

Combat Action Command™

Shattered Remnants Scenario Generator (SRSG)

Copyright © 2018 by Lee T. Sowers
All Rights Reserved; Including DEMO & Playtesting Versions

Lee T. Sowers – Author

Visit Our Website

www.SkirmishAction.com

Please feel free to email the author with your comments and suggestions: leesow@aol.com

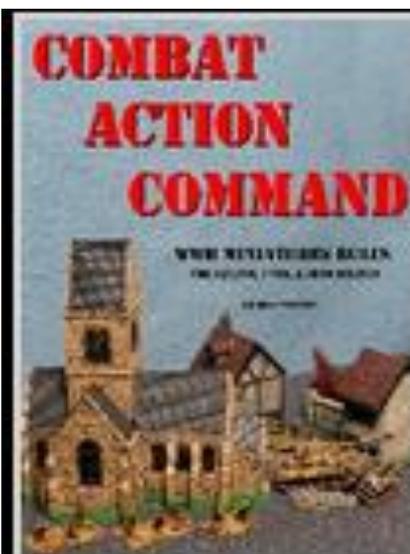
General Notes

SRSG was designed to reflect the many battles in late 1943-44 where one or both sides scraped together whatever was available and threw it into the fray. The Breakout in Normandy, Operation Market-Garden and the Battle of the Bulge come to mind. There are also many examples on the Eastern front from Kursk onward, and even in Italy such as the Anzio Landings which caught the Germans completely by surprise.

The Scenarios generated with this system are not intended to feature fully balanced forces, battles seldom did. It's not a tournament system whereby players face off with equally matched forces. In order to give a *reasonable* degree of play balance, deployment rules vary based on the relative strengths of the sides.

These scenarios designed to be played with **Combat Actions Command** rules using 15mm figures where one vehicle is one vehicle and troops are mounted as "Fire Teams" with 4-5 figures on a base. However, they can easily be used with other rules where one vehicle or base represents a platoon or company. The term Team is used throughout to represent one vehicle, AFV or gun, or one base of troops.

There are 6 Sections in the SRSG covering everything from selecting terrain and rolling up forces to victory conditions and multi-player games. Creating a game using ALL SRSG rules could well take 30-45 minutes to set-up but gives a truly "random" battle. ***Those who want faster set-up, who just want to throw some terrain on the table, select forces and get to fighting, can opt to use only those Sections of the SRSG they feel provide the type of game they want to play.*** Remember the objective is to have fun!



Combat Action Command
Rules Available From On
Military Matters

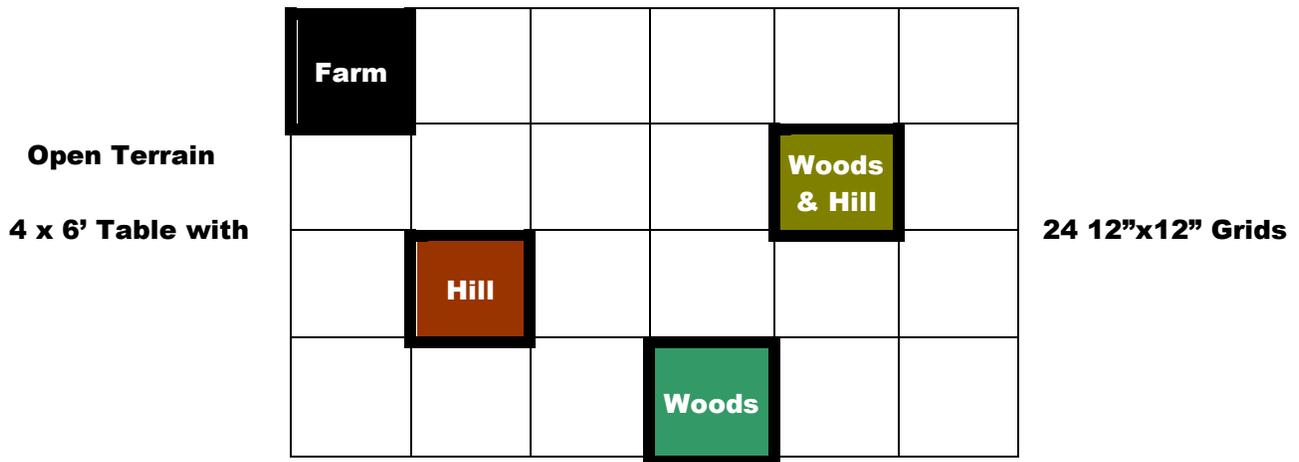
COMBAT ACTION COMMAND: WWII Miniatures Rules for 10/12mm, 15mm, & 20mm

A clever set of rules written by Sowers, who adapted his modern version that taught tactics to Delta Force, NY City SWAT, and various army units into a WWII set of rules. Can be played with nail-biting gusto on a 4x6-foot table (or as small as a 2x2-foot table). Data cards carry all the necessary info -- newbies learn quick how to play, grognards use historical tactics to achieve victory. This is more simulation than game.

Most of all, YOU control the action. Forget dice- or card-controlled activations or IGo-UGo 'gotcha!' sequences. YOU and only YOU decide when to engage or retreat, when to open fire or lay low, and when to charge or maneuver. Of course, the enemy has the exact same control, so victory comes down to a battle of skill -- and knowing how to use the unique capabilities of your units.

- * Geared for 15mm, but can use 10mm, 12mm, and 20mm figures - NO REBASING!
- * Each Team stand equals one troop squad or a single tank, vehicle, or gun -- play platoon to company sized battles with ease.
- * Asymmetric turn sequence with CAC interrupt allows you to size up the situation, seize initiative, and coordinate small unit attacks and defense.
- * Clever Data Cards for each unique Team account for training, morale, experience, and weaponry so you spend more time commanding, not stat counting!
- * Includes 24 Data Cards covering major US, German, and Soviet units, plus artillery, aircraft, AA, snipers, HQs, mortars, and specialty weapons like Molotov cocktails and sticky bombs.
- * Points system for tournaments and balanced scenarios.
- * Two 1944 scenarios included -- Saving Private Ryland (West Front) and Saving Field Marshall Model (East Front).
- * Requires six-sided dice, twenty-sided dice, a scatter die, and ruler.
- * Full color, with detailed explanations of key concepts and necessary markers. Supplements with more data cards available.
- * Website support offers lots more scenarios, free data cards, other playing aid downloads, AARs, strategy tips, and an exchange of ideas with the designer via e-mail and blog.

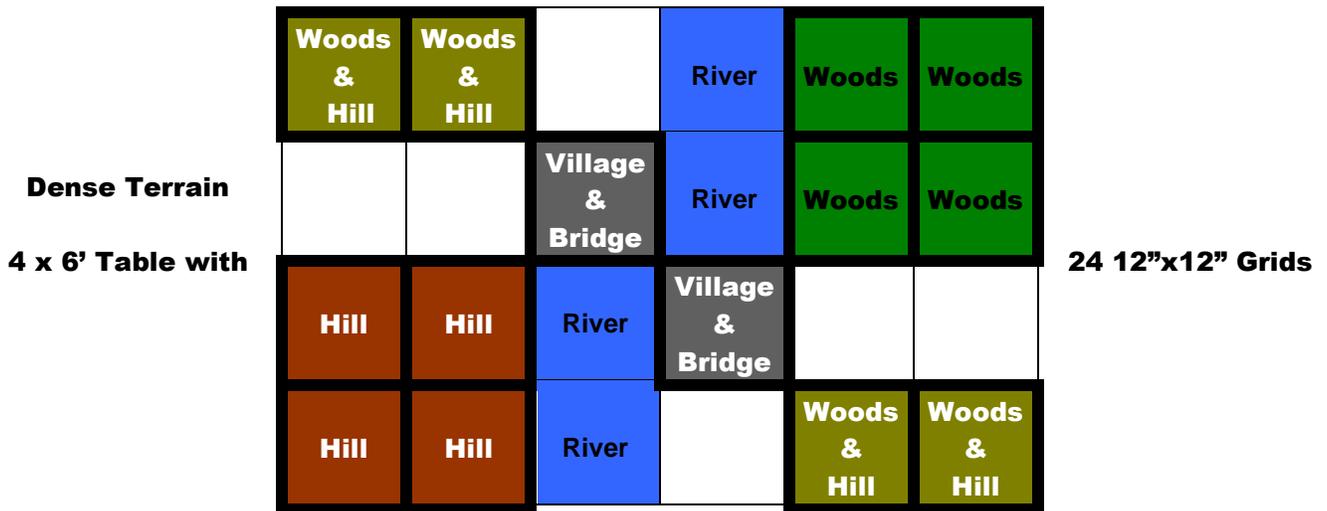
Terrain Type, Feature & Grid Diagrams (4' x 6' Table has 24 Grids)



Up to 25% Terrain Features (up to 4 Grids) = Steppes, Desert or Open Terrain (Example: Russia)
Notes: Different Terrain Pieces (such as Hills & Trees) may be combined within one Grid.



>25% to 50% Terrain Features (5 to 12 Grids) = Standard or Mixed Terrain (Example: Western Europe)
Notes: Roads, Rivers (even with a Ford) and Fences alone are NOT Terrain Features; however, a Bridge is a Terrain Feature.



Over 50% Terrain Features (13+ Grids) = Dense, Urban or Rough Terrain (Example: Ardennes)
Notes: River is not Terrain; Terrain Pieces (such as House & Bridge in a Village) may be mixed within one Grid.

SECTION I – TERRAIN SELECTION & SET-UP

Definitions.

- **General Terrain Type** – General type of Terrain for Table; Steppe, Desert, Bocage, Urban, etc.
- **Tabletop Grid** – an imaginary Grid of Squares 1' x 1' (12" x 12") superimposed on the Tabletop, this Grid is used to determine where (and how many) Terrain Features; Deployment Zones and Objectives are located.
- **Terrain Feature Grid (or Terrain Grid)** – Terrain Pieces which occupy ONE Grid on the Table. A Terrain Feature may consist of one Terrain Piece such as a Hill, or many Pieces such as a Farm or Small Village. Adjacent Terrain Grids may contain the same type of Pieces (example a large Hill or Town) but they are still considered separate Grids for Setup and Objective Placement. Terrain Feature Grids usually have many Terrain Pieces.
- **Terrain Piece** – an individual Scenic Model, a House, a Bridge, a Stand of Trees, or a Hill. One Terrain Grid could contain MANY Terrain Pieces in the case of a Village; several Terrain Pieces in the case of a Small Farm, or only one Terrain Piece in the case of a Bridge, Hill or patch of Woods. Several small Hills could also occupy one Grid. The number of Terrain Pieces used in a Grid is not relevant, the number of Terrain Feature Grids is.
- **Non-Terrain** – a designation used for Setup purposes only. Terrain that extends over many Grids, such as Rivers, Roads, Rail Embankments and Fences, is not considered a Terrain Feature and cannot be an Objective.
- **Objectives** – Objectives must be ONE Terrain Piece in a single Grid; even if the Grid contains multiple Terrain Pieces. Players place Objectives after all other Terrain has been set up; if the Objective Grid already contains Terrain Pieces, the Player placing the Objective must CLEARLY indicate the Objective Terrain Piece. Objective Terrain Pieces must NOT be placed in such a way as to Block Access from ANY Direction unless the Scenario specifically states they are to be placed on a Table Edge. Objectives may NEVER be placed in a Table Corner even if the Objective Grid is a Corner Grid and the Placement is on a Table Edge. Other Terrain Pieces may be Moved (or Removed) to make room for the Objective Terrain Piece only if there is no other option available.

Table Terrain Setup Rules.

1. **Table & Terrain Setup Diagrams.** The Diagrams shown on the prior page are only meant to serve as examples. The actual placement of Terrain Features and the type of Terrain Pieces used is up to the players. Players must attempt to place an equal number of Terrain Feature Grids in each Table Half, and in each Quarter if possible. Players are free to vary Features to fit the battle; Stalingrad would be Urban Terrain with buildings and few Woods or Hills; whereas the Ardennes might be mostly Hills and Woods with only an occasional Small Village.
2. **General Terrain Type.** The General Terrain Type used for Table Setup is independent of which Scenario is being played. General Terrain should be based upon mutual agreement of the Players and should conform to the historical area being represented in the battle. Examples: Russia should be Steppes & Woods; Kursk could be either Steppes or Mixed, and Stalingrad would be Urban. Normandy would be Dense (using Hedgerows – see #4) or Urban. North Africa could be Open, or in Tunisia, Mixed. Italy and Sicily would be Mixed or Dense.
3. **Terrain Pieces vs., Terrain Grids.** Any number of Terrain Pieces in a Grid makes it a Terrain Grid, a Grid does not need to be “full”. For example, a Farm may be several small buildings, a Farm House, a Barn and a Stable, which occupy just a portion of the Grid. A Hill or Woods may cover only a portion of a Grid. However, a Town Grid may be completely full of Buildings. For Setup, the ENTIRE Grid is considered a Terrain Feature Grid regardless of the number of Terrain Pieces used.

4. **Non-Terrain.** Note that “non-Terrain Features” such as Rivers, Stone Fences and Roads do not count as Terrain Grids for Set-up. However, other Terrain Features in the same Grid (example: Woods; a Bridge) do count. Railroad Embankments that span several Grids are NOT Terrain; therefore they do not count as a Terrain Grid. In Normandy a Grid completely outlined by Hedgerows may be considered a Terrain Feature Grid. Non-Terrain does NOT count toward the Number of Terrain Grids when determining % of Terrain on a Table.
5. **Terrain Setup.** The actual method used to Setup is as follows. Both players should be present and should determine the General Type of Terrain (Open – Mixed – Dense, etc.) and the specific Terrain Features to be used. Players should agree on Terrain Pieces; a single Feature may consist of several buildings in the case of a Farm; many buildings for an Urban Area, or several small (or one large) Hill or patch of Woods. Terrain Pieces should be placed near the Table. Players then roll a d6 to determine who will fill the first Terrain Grid. Players then alternate filling the various Terrain Grids until the total number of Terrain Grids have been filled with Terrain Pieces. After all of the Terrain Grids have been filled, Players may add any desired amount of Non-Terrain Features such as Roads, Rivers, Railway Embankments and Fences to finish the Table’s Terrain Setup.
6. **Single Player Set-up.** Many times both players are not present for Terrain Setup. This is often the case where the first player to arrive (or the Hosting Player) grabs a Table and sets up. In this situation, one Player may set up all the Terrain Feature Grids using the General Terrain (Open – Mixed – Dense) and Terrain Pieces that both Players have agreed to. If this occurs, the Player who did NOT participate in the Terrain Setup may choose which Side of the Table they want REGARDLESS of Scenario Rules; this Rule supersedes Scenario Rules. This can be accomplished by using a “mirror image” of any Scenario’s specified layout of DZ and Objectives.

SECTION II - OBJECTIVES

Selecting Objectives: After the Scenario has been determined, Players may choose Terrain Pieces to be Objectives or to make it interesting may roll for the Terrain Piece to be used according to the list below ...

Suggested List of Objectives (Roll 2d6 – Lookup Total On List Below)

- 2 = Supply Dump, Oil or Ammo Depot (cannot be Moved or Destroyed)
- 3 = Winery, Distillery, Inn or Hotel (must be significantly larger than a normal House)
- 4 = Abandoned Bunker or Fortification (starts unused, may be occupied during the Game)
- 5 = Bare Hill, no Trees
- 6 = Wooded Hill (even in a Town, this could be a Park, etc)
- 7 = Farm House (small Village House if in a Village; Large House in a Town Terrain Grid)
- 8 = Church, Observation Tower or other Tall Building (Grain Silo, Oil Tank)
- 9 = Patch of Woods, no Hill
- 10 = Large Area of Ruins, counts as Unsafe Terrain (Destroyed Building)
- 11 = Small Factory, or large Farm Building (like a food processing facility)
- 12 = Train Station or Rail Yard (may substitute an Auto Garage if not using Trains).

By mutual agreement, Players may decide to use any Terrain Pieces that are appropriate to their Battle as their Objectives; however an Objective MUST be a Terrain Piece which can be Defended, and may provide Cover and Block LOS; it may NOT just be a “Marker”, Spot or Chip!

During the course of a Game, an Objective may NEVER be Moved, Destroyed, or Blown Up. If an Objective Building becomes Destroyed as a result of Fire, then the Ruins still count as the Objective. The intent of this Rule is that no Player should be able to deny the Enemy their Objective by messing with the Objective.

Placement of Objectives. Objectives are selected and placed before forces are rolled up. After selecting the 5 Terrain Pieces that will be Objectives, label them A through E. Side's alternate (*roll d6 to determine who's first*) placing the 5 Objectives. Objectives must be placed exactly on the long (6') centerline of the table, no Objective may be within 8" of a short table edge and Objectives may not be placed within 8" of each other.

AN OBJECTIVE MAY NOT BE PLACED BEHIND IMPASSABLE OR LIMITED ACCESS TERRAIN.

For example; an Objective Terrain Piece may NOT be placed BEHIND a River that does not have a Bridge or Ford leading directly to the Terrain Piece; nor may an Objective Terrain Piece be placed in a Table Corner.

Special River Objective Rule. If the Objective Grid contains a Stream or River, the Player placing the Objective may choose to use a Bridge, Ford or Ferry as the Objective. A Bridge cannot be Destroyed, even with High Explosives. A Ford cannot be filled in or blown up. A Ferry must be placed on the side of the River closest to the Forces trying to capture it, and during the game it cannot be Moved, Blown Up or Sunk by either Player.

Determining Your Side's Objectives. After Objectives have been placed but *before* forces are rolled up, Side A randomly draws 3 Chits labeled A-E from a cup. These become Side A's Objectives. After Side A draws, return Chits to cup and Side B then draws 3 Chits. DO NOT disclose your draws to the other Side, but write them on a small slip of paper and place them under your CiC Team. *Note that both Sides may draw some, or all, of the same Objective Chits.*

SECTION III - ROLLING UP FORCES

Players roll up their forces using d6 (or d3 and d2) for various categories of "Teams". A Team is one AFV, ATG, HW or 4-5 Figures on one Base. The AFV or Base can represent individual troops and vehicles OR a Team may represent a platoon or even a company of tanks and troops. The scale does not matter. For best effect, players should roll up forces immediately before a game.

1. Teams are rolled up using d6, d3 and d2 (for d3 divide roll by 2, for d2 divide by 3, round UP).
2. Sides **alternate** rolling for, and then *immediately selecting*, each Category of Team on the list.
3. For some categories a Minimum number of Teams is given, if rolls total less than the minimum listed then that Side takes the minimum. If it says No Minimum, then whatever is rolled is taken..
4. A Side may **"Pass"** and *not roll* for a Category (*but you can't "save" the rolls for other categories*).
5. Sides are rolled up *after* Terrain is placed so players know the battlefield when selecting Teams.

Players often like to spend some time creating their lists – that's part of the fun. It also lets you get the game started quicker when it's time to play. But it does remove some of the randomness. For players who wish to "roll up" lists beforehand, simply use this formula: for a d6 roll take 3 Teams; for a d3 take 2 Teams and for a d2 take 1 Team. Ignore all Minimums. Roll up Air Strikes "on site".

Unit TO&E & Command & Control

1. Regardless of historical TO&E, or the unit organization rules you are using, each Side may have a maximum of one CiC, one 2iC and five HQ (for companies and/or platoons). Players must designate these Teams from **any** Team rolled-up, no **additional** Teams may be taken for HQs.
2. Each Side may divide their forces into a maximum of six (6) Units, six commanded by the five HQ and the 2iC. A Side may have less, but never more, than six (6) Units.
3. **Teams may be freely mixed in Units without any limitation as to number or type in a Unit*.**

**Design Note: this simplifies having to make special rolls for Team types such as Tank Riders and also reflects the "Shattered Remnant" theme where TO&Es were often ignored.*

Team Categories. (roll indicated die/dice for each category and chose Teams immediately)

- **Unarmed/Unarmored Transport = 1 Point/Team - roll 2d6 (Min 6 Teams).** Note 3 Teams Max may have an AA MG up to .50 cal/12.7mm in size. Transport may be selected as HQ Teams.
- **Infantry = 2 Points/Team – roll 3d6 (Min 8 Teams) MG Teams are Heavy Weapons Teams.**
 - Adjust total number of Teams rolled up for Combat Quality Rating as follows:
 - ✓ CQ 6 (Conscript) – add 25% to number of Teams – round up (Minimum 10 Teams)
 - ✓ CQ 5+ (Trained) – add 10% to number of Teams – round up (Minimum 9 Teams)
 - ✓ CQ 4+ (Veteran) – use the number rolled without adjustment (Minimum 8 Teams)
 - ✓ CQ 3+ (Elite) – deduct 10% from number of Teams – round up (Minimum 7 Teams)
 - ✓ CQ 2+ (Special Forces) – deduct 25% from number of Teams – round up (Min 6 Teams)
- **APC/Halftrack = 3 Points/Team – roll 1d6 (Min 2 Teams) Max 1 Team weapon to 40mm plus 1 Team Max may have any weapon including Flamethrowers or Rockets – additional with weapons may be taken as Light or Medium AFVs and count as AFV/ATG and not APC/Halftrack Teams.**
- **AT Rifle/AT Rocket Launcher = 4 Points/Team – roll 1d6 (Min 3 Teams) Foot not Vehicle.**
- **HW/MG/Flamethrowers/Mortars = 5 Points/Team. Roll 1d6 (Min 3 Teams) Foot not Vehicle.** Note: <=60 Mortars (> 60mm count as Light Artillery); this category includes Light/Medium MG.
- **HMG/AA (up to 40mm) = 6 Points/Team – roll 1d3 (No Min)**
- **Light AFV/ATG (to 57mm = 7 Points/Team – roll 1d6 (Min 3 Teams).** In 1944 Russian T34/76; US M4 75mm, M24 Chafee and Pz III/IV 75/L24, may be taken as Light and/or Medium AFVs.
- **Medium AFV/ATG (to 77mm) = 8 Points/Team – roll 1d6 (Min 3 Teams) if not taking Heavy or Super Heavy AFVs; if taking them, then you roll only 1d3 with No Minimum, declare before rolling.**
- **Heavy AFV/ATG (78-99mm) = 9 Points/Team – roll 1d3 (No Min).** Panthers, JgPz IV L/70, and 17Pdr AFVs are Heavy AFVs. If you rolled 1d6 for Med AFV, then you can't take Heavy AFV/ATG.
- **Super Heavy AFV/ATG (100mm +) = 10 Points/Team – roll 1d2 (No Min).** Note includes US M4 Jumbo, Tiger II and Jagdpanthers. You can't take Heavy and Super Heavy tanks, you must take one or the other. If you rolled 1d6 for Medium AFV then you can't take Super Heavy AFV/ATG.

Air Strikes (Planes) - Artillery Teams & Off Table Barrages – Germans roll for any 2 of the four categories only; all others except USA roll for any 3 categories; the USA may roll for all 4 categories. Players may substitute one (1) Off Table Barrage for each Team; for example, if you rolled a “5” for Light Artillery (d3 roll of “5” = 3 Teams) you could take one 88mm Team; one Wespe and one Off Table Barrage of up to 105mm in size, or you could take one 88mm Team and two 81mm Mortar Teams.

- **Light Artillery Towed/SP (<=105 mm, Mortars 60 - 110mm) - 10 Points/Each - roll 1d3 (No Min).**
- **Medium Artillery Towed/SP (106-160 mm, Mortars >110mm) - 12 Points/Each - roll 1d2 (No Min).**
- **Heavy Artillery Towed/SP (160-210 mm & Naval Gunfire) - 15 Points/Each – “1” on roll 4,5,6.**
- **Air Strikes/Planes - 20 Points Strike/Plane - on roll of 4,5,6 get 1d3 (No Min).** Axis ‘1’ roll of “6”.

SECTION IV – DEPLOYMENT OF FORCES

SRSB is not meant to be a tournament system with exactly “point matched” Sides. Very few fights were fair and balanced. To give both Sides a reasonable chance of winning, use these deployment rules. Add the Total Points for each Side’s Teams, if you jot them down on paper as you roll-up forces it is very easy to total them at the end rather than having to go back and add them up after rolling!

Deployment Rules. (*Deployment varies by Point Differential: “Large” Side is the one with most Points*)

- After forces are rolled up, compute the Point Differential (*aka Diff*) between the forces of both Sides, the Side with the fewest Points is the Small Side and they choose their long (6’) table edge first.
- If Differential is less than 25 Points it’s a meeting engagement and both sides deploy 12” in from their long (6’) side of the table. Large Side deploys all its Teams ***first***, neither Side starts Dug-in.
- If Diff is 25 – 39 Points, Small Side deploys first up to 24” in from their table edge, they ***may*** deploy in Objectives but are ***not*** Dug-In.
- If Diff is 40 – 54 Points, Small Side deploys as in Diff 11-25 Points ***and*** may deploy Dug-In.
- If Diff is 55+ Points, Small Side can take ***any number/mix*** of **Infantry/Transport/ATRL/HW** Teams to reduce the Diff to exactly 50 Points; then they deploy as in 26-50 Points above.

SECTION V – VICTORY CONDITIONS

Capturing & Holding Objectives

An Objective is CAPTURED (HELD) when a Side has at least one CiC, 2iC or HQ Unit ON, IN or IN BASE CONTACT with the Objective Terrain Feature. Vehicles & AFVs may be in Base Contact with Objectives without an Unsafe Terrain Test. The HQ Unit must have at least 50% of its starting Strength Points (SP) remaining and may not be Panicked or Bailed Out. If the Enemy has ANY Unit (with at least 50% of its starting SP and not Panicked or Bailed Out) ON, IN or IN BASE CONTACT with the Objective, then the Objective is NOT considered Held; control is Disputed.

Determining Winning Side

Games are played for four (4) complete turns. *By mutual agreement players may agree to play more, or fewer, turns before the game starts.* Players may agree to end the game before turn 4 at the end of any complete turn. At the end of the game Victory Points are scored as follows:

- 1 Victory Point for the 1st Objective held
- 3 Victory Points for the 2nd Objective held
- 5 Victory Points for the 3rd Objective held (*holding all 3 totals 9 Victory Points*)
- Score 1 Victory Point for each 10 Points of AFV/ATG losses inflicted on the enemy.

The side with the most Victory Points wins. There can never be a draw, if VP are tied, use the following as tie breakers *in the following order*:

- Side suffering ***fewest*** **Total Teams** lost wins
- Side suffering ***fewest*** **Super Heavy AFV/ATG Teams** lost wins*
- Side suffering ***fewest*** **Heavy AFV/ATG Teams** lost wins*

**Note these are included to discourage taking Heavy and Super Heavy AFV/ATG even though it is extremely unlikely that games will ever be decided by the 2nd or 3rd tie breaker*

When playing a tournament or campaign with successive games, simply total up VP for all the games in the tournament or campaign to determine the winner.

