

# Combat Leader

# Action Deck Guidelines

The Action Deck has been created to simplify several aspects of Combat Leader play. These guidelines describe how to use the deck to be best effect. However, players are free to find new uses for the deck to handle game mechanics that may have been overlooked when these rules were written.

The action deck is comprised of sixty cards. Fifty-two of these cards are a standard deck, noted in the upper left corner with a card's value and suit. The remaining eight cards are four "Jam!" cards and four "Reshuffle!" cards. Although a single deck is fine, it is ideal that each player have his or her own deck to limit reshuffling.

To assemble the decks, it is advised that the cards be printed on heavy stock and then slipped into card sleeves with regular playing cards as backing. A special sheet of card "backs" is provided for those with clear card sleeves.

### 1.0 Soldier Selection

When determining which soldier is the target of an attack (or which soldier is not the target, if that makes more sense at the time), draw a card from the deck and check the soldier selection table at the right side of the card. The first column indicates the number of soldiers in the target hex. To the right of that value is the number of the chosen soldier. In the diagram, if the target hex has five (5) soldiers, the fourth (4) soldier would be the one targeted.

### 2.0 d6 Die Roll Result

The fifth row on the soldier selection table is usable as a random d6 die roll. When a die roll is called for, draw a card and check the result number next to the d6 symbol. Two cards can be drawn and summed to acquire a DR (2d6) die roll result, if necessary.

### 3.0 Repair Result

When checking for jam repairs, draw and check the Repair Check result. A "Fixed!" result repairs the jammed weapon. A "Broken!" result permanently jams the weapon. A "N/A" result indicates that the jammed weapon remains so.

### 4.0 Accuracy Results

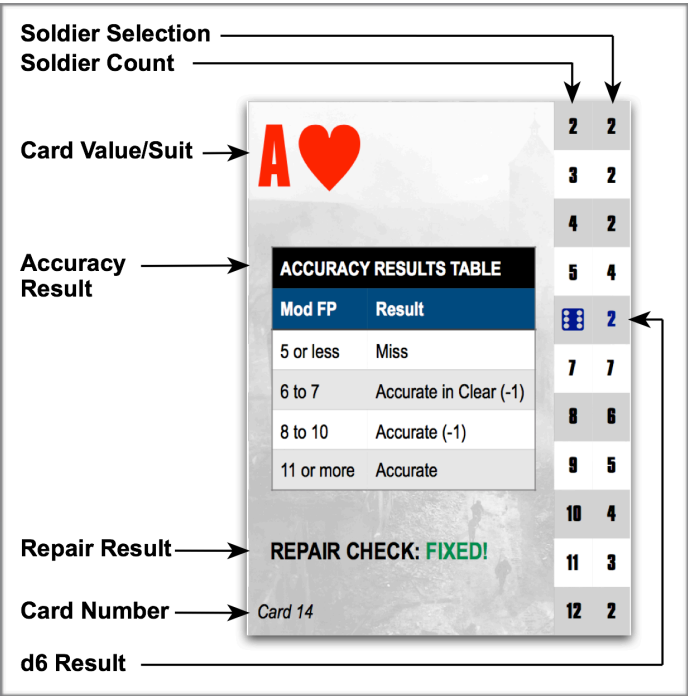
Under the standard Combat Leader rules, when determining the accuracy of a shot, modifiers are summed into a single value, a card is drawn and the value of the card is modified to determine the result. Using the action deck simplifies this process. First add up the total modifiers as a single "modified firepower" (Mod FP) value and draw a card. Look up the Mod FP on the Accuracy Results Table on the card. The result based on the Mod FP is listed in the right column. The "Accurate in Clear (-1)" result is considered a "Miss" if the target is not in Clear terrain. Draw an additional card and compare the d6 Result (modifying it by -1 according the the accuracy result, if necessary) on the Casualty Table.

### 5.0 Jam Results

If a "Jam!" card is drawn when checking for an accuracy result, check to see if the firing weapon jams. If the weapon does not jam, draw another accuracy check card. If a "Jam!" card is drawn when resolving melee, draw an additional card to see which side is affected (use the '2' row with a 1 result being the attacker and a 2 result being the defender) and then a third to determine which soldier's weapon might jams. If the weapon jams, recalculate the melee values of each side and draw a new melee result to determine the outcome. Repeat this process if additional "Jam!" results are drawn until the melee is resolved. Note that "Jam!" effects are only applied during accuracy and melee result checks. Depending upon how the cards fall, multiple soldiers' weapons might jam during a melee.

### 6.0 Reshuffle

If a "Reshuffle!" card is drawn at any time other than soldier selection or d6 results, immediately reshuffle the action deck and draw a new card. Note that the action deck is also reshuffled when it is necessary to draw a card and none remain in the action deck.



A 

## ACCURACY RESULTS TABLE

Mod FP	Result
5 or less	Miss
6 to 7	Accurate in Clear (-1)
8 to 10	Accurate (-1)
11 or more	Accurate

REPAIR CHECK: **FIXED!**

Card 01

4 

## ACCURACY RESULTS TABLE

Mod FP	Result
2 or less	Miss
3 to 4	Accurate in Clear (-1)
5 to 7	Accurate (-1)
8 or more	Accurate

REPAIR CHECK: **FIXED!**

Card 04

7 

## ACCURACY RESULTS TABLE

Mod FP	Result
-1 or less	Miss
0 to 1	Accurate in Clear (-1)
2 to 4	Accurate (-1)
5 or more	Accurate

REPAIR CHECK: **N/A**

Card 07

2 

## ACCURACY RESULTS TABLE

Mod FP	Result
4 or less	Miss
5 to 6	Accurate in Clear (-1)
7 to 9	Accurate (-1)
10 or more	Accurate

REPAIR CHECK: **FIXED!**

Card 02

5 

## ACCURACY RESULTS TABLE

Mod FP	Result
1 or less	Miss
2 to 3	Accurate in Clear (-1)
4 to 6	Accurate (-1)
7 or more	Accurate

REPAIR CHECK: **FIXED!**

Card 05

8 

## ACCURACY RESULTS TABLE

Mod FP	Result
-2 or less	Miss
-1 to 0	Accurate in Clear (-1)
1 to 3	Accurate (-1)
4 or more	Accurate

REPAIR CHECK: **N/A**

Card 08

2 2  
3 2  
4 2  
5 2  
7 2  
8 2  
9 2  
10 2  
11 2  
12 23 

## ACCURACY RESULTS TABLE

Mod FP	Result
3 or less	Miss
4 to 5	Accurate in Clear (-1)
6 to 8	Accurate (-1)
9 or more	Accurate

REPAIR CHECK: **FIXED!**

Card 03

6 

## ACCURACY RESULTS TABLE

Mod FP	Result
0 or less	Miss
1 to 2	Accurate in Clear (-1)
3 to 5	Accurate (-1)
6 or more	Accurate

REPAIR CHECK: **N/A**

Card 06

9 

## ACCURACY RESULTS TABLE

Mod FP	Result
-3 or less	Miss
-2 to -1	Accurate in Clear (-1)
0 to 2	Accurate (-1)
3 or more	Accurate

REPAIR CHECK: **N/A**

Card 09

2 1  
3 3  
4 3  
5 3  
7 3  
8 3  
9 3  
10 3  
11 3  
12 32 2  
3 3  
4 2  
5 1  
7 6  
8 6  
9 6  
10 6  
11 6  
12 62 1  
3 3  
4 1  
5 4  
7 2  
8 1  
9 9  
10 9  
11 9  
12 9

10 

## ACCURACY RESULTS TABLE

Mod FP	Result
-4 or less	Miss
-3 to -2	Accurate in Clear (-1)
-1 to 1	Accurate (-1)
2 or more	Accurate

REPAIR CHECK: N/A

Card 10

K 

## ACCURACY RESULTS TABLE

Mod FP	Result
-7 or less	Miss
-6 to -5	Accurate in Clear (-1)
-4 to -2	Accurate (-1)
-1 or more	Accurate

REPAIR CHECK: **BROKEN!**

Card 13

3 

## ACCURACY RESULTS TABLE

Mod FP	Result
3 or less	Miss
4 to 5	Accurate in Clear (-1)
6 to 8	Accurate (-1)
9 or more	Accurate

REPAIR CHECK: **FIXED!**

Card 16

2 2

3 1

4 2

5 5

 4

7 3

8 2

9 1

10 10

11 10

12 10

2 1

3 1

4 1

5 3

 1

7 6

8 5

9 4

10 3

11 2

12 1

2 2

3 1

4 4

5 1

 4

7 2

8 8

9 7

10 6

11 5

12 4

J 

## ACCURACY RESULTS TABLE

Mod FP	Result
-5 or less	Miss
-4 to -3	Accurate in Clear (-1)
-2 to 0	Accurate (-1)
1 or more	Accurate

REPAIR CHECK: N/A

Card 11

A 

## ACCURACY RESULTS TABLE

Mod FP	Result
5 or less	Miss
6 to 7	Accurate in Clear (-1)
8 to 10	Accurate (-1)
11 or more	Accurate

REPAIR CHECK: **FIXED!**

Card 14

4 

## ACCURACY RESULTS TABLE

Mod FP	Result
2 or less	Miss
3 to 4	Accurate in Clear (-1)
5 to 7	Accurate (-1)
8 or more	Accurate

REPAIR CHECK: **FIXED!**

Card 17

2 1

3 2

4 3

5 1

 5

7 4

8 3

9 2

10 1

11 11

12 11

2 2

3 2

4 2

5 4

 2

7 7

8 6

9 5

10 4

11 3

12 2

2 1

3 2

4 1

5 2

 5

7 3

8 1

9 8

10 7

11 6

12 5

Q 

## ACCURACY RESULTS TABLE

Mod FP	Result
-6 or less	Miss
-5 to -4	Accurate in Clear (-1)
-3 to -1	Accurate (-1)
0 or more	Accurate

REPAIR CHECK: **BROKEN!**

Card 12

2 

## ACCURACY RESULTS TABLE

Mod FP	Result
4 or less	Miss
5 to 6	Accurate in Clear (-1)
7 to 9	Accurate (-1)
10 or more	Accurate

REPAIR CHECK: **FIXED!**

Card 15

5 

## ACCURACY RESULTS TABLE

Mod FP	Result
1 or less	Miss
2 to 3	Accurate in Clear (-1)
4 to 6	Accurate (-1)
7 or more	Accurate

REPAIR CHECK: **FIXED!**

Card 18

2 2

3 3

4 4

5 2

 6

7 5

8 4

9 3

10 2

11 1

12 12

2 1

3 3

4 3

5 5

 3

7 1

8 7

9 6

10 5

11 4

12 3

2 2

3 3

4 2

5 3

 6

7 4

8 2

9 9

10 8

11 7

12 6

6♥

## ACCURACY RESULTS TABLE

Mod FP	Result
0 or less	Miss
1 to 2	Accurate in Clear (-1)
3 to 5	Accurate (-1)
6 or more	Accurate

REPAIR CHECK: N/A

Card 19

9♥

## ACCURACY RESULTS TABLE

Mod FP	Result
-3 or less	Miss
-2 to -1	Accurate in Clear (-1)
0 to 2	Accurate (-1)
3 or more	Accurate

REPAIR CHECK: N/A

Card 22

Q♥

## ACCURACY RESULTS TABLE

Mod FP	Result
-6 or less	Miss
-5 to -4	Accurate in Clear (-1)
-3 to -1	Accurate (-1)
0 or more	Accurate

REPAIR CHECK: **BROKEN!**

Card 25

7♥

## ACCURACY RESULTS TABLE

Mod FP	Result
-1 or less	Miss
0 to 1	Accurate in Clear (-1)
2 to 4	Accurate (-1)
5 or more	Accurate

REPAIR CHECK: N/A

Card 20

10♥

## ACCURACY RESULTS TABLE

Mod FP	Result
-4 or less	Miss
-3 to -2	Accurate in Clear (-1)
-1 to 1	Accurate (-1)
2 or more	Accurate

REPAIR CHECK: N/A

Card 23

K♥

## ACCURACY RESULTS TABLE

Mod FP	Result
-7 or less	Miss
-6 to -5	Accurate in Clear (-1)
-4 to -2	Accurate (-1)
-1 or more	Accurate

REPAIR CHECK: **BROKEN!**

Card 26

2 2

3 2

4 4

5 5

6 2

7 6

8 4

9 2

10 10

11 9

12 8

2 1

3 2

4 3

5 3

6 5

7 2

8 7

9 5

10 3

11 1

12 11

2 2

3 2

4 2

5 1

6 2

7 5

8 2

9 8

10 6

11 4

12 2

8♥

## ACCURACY RESULTS TABLE

Mod FP	Result
-2 or less	Miss
-1 to 0	Accurate in Clear (-1)
1 to 3	Accurate (-1)
4 or more	Accurate

REPAIR CHECK: N/A

Card 21

J♥

## ACCURACY RESULTS TABLE

Mod FP	Result
-5 or less	Miss
-4 to -3	Accurate in Clear (-1)
-2 to 0	Accurate (-1)
1 or more	Accurate

REPAIR CHECK: N/A

Card 24

A♦

## ACCURACY RESULTS TABLE

Mod FP	Result
5 or less	Miss
6 to 7	Accurate in Clear (-1)
8 to 10	Accurate (-1)
11 or more	Accurate

REPAIR CHECK: **FIXED!**

Card 27

2 1

3 3

4 1

5 1

6 3

7 7

8 5

9 3

10 1

11 10

12 9

2 2

3 3

4 4

5 4

6 6

7 3

8 8

9 6

10 4

11 2

12 12

2 1

3 3

4 3

5 2

6 3

7 6

8 3

9 9

10 7

11 5

12 3

2♦

## ACCURACY RESULTS TABLE

Mod FP	Result
4 or less	Miss
5 to 6	Accurate in Clear (-1)
7 to 9	Accurate (-1)
10 or more	Accurate

REPAIR CHECK: **FIXED!**

Card 28

2 2  
3 1  
4 4

5 3

6♦ 4

7 7

8 4

9 1

10 8

11 6

12 4

3♦

## ACCURACY RESULTS TABLE

Mod FP	Result
3 or less	Miss
4 to 5	Accurate in Clear (-1)
6 to 8	Accurate (-1)
9 or more	Accurate

REPAIR CHECK: **FIXED!**

Card 29

2 1  
3 2  
4 1

5 4

6♦ 5

7 1

8 5

9 2

10 9

11 7

12 5

4♦

## ACCURACY RESULTS TABLE

Mod FP	Result
2 or less	Miss
3 to 4	Accurate in Clear (-1)
5 to 7	Accurate (-1)
8 or more	Accurate

REPAIR CHECK: **FIXED!**

Card 30

2 2  
3 3  
4 2

5 5

6♦ 6

7 2

8 6

9 3

10 10

11 8

12 6

5♦

## ACCURACY RESULTS TABLE

Mod FP	Result
1 or less	Miss
2 to 3	Accurate in Clear (-1)
4 to 6	Accurate (-1)
7 or more	Accurate

REPAIR CHECK: **FIXED!**

Card 31

2 1  
3 1  
4 3

5 1

6♦ 1

7 3

8 7

9 4

10 1

11 9

12 7

6♦

## ACCURACY RESULTS TABLE

Mod FP	Result
0 or less	Miss
1 to 2	Accurate in Clear (-1)
3 to 5	Accurate (-1)
6 or more	Accurate

REPAIR CHECK: N/A

Card 32

2 2  
3 2  
4 4

5 2

6♦ 2

7 4

8 8

9 5

10 2

11 10

12 8

7♦

## ACCURACY RESULTS TABLE

Mod FP	Result
-1 or less	Miss
0 to 1	Accurate in Clear (-1)
2 to 4	Accurate (-1)
5 or more	Accurate

REPAIR CHECK: N/A

Card 33

2 1  
3 3  
4 1

5 3

6♦ 3

7 5

8 1

9 6

10 3

11 11

12 9

8♦

## ACCURACY RESULTS TABLE

Mod FP	Result
-2 or less	Miss
-1 to 0	Accurate in Clear (-1)
1 to 3	Accurate (-1)
4 or more	Accurate

REPAIR CHECK: N/A

Card 34

2 2  
3 1  
4 2

5 4

6♦ 4

7 6

8 2

9 7

10 4

11 1

12 10

9♦

## ACCURACY RESULTS TABLE

Mod FP	Result
-3 or less	Miss
-2 to -1	Accurate in Clear (-1)
0 to 2	Accurate (-1)
3 or more	Accurate

REPAIR CHECK: N/A

Card 35

2 1  
3 2  
4 3

5 5

6♦ 5

7 7

8 3

9 8

10 5

11 2

12 11

10♦

## ACCURACY RESULTS TABLE

Mod FP	Result
-4 or less	Miss
-3 to -2	Accurate in Clear (-1)
-1 to 1	Accurate (-1)
2 or more	Accurate

REPAIR CHECK: N/A

Card 36

2 2  
3 3  
4 4

5 1

6♦ 6

7 1

8 4

9 9

10 6

11 3

12 12



#### ACCURACY RESULTS TABLE

Mod FP	Result
-5 or less	Miss
-4 to -3	Accurate in Clear (-1)
-2 to 0	Accurate (-1)
1 or more	Accurate

REPAIR CHECK: N/A

Card 37

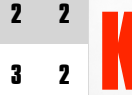


#### ACCURACY RESULTS TABLE

Mod FP	Result
-6 or less	Miss
-5 to -4	Accurate in Clear (-1)
-3 to -1	Accurate (-1)
0 or more	Accurate

REPAIR CHECK: **BROKEN!**

Card 38



#### ACCURACY RESULTS TABLE

Mod FP	Result
-7 or less	Miss
-6 to -5	Accurate in Clear (-1)
-4 to -2	Accurate (-1)
-1 or more	Accurate

REPAIR CHECK: **BROKEN!**

Card 39



#### ACCURACY RESULTS TABLE

Mod FP	Result
5 or less	Miss
6 to 7	Accurate in Clear (-1)
8 to 10	Accurate (-1)
11 or more	Accurate

REPAIR CHECK: **FIXED!**

Card 40



#### ACCURACY RESULTS TABLE

Mod FP	Result
4 or less	Miss
5 to 6	Accurate in Clear (-1)
7 to 9	Accurate (-1)
10 or more	Accurate

REPAIR CHECK: **FIXED!**

Card 41



#### ACCURACY RESULTS TABLE

Mod FP	Result
3 or less	Miss
4 to 5	Accurate in Clear (-1)
6 to 8	Accurate (-1)
9 or more	Accurate

REPAIR CHECK: **FIXED!**

Card 42



#### ACCURACY RESULTS TABLE

Mod FP	Result
2 or less	Miss
3 to 4	Accurate in Clear (-1)
5 to 7	Accurate (-1)
8 or more	Accurate

REPAIR CHECK: **FIXED!**

Card 43



#### ACCURACY RESULTS TABLE

Mod FP	Result
1 or less	Miss
2 to 3	Accurate in Clear (-1)
4 to 6	Accurate (-1)
7 or more	Accurate

REPAIR CHECK: **FIXED!**

Card 44



#### ACCURACY RESULTS TABLE

Mod FP	Result
0 or less	Miss
1 to 2	Accurate in Clear (-1)
3 to 5	Accurate (-1)
6 or more	Accurate

REPAIR CHECK: N/A

Card 45



7♣

## ACCURACY RESULTS TABLE

Mod FP	Result
-1 or less	Miss
0 to 1	Accurate in Clear (-1)
2 to 4	Accurate (-1)
5 or more	Accurate

REPAIR CHECK: N/A

Card 46

10♣

## ACCURACY RESULTS TABLE

Mod FP	Result
-4 or less	Miss
-3 to -2	Accurate in Clear (-1)
-1 to 1	Accurate (-1)
2 or more	Accurate

REPAIR CHECK: N/A

Card 49

K♣

## ACCURACY RESULTS TABLE

Mod FP	Result
-7 or less	Miss
-6 to -5	Accurate in Clear (-1)
-4 to -2	Accurate (-1)
-1 or more	Accurate

REPAIR CHECK: **BROKEN!**

Card 52

2 2  
3 1  
4 2  
5 1

4

7 4  
8 6  
9 1  
10 6  
11 2  
12 102 1  
3 1  
4 1  
5 4

1

7 7  
8 1  
9 4  
10 9  
11 5  
12 12 2  
3 1  
4 4  
5 2

4

7 3  
8 4  
9 7  
10 2  
11 8  
12 4

8♣

## ACCURACY RESULTS TABLE

Mod FP	Result
-2 or less	Miss
-1 to 0	Accurate in Clear (-1)
1 to 3	Accurate (-1)
4 or more	Accurate

REPAIR CHECK: N/A

Card 47

J♣

## ACCURACY RESULTS TABLE

Mod FP	Result
-5 or less	Miss
-4 to -3	Accurate in Clear (-1)
-2 to 0	Accurate (-1)
1 or more	Accurate

REPAIR CHECK: N/A

Card 50

JAM!

Check for weapon jam. If drawn during a melee, determine which soldier's weapon is affected and check for jam of that weapon. If it jams, recalculate the melee values for each side and draw a new resolution.

REPAIR CHECK: **BROKEN!**

Card 53

2 1  
3 2  
4 3  
5 2

5

7 5  
8 7  
9 2  
10 7  
11 3  
12 112 2  
3 2  
4 2  
5 5

2

7 1  
8 2  
9 5  
10 10  
11 6  
12 22 1  
3 2  
4 1  
5 3

5

7 4  
8 5  
9 8  
10 3  
11 9  
12 5

5

9♣

## ACCURACY RESULTS TABLE

Mod FP	Result
-3 or less	Miss
-2 to -1	Accurate in Clear (-1)
0 to 2	Accurate (-1)
3 or more	Accurate

REPAIR CHECK: N/A

Card 48

Q♣

## ACCURACY RESULTS TABLE

Mod FP	Result
-6 or less	Miss
-5 to -4	Accurate in Clear (-1)
-3 to -1	Accurate (-1)
0 or more	Accurate

REPAIR CHECK: **BROKEN!**

Card 51

JAM!

Check for weapon jam. If drawn during a melee, determine which soldier's weapon is affected and check for jam of that weapon. If it jams, recalculate the melee values for each side and draw a new resolution.

REPAIR CHECK: **BROKEN!**

Card 54

2 2  
3 3  
4 4  
5 3

6

7 6  
8 8  
9 3  
10 8  
11 4  
12 122 1  
3 3  
4 3  
5 1

3

7 2  
8 3  
9 6  
10 1  
11 7  
12 32 2  
3 3  
4 2  
5 4

6

7 5  
8 6  
9 9  
10 4  
11 10  
12 6

6

# JAM!

Check for weapon jam. If drawn during a melee, determine which soldier's weapon is affected and check for jam of that weapon. If it jams, recalculate the melee values for each side and draw a new resolution.

REPAIR CHECK: **BROKEN!**

Card 55

2 1

3 1

4 3

5 5

 1

7 6

8 7

9 **R**

10 5

11 11

12 7

# JAM!

Check for weapon jam. If drawn during a melee, determine which soldier's weapon is affected and check for jam of that weapon. If it jams, recalculate the melee values for each side and draw a new resolution.

REPAIR CHECK: **BROKEN!**

Card 56

2 2

3 2

4 4

5 1

 2

7 7

8 8

9 **R**

10 6

11 **R**

12 8

# SHUFFLE!

Reshuffle the action deck and then draw another result card.

Card 57

2 1

3 3

4 1

5 2

 3

7 **R**

8 **R**

9 **R**

10 7

11 **R**

12 9

# SHUFFLE!

Reshuffle the action deck and then draw another result card.

Card 58

2 2

3 1

4 2

5 3

 4

7 **R**

8 **R**

9 **R**

10 8

11 **R**

12 10

# SHUFFLE!

Reshuffle the action deck and then draw another result card.

Card 59

2 1

3 2

4 3

5 4

 5

7 **R**

8 **R**

9 **R**

10 9

11 **R**

12 11

# SHUFFLE!

Reshuffle the action deck and then draw another result card.

Card 60

2 2

3 3

4 4

5 5

 6

7 **R**

8 **R**

9 **R**

10 10

11 **R**

12 12



**Combat  
Leader**

**Action Deck**

**Combat  
Leader**

**Action Deck**

**Combat  
Leader**

**Action Deck**

**Combat  
Leader**

**Action Deck**

**Combat  
Leader**

**Action Deck**

**Combat  
Leader**

**Action Deck**

**Combat  
Leader**

**Action Deck**

**Combat  
Leader**

**Action Deck**

**Combat  
Leader**

**Action Deck**

**Combat  
Leader**

**Action Deck**

**Combat  
Leader**

**Action Deck**

**Combat  
Leader**

**Action Deck**

**Combat  
Leader**

**Action Deck**

**Combat  
Leader**

**Action Deck**

# Combat Leader

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## Action Deck

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