



# CAMPAIGN: POCKETED

## Canadian Army vs Waffen-SS



# COMPANY COMMANDER

The standard Bolt Action rules call for players to form a Reinforced Platoon strength unit to fight a single scenario against an opposing player. Company Commander is a game mode whereby single encounters are linked together into campaigns utilising the same forces, and seeing the progression of core units throughout the fighting. Every army had variations on how units would be organised from Platoon level right up to Corps level; Company Commander gives a single, standardised Company organisation structure for players to adhere to, based largely on the British Army Rifle Company of the Second World War.

Rifle Platoons are generally comprised of an HQ team and three Sections or Squads; it is for this reason that Bolt Action bases most Theatre Selectors around a compulsory officer and two Sections or Squads with options for more units to be added. Moving up to the next level, a Company is made up of a HQ team and three Platoons.

The Company is typically led by a Major or Captain. To form a Company, the player must first select a Reinforced Platoon Theatre Selector to base his Company around. This will give the player the units he can choose from. Once he has his Theatre Selector, he must form a Company as follows:

## Compulsory Units

- 0-1 Major\*
- 0-1 Captain\*
- 1 Company HQ Section\*
- 2 Platoons (each of one Second Lieutenant or First Lieutenant and two infantry sections)

## Additional Units

- 0-1 Additional Platoon (one Second Lieutenant or First Lieutenant and two infantry sections)
- Any other units as detailed in the Theatre Selector Reinforced Platoon

\* See Special Rules

A Major and/or Captain are compulsory units and at least one must be purchased. Only one of each is allowed per Company, - any additional unit choices in the Reinforced Platoon Selector are ignored.

The Company HQ Section must be one of the sections listed in the choices for the two compulsory sections or squads at Platoon level.

The Company HQ Section may only be used if a company officer is fielded.

For example, if the Company is built around a Reinforced Platoon Selector where the compulsory sections or squads are Regular infantry, the Company HQ Section must be one of these choices.

Additional units may be multiplied by the number of Platoons taken. For example, if the Theatre Selector allows 0-2 Snipers and the player has two Platoons in his Company, he may now take 0-4 Snipers.

## FORMING A COMPANY

During the **Pocketed** campaign, both players must form a 2000pt company using the *1944 - Normandy* selectors from *Armies of Great Britain* and *Armies of Germany* books.

The compulsory units are one Major, one Captain, one Company HQ Section, and two Platoons, each of a Second or First Lieutenant and two infantry sections. As an example, here's Rich's company of SS-Panzer grenadiers from the 10th SS Panzer Division "Frundsberg."

### Company HQ

- 1 Veteran Captain + Attendant: 138pts
- 1 Waffen-SS Squad (Late War) w/ 1x SMG, 8x Rifles + 1x LMGs: 183pts

### 1st Platoon

- 1 Veteran 1st Lt + Attendant: 103pts
- 1 Waffen-SS Squad (Late War) w/ 1x SMG, 7x Rifles + 2x LMGs: 203pts
- 1 Waffen-SS Squad (Late War) w/ 2x SMGs, 3x Assault Rifles, 5x Rifles + 4 Panzerfausts: 171pts

### 2nd Platoon

- 1 Veteran 2nd Lt + Attendant: 78pts
- 1 Waffen-SS Squad (Late War) w/ 1x SMG, 7x Rifles + 2x LMGs: 203pts
- 1 Waffen-SS Squad (Late War) w/ 2x SMGs, 3x Assault Rifles, 5x Rifles + 4 Panzerfausts: 171pts

**Total Compulsory Units Cost: 1250pts**

### Additional Units

*Two platoons taken, therefore 2x any other units in the 1944 - Normandy Reinforced Platoon Selector*

- 1 Veteran Medic + Attendant: 38pts
- 2 Regular MMG Teams: 100pts
- 2 Regular Light Mortar Teams: 70pts
- 1 Veteran 150mm Nebelwerfer: 78pts
- 1 Regular 75mm Pak 40: 110pts
- 2 Regular Sdkfz 222: 190pts
- 1 Regular Marder III: 165pts

**Total Additional Units Cost: 751pts**

**Total Company Cost: 2001pts**

## Free Units

Some Army Special Rules give certain forces a free unit, such as the British Artillery Observer or Soviet 12 man Rifle Squad. These free units represent resources the company is likely to be able to draw upon rather than actually attached men. Free units are not treated as part of the company and are, therefore, attached to a force at the beginning of each battle, and removed at the end.

## Chain of Command

Fielding a force in Company Commander uses a different format to standard Bolt Action games. Before play, players must agree on a points cost per force as standard. Each player must then select their force using only units in their Company. A single Platoon is the minimum force which may be fielded, remembering that a Platoon consists of one Second Lieutenant or First Lieutenant and two infantry Sections or Squads. Supporting units may be used in the same multiples they were initially purchased in, for example, if a Company with 2 Platoons has four snipers (as its Theatre Selector allowed 0–2 Snipers per Platoon), then it can field up to two Snipers with a single Platoon on the table, or up to four Snipers with both Platoons on the table.

# THE CAMPAIGN

The **Pocketed** campaign is set during the climax of the battle for Normandy, in the chaos of the Falaise Pocket.

One player takes command of a 2000pt infantry company from the 10th SS Panzer Division “Frundsberg,” while the other commands a 2000pt infantry company from the 2nd Canadian Infantry Division.

**Pocketed** is played out over three scenarios, with a post-game phase in between each. The three scenarios are as follows:

- **Intractable:** 1500pt Allied vs 1000pt Axis
- **Into Falaise!:** 1000pt Allied vs 1000pt Axis
- **Hill 262:** 2000pt Allied vs 2000pt Axis



# POST-BATTLE

After each battle, both players must manage their company using the following order of procedures:

- Experience and Advancement
- Casualties
- Replacements

## Experience and Advancement

The rules in this section cover unit advancement from experience in battle, the effects of casualties, and replacement soldiers. It is worth re-iterating at this point that Company Commander is intended to follow the exploits of a key number of core units within a force rather than the entire force itself – to keep things manageable, it is recommended that only the company’s Major, Captain and compulsory units in each platoon use the Experience and Advancement rules.

Each level of Troop Quality has a corresponding bracket of experience. If a unit gains enough experience at the end of a game to enter the next bracket, it begins the next game at its new Troop Quality level. Likewise, if lower quality replacement soldiers (see below) cause the average level of experience to drop, it is possible to fall back to a lower Troop Quality level.

New units begin at the lowest Experience Points value for their Troop Quality. For example, a campaign starting with an Inexperienced Infantry Section would see that unit begin with 0 points, whilst a Commando Section would begin at 12 points. The Troop Qualities and their Experience Brackets are shown in the table below:

| Troop Quality | Experience Points |
|---------------|-------------------|
| Inexperienced | 0-5               |
| Regular       | 6-12              |
| Veteran       | 12+               |
| Bonus Skill   | 15+               |

Experience Points are earned in every battle, but points are only added in between battles – units do not jump up a level in the middle of a firefight (excepting Green units).

The table below shows how many experience points are earned for certain achievements. Note that those achievements denoted with an asterisk are for officer units only. Officers gain experience through leading their subordinates, as well as closing with and killing the enemy. Note that each achievement may only be rewarded with experience points once per battle, they do not stack in the same engagement.



| Achievement  | Experience Points |
|--|-------------------|
| Unit survives the battle   | 1                 |
| Unit inflicts casualties on enemy unit   | 1                 |
| Unit destroys enemy unit by shooting   | 1                 |
| Unit defeats enemy unit in assault   | 3                 |
| *Officer successfully initiates 'You Men, Snap to Action!' resulting in an enemy unit taking casualties and/or a pin marker    | 1                 |
| *Officer uses Morale Bonus to assist friendly unit in a successful order test, morale check, or rally (not including own unit) | 1                 |
| *Officer units only  |                   |

### Bonus Skills

If your units survive long enough to reach the final troop quality entry on the table above, they receive a bonus skill. Roll on the table below to see which skill the squad now has. If it is a skill already possessed by the squad, or is unusable by the unit then re-roll the result. Each squad may only have one additional skill. If the squad's skill level reduces below Veteran due to less experienced replacement soldiers, the skill is lost. If subsequently the squad reaches the required number of Experience Points again, they may roll for a new skill.

| Die Roll | Skill   |
|----------|---|
| 1        | Stubborn  |
| 2        | First Aid – Every time the squad receives casualties, roll a single dice. On the roll of a 6, one casualty may be ignored. This skill can be used in addition to a medic.                       |
| 3        | Resolve – If the unit possesses any pins at the end of each turn, roll a single die. On the roll of a 4+, a single pin marker is removed.   |
| 4        | Rapid fire – For every three men shooting rifles, roll one extra die. For example, four men with rifles would roll five dice. The extra shot can be assumed to come from any man in the unit.   |
| 5        | Tough Fighter   |
| 6        | Initiative – If the squad's NCO is killed, roll a D6. On a 2+ one of the other soldiers takes his place. Remove another model from the unit and play on without any penalty for losing the NCO. |

### Points Values

Once a unit is paid for at the beginning of the campaign the points value is only altered based on the number of soldiers in the unit, not the experience level. For example, a ten man Regular rifle squad costing 100 points loses two men, it now costs 80 points. However, if this unit advances to Veteran status, each man will still cost 10 points.

### Casualties

As we are following the exploits of the company from battle to battle, it is vital to track the fighting strength of the company as it suffers casualties and receives replacement soldiers. Whilst men may be removed from play in each battle, they may not necessarily be removed from the campaign – minor injuries will be treated so soldiers can be put straight back in action.

At the end of each game, roll a die for each Headquarters, Infantry, or Artillery model which has been removed. For the victorious player, on a 5+ the model remains in the Company. For the losing player who has lost control of the battlefield and therefore is more likely to have his casualties taken prisoner, a roll of a 6 is required for the model to remain in the Company.

Any damage to vehicles, such as jammed turrets, is automatically repaired. The only exception to this rule is if a vehicle on the losing team is immobilized and left on the battlefield, it counts as destroyed.

For the sake of practicality, it is recommended that dice are rolled en masse for each squad rather than rolling for every individual casualty. However, for individuals with different skills or abilities, such as officers, medics, and squad NCOs, roll a different coloured die to mark them out within their unit.

### Medics and Casualties

Medics provide just as much support to a force off the battlefield as they do in the battle itself. For every medic included in a Company, the player may select a single unit for casualty rolls after the battle and apply a +1 modifier to all casualty rolls in that unit alone. If the medic is a casualty, roll to see if he survives first before applying the modifier!

### Retreating and Fleeing

Any unit which is moved off the player's own table edge by a Run or Advance order is considered to have automatically survived the battle. Units which fail their morale check and are removed from the battle are treated differently. Whilst they do survive, blind terror has made it impossible to consolidate on their experience of the battle and as such, they gain no experience points. Any artillery units which flee from the battle will leave their gun behind and so can only be used as replacement soldiers for infantry units.



## Replacements

The number of replacements available for the company can vary greatly depending not only on available manpower, but also on the logistical ability to move the new manpower to the frontline. As a result, the company must make do with combining new replacements with internal manpower changes.

The order for resolving replacements is as follows:

- Replace dead NCOs
- Calculate Logistics Points
- Request replacements
- Determine Troop Quality of replacements

### Replace Dead NCOs

Any dead NCOs are replaced by one of the surviving members of the unit. For example, a rifle squad of ten men loses its NCO in a battle. One of the surviving men becomes the NCO for the next battle, so the net effect is that the unit has lost one man rather than the NCO.

### Calculate Logistics Points

After replacement NCOs are resolved, work out how many Logistics Points your company has earned from the table below:

| Battle Outcome  | Logistics Points |
|-----------------|------------------|
| Lost the Battle | 150              |
| Draw            | 200              |
| Won the Battle  | 250              |

Logistics Points can be saved and stacked from battle to battle – make a note of any unused Logistics Points on your Company Roster.

### Request Replacements

Logistics Points can be spent on requesting replacements from Battalion HQ. Logistics Points are equal to the points of what is being requisitioned. For example, if four Regular soldiers are being requested to replace the casualties in a Regular infantry squad, 40 Logistics Points are spent. Note that replacement requests are dealt with in exactly the same way for units which have suffered casualties, or units which have been eliminated.

### Issuing the Request

Once Logistics Points have been spent on requests, roll on the table below to determine whether the request is granted:

| Unit Type                  | Logistics Points   |
|----------------------------|--|
| Infantry/HQ/Teams          | Roll 1D6 for each missing man. On the roll of a 6, a replacement arrives |
| Softskin Vehicle/Artillery | 4+ on 1D6  |
| Armoured Vehicles          | 5+ on 1D6  |

## Determine Troop Quality of Replacement

Once the replacement troops and vehicles have arrived, determine the Troop Quality of the replacements. Replacements will always be either of the same quality as the unit they are joining/ replacing, or one level lower (i.e. Inexperienced if arriving to replace a Regular unit). If a unit type does not have a lower level available (i.e. Commandos and Rangers etc. are always Veteran) then the replacements will always be of the same Troop Quality as the unit. For all others, roll on the table below for each replacement unit:

| Unit Type                  | Roll                                  |
|----------------------------|---------------------------------------|
| Infantry/HQ/Teams          | 1–3: One level lower, 4–6: same level |
| Softskin Vehicle/Artillery | 1–2: One level lower, 3–6: same level |
| Armoured Vehicles          | 1–4: One level lower, 5–6: same level |

If an infantry unit receives replacement soldiers who are a lower Troop Quality, compare the number of replacements to the number of surviving soldiers in the original unit. If the number of replacements is greater than the number of surviving soldiers, that unit's experience levels are so diluted that they will drop one level of Troop Quality. If they are a Core Unit, they now count as having the lowest number of experience points in their Troop Quality bracket.

### Swapping Unit Request

It is possible to request a replacement unit which was not in your original Company Roster. However, it must replace an eliminated unit of the same type, experience level, and of equal or greater points value. For example, if a Regular medium machine gun had been eliminated, a replacement request could be issued for a Regular medium mortar. The mortar unit is of the same type (infantry/teams), is also Regular and does not cost more than the original unit (both are 50 points).

### Managing Manpower

Troops who are of the same Troop Quality may be freely moved between units in between battles, as long as the minimum and maximum number of soldiers in that unit are not exceeded. For example, a veteran soldier from a Veteran Infantry Section could be moved to crew a veteran medium machine gun, as long as his removal from the Infantry Section does not result in that Section's number of soldiers falling below 5, and the medium machine gun's maximum number of crew is not exceeded. Note that soldiers may not be moved into units which possess skills they do not have: a Veteran infantryman cannot be moved into a Commando Section, for example, as he is not a Tough Fighter and does not have Behind Enemy Lines.

