

# COMBAT PATROL™: WWII

with

## **Skirmish Campaigns**

The *Skirmish Campaigns* books are an excellent source of scenarios for World War II games. At the front of each of the books is a section that explains the generic ratings used in the scenarios to describe the training, morale, and leadership of the units involved. There is even a table near the front of each book that describes how to map the Skirmish Campaigns ratings to many popular sets of WWII skirmish rules. As *Combat Patrol™* did not exist when most of the *Skirmish Campaigns* books were written, there is no corresponding row in this table for *Combat Patrol™*. This short supplement is meant to be a guide to players of *Combat Patrol™: WWII* who want to fight scenarios from the *Skirmish Campaigns* books.

### **Training:**

In *Skirmish Campaigns*, training is grouped into six grades:

- T1+: The most elite, extensively trained specialists who have seen combat (e.g., Falshirmjaeger Engineers, some US Rangers, Commandos, etc.)
- T1: Elite soldiers with extensive experience, very well trained, and disciplined.
- T2: Well-trained combat veterans of quality armies, elite units of lower-quality armies
- T3: Well-trained regulars with little or no combat experience, regulars of most armies
- T4: Untested green troops with poor training (e.g., Russians in 1939, Norwegians in 1940)
- T5: Very poorly trained troops such as civil militia and prison troops

Skirmish Campaigns Training Ratings	Combat Patrol™: WWII Ratings
<b>T1+</b>	Accuracy: Elite Melee: 2 Reaction: 4 Endurance: 4
<b>T1</b>	Accuracy: Elite Melee: 1 Reaction: 3 Endurance: 3
<b>T2</b>	Accuracy: Regular Melee: 1 Reaction: 3 Endurance: 3
<b>T3</b>	Accuracy: Regular Melee: 0 Reaction: 3 Endurance: 3
<b>T4</b>	Accuracy: Green Melee: 0 Reaction: 2 Endurance: 3
<b>T5</b>	Accuracy: Green Melee: -1 Reaction: 2 Endurance: 3

## Morale:

In *Skirmish Campaigns*, morale is grouped into six categories:

- A+: Fanatics
- A: Top quality, highly-motivated troops (e.g., SS Panzer Grenadiers, Commandos, Rangers, some Japanese)
- B: Veteran troops, troops defending their homeland
- C: Average motivation troops, motivated partisans, and exhausted veterans
- D: Reluctant or shell-shocked troops
- E: Extremely unwilling troops, forced conscripts

Skirmish Campaigns Morale Ratings	Combat Patrol™: WWII Ratings
<b>A+</b>	Guts: Elite
<b>A</b>	Guts: Elite
<b>B</b>	Guts: Regular
<b>C</b>	Guts: Regular
<b>D</b>	Guts: Green
<b>E</b>	Guts: Green

## Leadership:

In *Skirmish Campaigns*, leaders come in the same six morale or leadership levels as Morale, described above. In *Combat Patrol™: WWII*, leaders can have different attributes, in this case including different Guts levels. Use the table below to determine the Guts level of the leader.

Skirmish Campaigns Leader Ratings	Combat Patrol™: WWII Ratings
<b>A+</b>	Guts: Elite
<b>A</b>	Guts: Elite
<b>B</b>	Guts: Regular
<b>C</b>	Guts: Regular
<b>D</b>	Guts: Green
<b>E</b>	Guts: Green

*Skirmish Campaigns* also includes a number of asterisks after the leader's morale level to indicate special leadership abilities. These are not used in *Combat Patrol™: WWII*.