COMBAT PATROL

Frequently Asked Questions

25 July 2016

Q: In what circumstances does the moving target adjustment apply - is it only when the defender is interrupting movement with reaction fire?

Q: We have been taking a pragmatic approach and using the modifier when at least half the target figures are moving etc. Is that the intention and is there a minimum move that counts? We want to avoid situations where players move small distances to get the shift (or course they will also get the firer moved shift if they fire!).

Q: Does the target moved modifier apply if the target moved during the last round of activations only? If you moved in one turn and then didn't move in the next as your number didn't come up, then you don't count as moving?

A: *The moving target modifier is only applied when you are interrupting enemy movement with Reaction fire. I did it this way so that you do not have to keep track of whether a target moved the* last *time it activated. In those cases when a unit moves and then doesn't activate again for a long time, it didn't seem right to apply the modifier.*

Q: Does Combat Support Multiplayer say 6-8 players? If so how many decks per side or is it per player? I think Combat Patrol might be a great convention game and especially for new players.

A: *Yes, Combat Patrol(TM) works very well with many players. We routinely run 6-8 player games at the club and as convention participation games. Generally I recommend one Action Deck per player, but one Action Deck for every two players works as well. The reason there are two sets of cards (A and B) is so that there are eight different colored backs to help keep the decks separated during the heat of battle. Eight different colored backs enable you to run the game with 8 - 16 players. The Double Random(TM) activation mechanism has been tested for ten years in large, multi-player game and scales well.*

Q: In the rules you mention mortars could have multiple rounds out and in the air, which would be realistic if they've sighted in. I can't find how many rounds allowed per activation.

A: *What I meant by the comment is that the mortars my activate two or three times before you hit the end of the turn when indirect fire is resolved. I did not mean that the mortar could fire more than once during an activation.*

Q: If mortars are located on the table does that mean there are no shifts to the right for medium or long range?

A: *There should be no shifts for mortars, as there are no range bands. When drawing a card to see if the mortar landed where intended, you use the Accuracy attribute of*

the person calling the fire. 3.24.1 described different scatter distances for on-board and off-board indirect fire, but there are no range bands for the mortar itself. The only "range bands" are on-board and off-board.

Q: The sizes of the HE templates seem too big for blowing holes in buildings etc. Do you have a suggestion for sizing?
A: When you hit a building with a large weapon, such as a tank gun, the templates are used to determine the area of effect outside and inside the building, depending on the size of the round. In Section 3.22 it says, "Mark that section of wall as having a hole large enough for a figure to pass. Doing so costs two extra inches of movement." The size of the hole is not the size of the template, just a hole big enough for a person to crawl through.

Q: My section has flanked the enemy building and want to sneak up and drop a grenade through a window into a downstairs room. I can see how the rule applies if they were tossing the grenade from a little distance, but here they are actually crouching under the window itself and just reaching up and dropping it over the ledge. Would you say there is still a possibility of something going wrong and either dropping it at their own feet, or that it may roll away in the room anyway? Actually thinking about it, I guess there's always going to be a good chance of Murphy stepping in, but just wanted to get your thoughts on it if possible as the rule seems to refer to throwing the grenade and I wasn't sure if just dropping it over a ledge might be "easier!"
A: Tossing it into a window when you are right under the windowsill IS easier. There is a special procedure for throwing a grenade through an aperture (Section 3.10.1). To reflect that it is easier to toss a grenade through a window if you are right there, this procedure is NOT used for short-range grenade tosses.

Q: Under Section 3.21 figures may approach the window and drop it through in the same activation. Would they lose two inches as usual under that rule to allow them to prep the grenade?
A: Grenades and satchel charges are allowed moving fire even though their rate of fire is just 1. Yes, you apply the moving fire modifier of both a two-column shift as well as losing two inches of movement distance.

Q: When a figure is running up to throw a grenade into a window, can the enemy employ Reaction fire to interrupt the movement before the attacking figure reaches the window?
A: Yes, moving fire is always conducted as movement then fire. The movement of a figure running toward the window (or other aperture) may be interrupted by Reaction fire.

Q: Can a figure charging into hand-to-hand combat employ moving fire?
A: Yes. Remember that moving fire reduces the movement allowance by two inches. Also remember that you declare all your figures' actions and then being drawing cards, so it is possible for the "charging" figure to come up short. Also, remember that

since the attack is resolved as move then fire, enemy soldiers may employ Reaction fire as the figure is charging and before it moves or conducts hand-to-hand combat. If the figure is wounded or stunned, normal rules apply, so the figure will be stunned short of his objective, possible in the open.

Q: Are the shifts during firing cumulative? So if a figure is wounded and it's at medium range, is that two shifts then?
A: The modifiers are cumulative. A wounded figure with no leader firing at long range would apply four shifts.

Q: If a unit tries to "react" to an opponent, whether by fire or its own movement, in what circumstances does a figure pick up a stun marker....just looking again at 1.9, it gets one no matter what doesn't it, fail or succeed, fire or move?
A: First, a unit does not react. Individual figures react. You draw separately for each figure's reaction attempt.
IF it successfully reacts, the figure fires or moves and then gets a stun marker.
IF it unsuccessfully reacts, the figures does NOT accrue a stun marker.
IF it unsuccessfully reacts, but draws a result of 5, it does not react, but it nonetheless accrues a stun marker.

Q: If an out-of-ammo result comes up, is that immediate or at the end of this attack sequence from that firer?
A: The out of ammunition result takes immediate effect. If a machine-gun, with a rate of fire of three, gets an out of ammunition result in its second shot for instance, it may not fire the third shot. It must spend its entire next action to reload or unjam the weapon before it may fire again in a subsequent activation.

Q: In the example in Figure 2 on page 4 all the figures are in the woods and the figure that is hit has his result reduced to stunned because the card has the "man behind a tree icon" yet in frame 4 the figure hit is incapacitated "This time the woods provide no protection." Why is this, as the card pictured is showing the same "man behind a tree icon?"
A: That is a mistake in the figure. Despite all the eyes that looked at the rules before I published it and having a professional editor go through it, a handful of mistakes still made it into the final book. In the second to last frame of the example the card should NOT have the man-behind-the-tree icon.

Q: Any time a hit is scored in shooting a morale chit is placed, regardless of whether cover saved the figure or not? If the same figure is hit multiple times in the same activation does this mean the unit accrues multiple chits.
A: You are correct. Multiple hits on the same figure results in multiple morale checks for the unit. As a house rule, I have seen guys NOT apply additional morale results to units when incapacitated figures are hit again.

Q: When an entire team is incapacitated what happens?
A: *It is removed from the game.*

Q: can you merge teams? If so, how or when is this done?
A: *There are no rules for this. In practice this is pretty hard to do in the middle of a fight; however, there are celebrated examples of this in real life, such as the US airborne units forming* ad hoc *units on 6 June 1944. I have intentionally left this unaddressed in the rules so that clubs can do what they want in this regard.*

Q: If the first morale test makes a figure stunned, and the second test makes him fire, should there be a modifier shift? Is this even legal? Also if a morale test stuns a figure, can he then un-stun in the activation?
A: *There are instances when morale results have figures doing things the rules say they cannot do, such as having a stunned figure run toward the enemy. The rules say that morale results trump other rules. So the stunned figure might advance toward the enemy, but he remains stunned at the end of the move. I see this as a dizzy and loopy soldier wandering around a bit before coming to his senses.*

In your specific case, since stunned figures cannot normally fire, there is no stunned modifier to shooting, but the stunned figure will fire as indicated on the morale check result. I think it is reasonable as a house rule, however, to apply one shift to the right for this required shot.

Q: Can a leader swap dice multiple times through the turn provided neither numbered card has previously been drawn? So could he swap his 2 for a 6, then that 6 for a 5?
A: *No, the rules say that a leader may only swap dice once, when either his card or the unit he wishes to swap with is drawn from the Activation Deck.*

Q: Where do I find out the HE size template for various on-board Mortars? Are they in the weapon charts and I just don't recognize the nomenclature?
A: *While it is not clear, the rules say to look in the weapon charts in Section 6. The idea was to look for weapons that were about the same size and use their HE size values.*
Short answer:
   • *Less than 50mm use Small*
   • *Less than 90mm use Medium*
   • *Higher than that, use Large*
I recognize that off-board artillery is covered only briefly in the rules. This was done on purpose, as squads do not generally get a lot of artillery support. The table is "danger close" for larger artillery sizes, e.g., larger than 105mm, so I considered 155mm and the like to be "out of scope" for these rules.

Q: We cannot find the protection value for walls as per 3.22. Where in the rules is it?
A: *It is in table 2 on page 26. Sorry for the confusion. The table applies to several sections of the rules, and I should probably have placed it earlier in the book.*

Q: We were playing Combat Patrol last night and there were a couple of questions about hedges. How close do you need to be to get cover? How close to shoot through? How far behind the hedge is the 'dead ground' where target cannot be seen?

A: Generally, I treat these types of linear obstacles like woods. To fire through the hedges, you need to be touching the hedge. Similarly, to be fired at, you need to be touching the hedge. It is assumed that if the target is several inches beyond the hedge, he is concealed and cannot be targeted. If the shooter is elevated, however, such as firing from an upper story window, soldiers beyond the hedge would not be considered concealed and may be fired upon normally. If the target can be seen and engaged (e.g., touching the hedge), it is protected by the low log icon on the Action Cards.

Q: Do passengers of trucks or civilian, soft-skinned vehicles get a cover save? I know in half-tracks it is the same as a stonewall, we allowed the lowest non bullet proof low obstacle cover save as target is obscured. Is this right?

A: Yes, the low log cover icon protects the passengers of a truck or other vehicle.

Q: Do trucks have any armor values. In vehicle list this varies. German trucks seem very tough with armor 4, Russian trucks have armor 1 and American trucks have armor 0 apart from tough wheels at armor 4. I guess if you fire any sort of anti vehicle weapon at a truck it is going to penetrate and you would go straight to checking if it has brewed up or not?

A: This is an error in the vehicle charts that I am correcting. All the trucks and jeeps should have a protection of 4.

Q: If the loser of a hand-to-hand combat cannot retreat because he has his back against wall what happens? We fought another round of melee straight away.

A: This case did not come up in play testing. I like your approach. If the losing figure is incapacitated, it is a moot point, but if the losing figure is wounded, immediately conduct another round of hand-to-hand combat while applying the wound modifier to the "die roll."

Q: The Double Random™ Activation mechanism works okay for "open field" combat, but it creates strange situations when several units are moving in a column down a road or other restrictive terrain. I don't think it works when the third unit in the column activates before the first one. Is this right?

A: As the rules are written, the situation you describe can certainly occur. It is a matter of personal preference whether you consider this a problem. A way to deal with this is to roll the command dice for the units in the column, but do not lay them next to the leaders. When the first card is drawn from the Activation Deck corresponding to one of the command dice, place the command die next to the first unit in the column, and then it will activate normally. Do this even if the lead unit is pinned and the cad is red. The head of the column is pinned, so the rest of the column will either get bottlenecked or have to leave the road, trail, etc. When the next card is drawn from the Activation Deck that corresponds to another of the pool of command

dice, place that next to the second unit in the column, and then it activates. Do this for all the units in the column. Once a unit leaves the column, it will activate normally and does not get the benefit of this rule.

Q: I found the system rather frustrating to use, I felt that I was constantly fighting to do things against the Activation system, rather than fighting a battle. It seems strange that units do not react or activate when, I think, a real unit would do so.
A: This is a matter of personal preference. The card-based activation (as used in many of the Too Fat Lardies games, The Sword and the Flame, Muskets and Tomahawks, *and other fine rules) is an example of randomized activation. There are others, such as drawing chits from a bag, drawing dice from a bag (Bolt Action), etc. Contrast this with simultaneous activation mechanics or IGO-UGO systems.*

    Some players like randomized activation, and others do not. Such a system enables situations for a unit to get caught in the open, creates friction, etc. Having maneuvered a platoon before and having spent eight years in the infantry, I think that randomized activation does a pretty good job of representing friction. Can this sometimes be frustrating? Yes.

    Having said that, Combat Patrol(TM) has some mechanics that enable players to have a little more control than standard randomized activation schemes.

- **Swapping dice:** *Under many circumstances, leaders are allowed to swap dice with units under their control. This gives you some control over the sequencing of actions, and might have enabled you to move your scouts. Squad (section) leaders can swap with a team within their squad. Platoon leaders can swap with their squads, etc. This is part of the basic rules.*
- **Pulling a card forward:** *Because there is a reshuffle card in the activation deck, there is the chance of the turn ending before a unit gets to activate at all. There is an optional rules that (under specific circumstances) enables a side to pull a card forward of the reshuffle card if that number never came up during the turn. This can avoid the circumstance in which a unit doesn't activate for several turns. Although, it is realistic for some units to get "stuck," recognizing that this can be frustrating in a game, the rules provide this mechanism.*
- **Removing the reshuffle card:** *There is an optional rule to pull out the reshuffle card. This means that you still cannot control the exact activation sequence, but that every unit will activate each turn.*
- *The Double Random Activation(TM) mechanic often has several players activating simultaneously, which avoids the phenomenon of one player doing stuff while everyone else watches.*

Q: Allocating casualties in a circular system, so people way back get hit rather than those at the front seems difficult and not right somehow.
A: Bullets don't stop at the range to the intended target and fall to the ground like in a cartoon. :) The counting does a couple of things. First, you cannot snipe for key figures. Second, it means that a squad leader a few feet behind the front line (where he should be to see and control his squad) may be a casualty. Third, if you always started

counting from the same place, a player trying to game the system could place the key figures to one side or the other of the team so that he cannot be hit.

In practice this process takes less time to resolve a whole team's fire than many rules take to resolve a single shot. Draw a card. Figure number three is wounded. Count one, two, three. Mark him as wounded. Take the next shot. Hit! Figure number two is incapacitated. Start counting from where you left off, one, two. Take the next shot, and so on. This is illustrated in the how-to video at the rules' Web site: link.

Q: Why does Combat Patrol™ cost so much? By the time I buy the cards, rules, etc. and then print them myself, they would cost me $90 in price + ink.
A: I am not sure how you compute that price. There are a number of purchase options that are available, starting as low as $32 $_{USD}$, and I will describe them for you.
The basic rules are free. The how-to videos are free. Playing aids that you might want to download are free from the rules' Web page. I run lots of convention games to give you a chance to try the rules before you invest in them.

The cards are NOT print and play. When you get cards, they are professionally printed and laminated cards. So you do NOT need to factor the toner associated with printing the card decks.

$32 option:

You can purchase four Action Decks, the Activation Deck and a PDF of the full rules for $32 $_{USD}$ from DriveThruCards. (The card decks are $27 $_{USD}$ and the full rule book is $5 $_{USD}$ as a PDF.) This is enough for a four- to eight-person game. (I like one Action Deck per person, but others like two people to share a deck.) You need EITHER Set A or Set B to play, not both. You only need both sets of cards if you want to play very large games. Because there are no chart cards and because the game is so intuitive once you get the hang of the card mechanic, you don't really need a printed book if you have the PDF. Some people, including me, like a printed book, so then you have the next purchase option...

$48 option:

You can purchase a full-color printed version of the full rule book from either On Military Matters or Sally 4th for ~$48. This gives you two Action Decks and an Activation Deck as well as a paper rule book. This is competitively priced with other sets of rules that include cards, such as Muskets and Tomahawks, Chain of Command, or Sharp Practice.

$59 option:

You can purchase both Set A and Set B ($27 each) and the PDF ($5). This gives you EIGHT Action Decks and two Activation Decks (you only need one Activation Deck, but each card set comes with one). It also gives you the PDF of the full rules.

$75 option:

If you want a printed rulebook and more cards, you could begin with the starter set ($48) described above and purchase either set A or set B ($27). You can purchase

decks of cards beyond the starter set as you feel the need to play larger games; you don't need them to get started.

$80 option:
      Same as the $75 USD option but with both the printed book and the PDF version of the full rules.
Not until you want BOTH Set A and Set B and a printed book do you reach your $90 USD figure.

      This has been argued many times on this forum and other fora. People think nothing of dropping $60 USD at the movies but will grouse about $40 USD or $50 USD for a rule book that -- if you like the game -- will provide dozens or hundreds of hours of entertainment.

      So you can "buy in" for as little as $32. ***I see that as a bargain.***