ordered unit does not *have* to move

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(4)   Combat

- **Off-board Artillery** must fire first if it received an order
  - targeting template centred on targeted hex
  - a number of HQ tokens *up to* a player's Artillery strength are spent to buy targeting dice (1HQ token per 1d6)
  - roll dice and allocate to hexes as per template
    (these hexes have been hit by the Artillery, proceed as per procedure below for *each* allocated die – *beginning with the central hex*)
  - any doubles/trebles/.. rolled are *also* considered to have hit the *centre* of the template (i.e. these scored a bull's eye and were "On Target")
    - if any trebles/.. were rolled, then a shell crater is also immediately placed in the central hex
      - all terrain benefits for defending units in this hex will be ignored for this combat

- Normally, target hex must be within range and LOS to receive fire
  - if unit is adjacent to enemy, then the unit can only choose to Close Combat – it cannot conduct ranged fire
  - Mortars and off-board Artillery do not need LOS
  - **MG Crossfire**: if several MGs have been ordered, they may combine their attack dice into a single ranged attack
    (useful for overcoming terrain benefits of defender)

- See Unit Summary card and Terrain Card for dice and LOS details
  - a **hit** is scored for each **Burst** and **Soldier** symbol rolled
    - terrain may allow the defender to ignore some Soldier symbols
    - **Skull** symbols also considered hits for:
      - **Artillery** strikes in the *central* ("On Target") hex
      - a unit with a **Bomber** figure firing at a **range of 2 hexes**
    - a Victory Medal is awarded when the last figure of a combat unit is eliminated
      (any attached Bomber unit is eliminated at the same time)
  - an **HQ token** is received for each **HQ** symbol rolled

- **Flags** rolled may cause a unit to **Retreat**
  - a unit retreats 1 hex per flag rolled
  - certain terrain may allow a unit to ignore flags
  - a unit loses 1 block for each flag it is unable to comply with
    - cannot retreat through other units
    - cannot retreat off-board
    - terrain restrictions do *not* apply during retreats

Close Combat

- If unit is adjacent to enemy, then the unit can *only* choose to Close Combat – it cannot conduct ranged fire

- See Unit Summary card and Terrain Card for dice details
  - a unit with a **Bomber** figure rolls an **additional die in CC**
  - a **hit** is scored for each **Burst**, **Soldier,** and **Skull** symbol rolled
    - terrain may allow the defender to ignore some Soldier symbols
  - an **HQ token** is received for each **HQ** symbol rolled

- **Flags** rolled may cause a unit to **Retreat**

- **Gain Ground:** if defending unit vacates its hex, an attacking Infantry unit (*not* Mortar or MG) can opt to Take Ground and move into the hex
  - cannot Gain Ground if attacker's hex terrain stopped movement
  - cannot Gain Ground through First Strike, Surprise Ambush, or Butt and Bayonet cards
  - if a unit used Battle Fury to attack, then it may conduct a *second* Close Combat against any adjacent unit *after* Gaining Ground (and may Gain Ground again if successful)

(5)   End of Turn Procedure

- **Active player** does the following:
  - discards current Command card and draws a new one
  - may discard 1 Combat card and gain 1 HQ token *if he did not play a Combat card this turn*
  - either draws a new Combat card *or* takes 2 HQ tokens
    (remember, hand limit of 5 Combat cards)