Combat Action Command™

CAC LITE Rules
By Lee T. Sowers

The rules below were adapted from the full Combat Action Command (CAC) rules to give you a feel for the game system. Paragraph numbers are included for those who have the full rules. The LITE rules do not cover Tanks, Artillery or Aircraft, but they will let you get a good feel for how the special Turn Sequence and Combat Action "Interrupt" Command provides a unique realism reflecting the chaos of combat. You can also see how the Data Cards facilitate play.

1.0 To Play. You need many six sided dice (d6), at least one twenty sided die (d20), a ruler that measures in inches, and markers for marking combat results and casualties (also as a Free PDF).

2.1.1 Basic Unit: Team: Troop and HW stands, as well as Tanks and Guns are called Teams. The basic infantry team in Company level *CAC* is a Squad of 8-12 men. Differences in Squad strength are accounted for by differences in their Strength Points (SP). For simplicity all of the teams in this scenario are Troop Teams: Infantry, Heavy Weapons, or Snipers. Tank, Gun and Aircraft teams are in the full rules

2.2 Combat Quality (CQ) Rating/CQ Test: All teams are assigned one of five **Combat Quality (CQ)** ratings based on training, experience, and leadership. The veteran Panzergrenadiers are rated as **Elite** *(passing a CQtest on a d6 roll of 3+)* while the Russians are rated as **Regular** *(passing CQtests on a 4+).*

2.3 Interrupt: The Combat Action Command (CAC): A Combat Action Command (CAC) represents an interrupt in the normal sequence of play, where a team can perform one additional – *and specific* -- action above and beyond what is allowed in a particular phase.

EACH TEAM IS ALLOWED ONE AND ONLY ONE CAC PER TURN!

Deciding exactly when to use your unit's one CAC action – and CACs are key to this game – provides that delightful mix of uncertainty and excitement in the game. A CAC allows a team to:

Fire during a *MOVE phase* (friendly or enemy). A CAC *never* allows you to move twice during a move phase, **OR,**

Move at the beginning of the *FIRE phase*. A CAC *never* allows you to fire twice during the fire phase.

A team using a CAC receives a blue and white "CAC" marker to indicate it has used its CAC for the turn. CACs are issued one at a time, with all activity and effects performed in their entirety before moving on to the next team. In the event both sides declare a CAC to fire simultaneously, both teams roll 1d6 (the Russians add '0'; Germans add '1') and high score fires first. If scores remain tied, firing is simultaneous.

2.31 CAC to Fire. Issued only during the **move phase** (either side), a team on either side interrupts the sequence of play and may fire anywhere along its move, even if it did not move at all. Teams *NEVER* CAC to fire in a **fire** phase. All of the rules for firing, including range limitations, line of sight (LOS), and spotting, must be followed when using a CAC to fire. This specifically allows teams to move and fire, fire and move, or partially move, fire, and then complete the move. Essentially, teams from either side may fire at any time during either move phase by issuing a CAC -- even if the target team has not yet moved.

2.32 CAC to Move. Issued only at the **beginning** of the **fire phase**, a team interrupts the sequence of play and moves. Teams *NEVER* CAC to move in a **move** phase. All of the rules for moving, including

terrain restrictions, must be followed when using a CAC to move. The team can be fired upon by enemy teams at any time during the fire phase. *All fire during the fire phase is considered simultaneous*.

3.0 Turn Sequence: The Turn Sequence consists of five phases all of which are performed every turn:

> Phase 1: Roll for Initiative   *(winner of Initiative chooses to be Side A or Side B for this turn)*
> Phase 2: Side A Moves   *(all Personal Combat occurs at the end of the phase)*
> Phase 3: Both Sides Fire   *(all Personal Combat occurs at the end of the phase)*
> Phase 4: Side B Moves   *(all Personal Combat occurs at the end of the phase)*
> Phase 5: Recovery: Reorganize, Repair, and Rally Teams   *(no firing or movement occurs)*

3.1 Roll For Initiative: Both sides roll 1d6, with Germans getting a +1 modifier. Reroll ties. High score is the winner and they _decide_ whether to be Side A or Side B for the turn. Initiative is rolled every turn.

3.2 Side A Moves: Side A moves all, some, or none of its teams, one team at a time. Either side may CAC to fire teams that have not yet fired this turn. Mark all such teams that fired with a "CAC" marker

3.3 Both Sides Fire: At the ***beginning*** of the Fire Phase, Side B declares all CAC moves and moves designated teams on team at a time, then Side A declares all CAC moves and moves teams one team at a time. ***Either side's teams may fire <u>with or at</u> CAC-moved teams at any time during their move***. After all CAC moves are finished, Side A fires some, none, or all its teams that have not fired this phase. Side B then fires some, none, or all its teams that have not fired this phase. Remember, all fire during the Fire Phase is ***simultaneous***, teams that suffer KIA, Damaged, and Destroyed results may Return Fire during this phase if the team has not already fired during the phase. *Note: teams that CAC to Move also get to fire during the Fire Phase during or after their move, <u>a CAC can't be used to fire twice during the Phase</u>*.

3.4 Side B Moves: *Same as Side A Move Phase except Side B now moves.*

3.5 Rally Phase: No movement or firing. Remove CAC markers. CQtest to remove pinned markers. Leave all other markers, such as Wounds and Panic Markers, on the Team.

5.0 Movement: All movement distances are in inches and players may pre-measure all movement (and firing) distances. Each team's movement is listed on its Data Card, and the number of inches a team may move depends on the terrain, when moving through different types of terrain prorate the teams movement.

5.1 Types of Terrain: A Team's movement in different types of terrain is in the Movement box on its Data Card. Stalingrad's terrain divides into several classes which are indicated on the map legend. All buildings and ruins are always **UnSafe** terrain. The river is **Impassible** terrain. There is no **Soft** terrain.

5.2 Team Movement: Teams move all, some, or none of their movement allowance in any direction, one team at a time during their side's Movement Phase. Teams may move at the beginning of the Fire Phase by using a CAC. Teams pro-rate their movement through various classes of terrain, and must stop after entering a house or ruins. Complete one team's move entirely before starting the next team's move.

7.1 Line of Sight: Before a Team fires at the enemy, it must first trace a Line Of Sight (LOS) path to the enemy team. This path must be free of blocking terrain. Teams may fire into, but not through buildings and woods. Friendly and enemy teams _do not_ block LOS. Every team has full 360-degree vision for LOS.

7.2 Spotting: Enemy teams in buildings, ruins, or trees, must be spotted to be fired at. Enemy teams are spotted only if they fire _or_ if a friendly team comes within 1" of them. Once spotted, they remain spotted.

7.6 Cover: There are four cover classes: **In The Open, Light Cover, Heavy Cover,** and **Dug-In**. When troops first enter cover they are automatically in Light Cover, but _may CQtest to gain Heavy Cover_.

Troops moving out of cover In The Open are considered to be in Light Cover (Breaking Cover) during that phase only. In this scenario, the Russians are Dug-In whenever in Cover, with _no COtest is required_.

8.0 Firing: Infantry and Heavy Weapons fire represents rifles, machine guns, and other small arms that put down a volume of fire in an area or on an enemy team. *AFV, Artillery, and Air Support are covered in the full rules.* Teams ALWAYS fire one at a time, with results resolved before the next team fires.

8.1.1 Firing Troop Teams: *(stats in example are "generic" and may not match Scenario Data Cards)*

	FIRING					
HQ	**HQ Team (1) PIAT Team (2)**	**Open**	**Light**	**Heavy**	**Dug-In**	**PIAT vs. Troops**
	Roll 3d6: range up to 3"	4	3	2	1	roll 2d6 to 2", hit on "2" any Cover
	PIAT 2d6 Accuracy = '6' up to 2" Armor Penetration = 3d6+10					
	* Both HQ Team and PIAT Teams have PIATs with unlimited Ammunition					
Hvy Weapons	**Mortar (1) HMG (1) Sniper (1)**	**Open**	**Light**	**Heavy**	**Dug-In**	**Mortar v AFV-Veh**
	Mortar roll 4d6: range 3" to 48"	4	3	2	1	roll 1d6 up to 24"
	HMG roll 6d6: range up to 60"	4	3	2	1	FAV -6 PAV -4
	Sniper roll 2d6: range up to 18" *	5	5	4	3	Vehicle/Gun +1
	Mortar only - Target Troop Teams hit are +1 to d20 Damage Rolls					
	*Sniper only fires at Troop Teams, not Guns or Vehicles - Troop Teams hit are +3 to d20 rolls					
Infantry	**Troop Teams (6)**	**Open**	**Light**	**Heavy**	**Dug-In**	**Molotov Cocktails**
	Roll 6d6: range up to 3"	4	3	2	1	roll 1d6 up to 1"
	Roll 4d6: range from 3+" to 24"	4	3	2	1	FAV -1 PAV +1
	Target Troop Teams hit have +2 to d20 Damage Rolls					Other Teams + 3

1. Look on the Data Card to find the firing table for the firing team; Data Cards will list all weapons in a Company from Infantry Squads to Machine Guns, Mortars, Snipers and Anti-Tank weapons.
2. For this example assume you are firing a **Troop Team** at an advancing enemy team in Light Cover.
   a. Measure the range to determine the #d6 rolled. If the enemy team moved to within 1" away, the number of dice rolled is 6d6 (six d6s); if the team been over 3" away, you would roll only 4d6.
   b. Determine LOS/Spotting; since the enemy Team is in Cover they must fire or be within 1" to be fired on. Since they are within 1" you may fire at them even though they have not yet fired.
   c. Determine what type of Cover the target is in to get the To-Hit number. In this case, the enemy Team is in Light Cover, which means the "To-Hit" number is '3', so you must roil a *'3' or less.*
   d. Roll 6d6; every roll of a *'3' or less* scores one Hit on the enemy Team; you could score 6 Hits.
   e. For each Hit the _Enemy Team_ rolls 1d20 and looks up the results **on their team's Data Card**. _Note that in this case they must ADD '1' to each d20 roll;_ these troops are deadly accurate!
   f. Apply all d20 damage results immediately _before_ going on to fire with the next team.
3. All teams, Mortar, Sniper, MG etc.; use this same procedure to fire, except the #d6 and ranges differ.
4. AT fire is not used in this scenario; ignore data for ATR, Molotov Cocktails, and Mortars vs. AFVs.
5. Teams rolling more than 1d6 may allocate them **_before rolling_** to any or all Enemy Teams in range.

10.1.1 Applying Troop Team Hit Results; for each Hit, the target team rolls 1d20 on its Damage table.

1. Apply **KIA/Strength Point** losses. If the d20 result is "KIA", make a CQtest; if _passed_ the team receives a **Critical** Marker; if _failed_ remove the team from play. If Strength Point (SP) losses are greater than or equal to the team's SP (see top left on data card) remove the team from play _without a CQtest_. If SP losses are > ½ team's SP, apply **Critical** Marker (team _moves and fires at ½ effect – i.e. rolls ½ #d6 – add '1' to every future SP loss result_). If SP losses are <= ½ team's SP, apply **Wound** Marker (_and add '1' to every future SP loss result_). Teams with Critical or Wound Markers may not CQtest to change Retreat d20 Results into Pinned Results.
2. Apply **Panic** results; team makes a double Retreat Move, the Panic marker is NOT removed. If the team is forced to retreat off the table or comes into contact with an enemy team it is KIA.
3. Apply **Retreat** results; team makes a full move away from enemy, **_then remove Retreat marker._**
4. Apply **Pinned** results; team moves ½ and fires at ½ effect (i.e. rolls ½ #d6). When first Pinned a team stops moving. Pinned Teams must Pass a CQtest to CAC. Pinned marker is not removed. A team that is not Critical or Wounded may CQtest to change Retreat d20 Result in a Pinned Result.
5. Teams may remove Pinned and Panicked results only during Phase 5 by passing a CQtest.
6. Teams may only have ONE Pinned, Panic, Retreat, Critical, or Wound marker at a time; further Pinned, Panic, Retreat, or Wound d20 results are ignored. A second Critical makes the team KIA.

11.0 PERSONAL COMBAT (PC): Personal Combat (PC) represents close-range fighting with pistols, grenades, etc. and occurs when a team moves into base-to-base contact with an enemy team, _or_ occupies or moves into the same building or ruins as an enemy team. PC is resolved at the _end_ of each Move Phase and Fire Phase. The moving team is always the Attacker and the stationary team is always the Defender.

- A maximum of three teams may engage one defending team in PC, all must be in base contact.
- Once in contact, teams end all movement, but may fire at enemy teams in base contact (only).
- Teams uninvolved in PC are prohibited from firing at any enemy team in base-to-base contact.
- Roll 1d6 per team in PC and then add or subtract all applicable PC modifiers listed on the Data Card (under "Personal Combat Modifiers"). For a PC with two or three attacking teams against one defending team, the attacker rolls 1d6 PER team, _but uses only the single highest roll_.
- Compare the attacker's highest roll with the defender's roll. High roll wins the PC. The loser subtracts his roll from the winner's then rolls that many d20 Damage/Hit Results. If the attacking and defending rolls are TIED, then both sides roll 1d20 Damage/Hit Result. Apply d20 results.
- PC ends when all teams from one side are no longer in contact due to d20 Results, OR _when one or both sides elect to voluntarily end the PC by retreating_ (treat this as a d20 Retreat Result).

Designer's Thoughts

It is very important to understand the type of battle CAC is trying to simulate, a Company/Platoon sized battle that you see in popular war movies and series such as _Saving Private Ryan_, _Platoon_, and _Band of Brothers_. Or like you can read about in S.L.A. Marshall's great books such as _Battles in the Monsoon_ about Vietnam and _Battle at Best_ about Operation Market Garden.

The distance scale is 3" equal 100 meters. Movement and ranges are normal movement speeds and effective weapon ranges, not the fastest speed or longest range. Combat Quality is self-explanatory, even the worst trained troops have an advantage over mobs. Damage Results Tables are from actual research and reflect the Shermans 'Ronson' effect or the early Panther's shot trap.

Why give away the "secret"? Well, because there is no secret. CAC was created as a tool for gamers, historians and the military to simulate and study small unit combat. And to have fun. The more people that are playing it, and tinkering with it, the more people that are learning and the more fun they are having. So go ahead, experiment. Have fun. Learn something.

<u>IN ORDER TO PLAY THESE DEMO RULES YOU MUST DOWNLOAD DATA CARDS AND MARKERS</u>