

SPI's *Commando* variant charts, tables, and summaries

Task Point Cost Chart

	Task Point Cost
Movement	
Move one square orthogonally	5
Move one square diagonally	7
Move one square orthogonally while prone	10
Move one square diagonally while prone	14
Stand erect	7
Fall prone (free if last action in that Phase)	13
Mount/dismount horse	35
Climb tree	50
Drop from tree	20
Climb or walk down ladder or stairway	25
Jump off roof	25
Climb roof with hooks and rope	50
Dive or rise one elevation level in Scuba gear	10
Combat	
Fire automatic weapon	18
Fire semi-automatic weapon	15
Fire rifle or carbine	13
Fire shotgun	14
Fire flamethrower	20
Fire rocket launcher/LAWS/Thump Gun	25
Fire pistol	7
Reload weapon	25
Reload one shell for rocket launcher	50
Affix rifle grenade	50
Spray fire	+7
Opportunity fire (pays only 5 if he doesn't Op fire)	+5
Grenades & Explosives	
Prepare grenade	7
Throw grenade	13
Detonate Claymore mine	20
Prepare satchel charge	12
Throw satchel charge	15
Vehicles	
Mount Tank	30
Mount APC/Jeep/Motorcycle	35
Dismount APC/Jeep/Motorcycle	+7
Operate vehicle	50
Miscellaneous	
Exchange weapons	22
Pick up weapon	10
Disengage from Hand-to-Hand Combat	20
Carry Incapacitated man	+15
Carry flamethrower	+5
Cease burning (must be prone)	25
Clip straight barbed wire	50
Clip concertina wire	100
Test electric wire (Ogre special)	50
Destroy searchlight	5
Operate searchlight	50
Remove/don Scuba or snorkel gear	50
Revive unconscious man	150

Task Point Allotment (per Turn)	
Unwounded man	50
Seriously wounded (has lost half his Endurance or more)	25
Incapacitated (Endurance 0 to -2)	0

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Terrain Effects Chart

	Blocks	Task Point	Task Point	Fire Combat
Field Terrain:	Vision	Multiple	Additive	Modification
Clear	no	1	0	0
Rough, Crater	no	2	0	-10
Trench	no	1	+2	-9
Woods	yes	1	+3	-8
Forest	yes	2	+3	-12
Dune	no	3	0	-10
Rubble	no	2	+2	-7
Water	no	2	0	-6
Oil Tank	yes	impassable	-	-
Road	no	1	-2	0
Trail	no	1	-1	0
Line Terrain:				
Up elevation level	maybe	1	+6	0
Down elevation level	maybe	1	(+4)	0
Door	maybe	1	+5	-10
Window	maybe	1	+23	-15
Slit	maybe	uncrossable	-	-20
Wall	yes	uncrossable	-	0
Fence	no	1	+12	-5
Barbed Wire	no	see rules		-4
Bridge	no	1	0	-1
Drilled Hole	no	uncrossable	-	0
Railroad	no	1	-1	0
Runway	no	1	-1	0
Barracks/Hangar door	no	1	0	-2

Panic Modifiers Table

Condition	Modifier
Wounded but not seriously	+5%
Severely wounded	+15
Man observed enemy this turn	+2
Man observed enemy for first time	+5
If friendly Hero/Leader w/in 10 sq	-20
For each preservation condition	+5

Panic Results Table

1d10	Result
1-6	Fall prone
7-8	Fire
9-10	Run away

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Observation Range Table				Observation Chance Index	
Weather Conditions	Time of Day			Obs Code Letter	Base Obs Chance
	Day	Dawn/Dusk	Night		
Clear	U	25	12	A	95%
Light Rain	50	20	10	B	90
Heavy Rain	25	12	6	C	85
Mist	50	25	10	D	80
Fog	5	4	2	E	75
Light Snow	40	18	8	F	70
Heavy Snow	20	10	4	G	65
Blizzard	10	5	2	H	60
U = unlimited observation range				J	55
Defending side is -20% on observation until the turn after the first Commando has been observed.				K	50
Obs chance is always max 95%, min 5%.				L	45
				M	40
				N	35
				P	30

Observation Chance Modification Table	
Target man is prone	-15
Target man in woods or rubble	-10
Target in rough, crater, forest, or dune	-20
Target inside building, observer outside	-20
Ditto except target in large building	- 5
Observer moving	-25
Target moving	+20
Target 30 to 49 squares away	-25
Target 50 squares or more away	-40
Target in searchlight, observer nearby	+30
Observer in searchlight arc looking out	-30

Grenade Accuracy Table							
Grenade Type	Range						
	1	2-4	5-8	9-12	13-15	16-25	26-36
Fragmentation	95	75	55	35	P	P	P
Smoke	95	75	65	45	25	P	P
Illumination	95	75	65	55	35	P	P
Rifle	01	25	95	66	50	15	10

Grenade Accuracy Modifiers		Grenade Scatter Table		
Target in Rough, Crater, Woods	-5	1d6	Squares away	
Target is higher than thrower	-8	1-3	1	
Target is Dune or Forest	-11	4-5	2	
Target adjacent to Wall or in Trench	+10	6	3	
Door in between	-10	-----		
Window or Slit in between	-15	Grenade Damage Table		
Thrower prone	x.5	Open	Vented	Closed
Thrower severely wounded	x.5	1d6	1d10	2d6
Thrower does not have line-of-sight	x.5	-----		
There is a 2% chance of 1 man being killed per man in blast radius				

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Weapon	# of fires	Fire Combat Table								Mag Chk	Dam- age
		0-1	2-3	4-8	9-20	21-30	31-40	41-50	51+		
Pistol	1	90	75	60	60	35	P	P	P	No	1d6
Carbine	1	80	75	70	70	65	55	40	20	15	1d6+1
Rifle	1	83	80	77	70	70	60	45	25	No	1d10
AK47	3	80	77	65	60	45	20	15	5	20	d10-1
M16	3	85	80	75	69	50	27	20	8	18	1d6+2
Auto Rifle	3	78	75	68	60	57	49	38	17	13	1d10
Submachinegun	5	25	75	59	35	15	-05	P	P	30	d10-2
Light Mach.gun	3	65	78	72	60	47	36	23	12	13	1d10
Machinegun	6	30	60	50	45	35	25	10	7	25	1d10
Flamethrower	1	90	80	80	60	P	P	P	P	No	1d6
Shotgun	1	95	92	90	55	15	P	P	P	15	2d6

Fire Combat Modifications Table		Kill Percentage Table	
Condition	Modifier	Mod. Hit %	Kill %
Target prone	-12	01-05	none
Target flush against wall	-10	06-11	01
Fire from moving vehicle/animal	-25	12-17	02
Using Enemy weapon to fire	-15	18-23	03
Target in water, firer out	-20	24-29	04
Target moving	-10	30-35	05
Aiming (costs all Task Points)	+10	36-41	06
Target on tank or in APC	-8	42-47	07
Firer severely wounded	x.5	48-53	08
Target in terrain	see terrain chart	54-59	09
		60-65	10
		66-71	11
Percentage chance to hit =		72-77	12
Base chance for weapon + terrain modifier		78-83	13
+ Hero Combat Bonus + Marksmanship Bonus		84-89	14
+ Weapon Proficiency		90-95	15
		96+	16

Thump Gun Accuracy Table		Satchel Charge Accuracy Table		Rocket Launcher Accuracy Table		LAW Accuracy Table	
Range	Base%	Range	Base%	Range	Base%	Range	Base%
11-15	80	1	90	1	80	11-15	75
16-21	70	2	70	2-4	95	16-30	60
22-27	60	3	60	5-8	90	31-45	45
28-33	50	4	50	9-15	75	46-67	25
34-39	40	5	40	16-25	45	68+	05
40-45	30	6	25	26-35	20		
46-50	20	7	13	36+	02		
51-100	10						

Rifle Grenade Accuracy Modifiers Table	Rifle Grenade Scatter Table	Satchel Charge Damage Table
Rough, Crater, Woods, Rubble: -3	Roll 1d6 for result.	Open: 1d6-2
Dune: -8 Forest: -10		Vented: 1d10
Target is higher elevation: -7		Closed: 1d10+1
Target next to wall or trench: +7		
Door between target & firer: -10		
Firer sev. wounded/no LOS: x.5		

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Hand-to-Hand Combat Table					Disengagement Table		
Weapon	-Not Grappled-		-- Grappled* --		# Men With-drawing	# Men With-drawing	Not
	%toHit	Damage	Damage	%toKill			
Fists	20	3	2	02			
Pistol	22	4	2	02		1	2
Automatic Weapon	22	4	1	02			
Carbine/Rifle	30	6	1	03	1	2-5	2-3
Bayonet	35	8	1	07	2	2-3:a	2:a
Combat Knife	25	6	6	08		4-5:b	3-4:b
Large Knife	30	9	4	09			
Saber	35	10	2	10		Roll 2d6. If	
Ceremonial Sword	35	6	2	05		roll is between	
Samurai Sword	35	11	2	11		numbers listed:	
Umbrella	35	3	2	01		a: both disen-	
Swagger Stick	25	3	2	02		gage	
Garrote	00	-	kill	90		b: one disen-	
Dog	25	4	6	10		gages	

* Target automatically hit if grappled

Hand-to-Hand Damage Table												Weapon Draw Table				
1d10	Damage Class											Non-Grap	Grap	Non-Grap		
	1	2	3	4	5	6	7	8	9	10	11					
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
2	1	1	1	1	1	2	2	2	2	2	2	3	Armed	2-6	2-9	
3	1	1	1	1	2	2	3	3	3	3	4	4	Unarm	2-4	2-7	
4	1	1	2	2	2	3	3	3	4	4	5	5				
5	1	1	2	2	3	3	4	4	5	5	6	6				
6	1	2	2	3	3	4	4	5	5	6	6	6				
7	1	2	2	3	4	4	5	6	6	7	7	7				
8	1	2	3	4	4	5	5	6	7	8	8	8				
9	1	2	3	4	5	5	6	7	8	9	9	9				
10	1	2	3	4	5	6	7	8	9	10	11	11				

Victory through sheer belligerence

Turn Sequence

1. Observation Phase: look for enemies.
2. Opportunity Fire Plot Phase: announce which men are designated for Opportunity Fire.
3. Initiative Determination Phase: roll for initiative.
4. Hand-to-Hand Combat Phase: Resolve disengagement attempts. Determine grapple/evasion attempts, then Hand-to-Hand Combat resolution. Repeat last two processes five times.
5. Non-prepared Task Execution Phase: The side with Initiative uses all of one man's Task Points moving, firing, etc.; only men who were not plotted for Opportunity Fire in Phase 2 can do anything (except Op Fire itself) in this phase. Fireteam members (Grunts) and Doofi must roll a Panic Check before using any Task Points. Then the side without Initiative gets to use one of their men, until all non-plotted men move.
6. Prepared Task Execution Phase: Same as Phase 5 except only for men who were plotted for Opportunity Fire.
7. Bookkeeping Phase: Preservation Checks, explosives go off.
8. Game-Turn Record Phase: Mark off another turn and start over.

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Character Generation

1. Roll 4d6 (5d6, keep the best 4) for each of the following characteristics: Strength, Marksmanship, Dexterity, Endurance, Leadership, Hero Rating.

a. Strength. If the Strength roll is 23 or 24, consult the Bonus Table. If 4 or 5, consult the Penalty Table. Consult the Characteristic Modification Table for the Hand-to-Hand Combat % to hit modifier.

If Strength is 21-24, +1 is added to the % to kill for Hand-to-Hand. If St is 25-27, +2 is added. If St is 28-29, +3 to kill, and if 30+ the add is +4. These same modifications are added to the number of damage points done in Hand-to-Hand.

b. Marksmanship. There is no bonus or penalty for this rating. Consult the Characteristic Modification Table for the gunfire % to hit modifier.

c. Dexterity. If the Dexterity roll is 23 or 24, consult the Bonus Table. If 4 or 5, consult the Penalty Table. Consult the Characteristic Modification Table for the grenade accuracy modifier.

d. Endurance. If the Endurance roll is 23 or 24, consult the Bonus Table. If 51% or more is rolled, add the indicated number of points and roll again on the Bonus Table. Keep rolling and adding until a result of 50% or less is rolled. There is no penalty for a low Endurance roll.

Bonus Table	
1d100	Add to Roll
1-50	+0
51-75	+1
76-90	+2
91-99	+3
100	+4

Penalty Table	
1d100	Subtract
1-50	-0
51-75	-1
76-90	-2
91-99	-3
100	-4

Rank List	
1	Private
2	Corporal
3	Sergeant
4	Sergeant-Major
5	2nd Lieutenant
6	1st Lieutenant
7	Captain
8	Major
9	Lt. Colonel
10	Colonel

e. Leadership. If the Leadership roll is 23 or 24, consult the Bonus Table. There is no penalty for a low Leadership roll. Consult the Leadership Chart for the Panic Percentage and Preservation Multiple for the Grunts under his command.

f. Hero Rating. There is no bonus or penalty for Herohood rolls. Consult the Hero Table for details on Hero abilities, combat modifier, skill modifier, observation code, and use of the Miraculous Escape Matrix.

g. Player characters start out at age 22 and Rank 2 (Corporal).

2. Choose any three skills from the Skill Table. Roll 2d10 for each skill and consult the Skill Efficiency Table to find your Skill Rating for each skill. Note each skill and its rating on your character sheet, along with each skill's Task Point Cost and Skill Difficulty Multiple. When a Commando tries to use a skill, he tries to roll less than or equal to his Skill Difficulty Level or SDL (skill rating * difficulty multiple) on 1d100.

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Characteristic Modification Table	Leadership Chart			Skill Efficiency Table	
	Leader	Panic	Preserv	2d10	Efficiency
4d6 % Mod	1	60	45	=====	=====
=====	2	52	40	2	3
0 -17	3	50	35	3	5
1 -15	4	48	32	4	7
2 -13	5	46	30	5	8
3 -11	6	44	29	6	9
4 -9	7	42	28	7	10
5 -7	8	40	27	8	11
6 -5	9	38	25	9	12
7 -3	10	36	23	10	13
8 -1	11	34	22	11	14
9-17 0	12	32	21	12	15
18 +1	13	30	20	13	16
19 +3	14	28	19	14	17
20 +5	15	26	18	15	18
21 +7	16	24	16	16	19
22 +9	17	22	15	17	20
23 +11	18	20	14	18	21
24 +13	19	18	13	19	23
25 +15	20	16	12	20	25
26 +17	21	14	11	-----	-----
27 +19	22	12	10		
28 +21	23	10	9	Royal Irvanian	
29 +23	24	9	7	Commando Motto:	
30+ +25	25	8	6		
-----	26	7	5	"Who Cares Who	
British Special	27	6	4	Wins"	
Air Service (SAS)	28	5	3		
Motto:	29	4	2		
"Who Dares Wins"	30+	2	1		

Hero Class Chart							
Hero Rating	Hero Class	Combat % Mod	Obs. Code	Skill % Mod	Skills & Weap	Abil-Mirac P ities	Escap
0-4	Miserable Coward	-----			Forcibly Retired	-----	
5-8	Hard Luck Case	-5	G	-3	-	-	-
9-12	Star-Crossed	-3	F	-1	-	-	-
13-20	Average Joe	+0	E	+0	-	-	-
21-24	TV Hero	+2	D	+1	-	-	-
25-26	B-Movie Hero	+3	C	+3	1	1	-
27-28	Major Novel Hero	+4	B	+5	1	1	1/game
29+	Big Budget Movie Hero	+5	A	+7	1	2	1/game
Each +2 over 29	Beyond Price	+1	A	+2			

Auxiliary Combat Abilities Chart		Important Note
Ability	Effect on Combat	
Chest Pounding	no effect	If the Commando's six characteristics (St, Mark, Dex, End, Lead, & Hero) add up to 84 or less (56 for Grunts) he may be scrapped and rerolled.
Dry Humour	-2 on Panic rolls	
Battle Yelling	+3 vs. deaf opponents	
Beret Wearing	+2 in bar fights	
Cigar Chomping	+5 vs. tobacco farmers	

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Skill Table			
Skill	TP Cost	DiffMult	Notes
Demolitions	150-rating	2	Minimum 35% for success
Sniping	+10	1.5	Shoot without being observed!
Grenade Toss	-	1	Throw grenades more accurately
Mobile Overwatch	+9	1.5	Shoot while being shot at
Personal Combat	-	2	Improves Hand-to-Hand Combat
Safe-Cracking	50	depends	Open closed things
Mountain Climbing	50/turn	2	Climb big things
Night Fighting	-	1.5	Extends vision range and Obs%

Hero Abilities Chart	
Ability	Effects
Ignore Serious Wounds	Not seriously wounded til End=0
Increase Endurance *	Increase Endurance 50%
Inspire Men in Battle	No Panic or Pres twice per mission
Sixth Sense for Danger	Automatically observes all in 10 sq
Move Swiftly & Silently	-30% to be seen, +10 move Task Points
Luck of the Irish	+10% on any die roll once per mission
Right Place at Right Time	Locate Hidden Objects spell
Engaged to Striking Paramour	Never seriously wounded (limited time)
Mind Over Matter	+5 Task Points per game turn
Establish Good Terms with Intelligent Horse	Comes with free Intelligent Horse

* Can only be chosen if Commando already has Ignore Ser. Wounds

Character Generation (continued)

3. If the Commando has a Hero Rating of 25 or higher (see the Hero Class Chart), he will get bonus skills, weapon proficiencies, and special Hero Abilities. Choose the skills from the Skill Table and the Hero Abilities from the Hero Abilities Table. Characters with a Hero score of 27 or more have the option of using the Miraculous Escape Matrix once per mission. The bonus skills and abilities are cumulative, i.e. a Hero 25 gets 1 extra skill, 1 extra weapon of proficiency, and 1 Hero Ability. A Hero 27 gets 2 extra skills, 2 extra weapons of proficiency, 2 Hero Abilities, etc.

4. Each Commando character starts out life with weapon proficiencies in Pistol and Knife of zero each. Choose three additional weapons from the Fire Combat Table or the Hand-to-Hand Combat Table for weapons proficiencies. All three start with additions of zero. These represent the Commando's weapons of choice, the equipment with which he is practiced. The weapons proficiency addition is added to the Commando's percentage chance to hit whenever firing that particular weapon. He can use a weapon that he has no proficiency in but at a penalty of -15% (to a minimum of half the original base % to hit for that weapon).

5. Fireteam members (Grunts) are generated the same way except they get no Leadership or Hero ratings, only one weapon of proficiency (in addition to pistol and knife), and only one skill. Their Observation, Panic, and Preservation factors are taken from their supervising Commando's Hero and Leadership ratings.

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After the Mission

1. During the inter-mission period, the Commando will age and heal from his wounds, if any. He also has the possibility of increasing (or decreasing) his rank, weapons proficiencies, skill ratings, and ratings for Strength, Marksmanship, Dexterity, Endurance, Leadership, and Herohood. This is assuming he survived the mission, of course. Otherwise he gets a lot of practice being dead.
2. After the mission is completed, the Referee will determine the amount of time until the next mission. This is calculated by cross-indexing the amount of wounds the Commandos have received on a matrix with some random numbers from his checkbook, rolling some dice, and making up something that sounds good. Add the number of weeks, months, years or decades to the character's age on the character sheet.
3. If the Commando used a skill successfully during a mission, he may roll for skill improvement. Roll 1d100. If the result is higher than his skill rating, the rating goes up one point. No roll is made for skills that were used unsuccessfully or not at all. If the skill was increased, keep the original rating written on the character sheet and write the new rating after a slash mark, in order to keep track of the Commando's progress. Adjust the SDL as well, multiplying the new skill rating by the DiffMult factor listed on the Skill Table.
4. If the Commando hit a target with weapon during the mission, he may roll for an increase in proficiency for that particular weapon. Multiply his current addition by four and add the product to 28. Roll 1d100. If the result is greater than that number (28+(4 * current addition)) the weapon proficiency addition is increased one point. There is always a minimum 5% chance of increasing weapons proficiency.
5. If the Commando completes three consecutive missions successfully (achieves all objectives and returns with at least half his men) his Leadership Rating is increased by one point. If he completes two consecutive missions unsuccessfully, his Leadership is decreased by one point.
6. Each mission has a Hero Potential, which is calculated by the Referee and indicates the relative danger and challenge of the mission. If the Commando successfully completed the mission, subtract his Hero Rating from 30 and multiply that by the mission's Hero Potential. If this number or less is rolled on 1d100, his Hero Rating is increased by one point.
If the Commando failed the mission, simply roll 1d100. If the result is equal to or less his current Hero Rating, the rating is decreased by one point.

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7. A character is eligible for promotion after his fifth mission. Calculate his Promotion Points using the Promotion Point Schedule. If the total is zero or positive, the number of missions since his last promotion is added. If the total is negative, the number of missions since his last promotion is subtracted. If the final total is positive and you roll that number or less on 1d100, the character is promoted one

	Promotion Point Schedule	
rank. If the final total is negative and you roll closer to zero (treating the 1d100 roll as negative) he is demoted one rank. Promoted characters must wait three missions before promotion is again possible. Upon reaching the rank of Sergeant,	Achieve all objectives	+3
	Half of men or more survive	+1
	Hero Rating increased by 1 point	+1
	Failure to achieve objectives	-2
	Less than half of men survive	-2
	Hero Rating decreased by 1 point	-1
characters must increase their consumption of coffee by five-fold.	Each mission since last promoted	**

8. As mentioned above, the Referee will announce how much time will pass before the next mission. Calculate the amount of time your character needs to completely heal using the Wound Recovery Chart (adjusted by the number of weeks indicated by the Endurance Modifiers Chart) and subtract that amount from the time until the next mission. Any extra time after healing may be used as practice, i.e. attempting to increase the Commando's Strength, Marksmanship, Dexterity, and/or Endurance one point.

Wound Recovery Chart		Endurance Modifiers			
Wound Type	Weeks Required to Heal	Endur	Minor	Seriu	Incap
Minor Wound	0.5 per Wound Point Taken				
Serious Wound	4 + 2 per Wound Point	4-8	+1	+2	+4
Incapacitated	12 + 3 per Wound Point	9-12	+0.5	+1	+2
Characters may only practice for one characteristic at a time.		13-15	0	0	0
		16-20	-0.5	-1	-2
		21+	-1	-2	-4

a. At least five consecutive months of practice are required to increase the Strength Rating. If the current Strength is under 24, there is a 5% chance of increasing per month spent in practice. If the current Strength is 24 or over, there is a 2% chance of increasing per month.

b. At least two months (not necessarily consecutive) of practice are required to attempt to increase Marksmanship. The chance to increase is 1% per two months of dedicated practice.

c. There is a 4% chance of increasing Dexterity for every three months (not necessarily consecutive) spent in practice.

d. Endurance may only be increased after a mission in which the Commando was wounded. There is a 5% chance of increasing Endurance for every month spent in practice.

9. After a mission in which the Commando was seriously wounded but not incapacitated, there is a 10% chance that one of the first four characteristics (Strength, Marksmanship, Dexterity, or Endurance) will be decreased one point. After a mission in which the Commando was incapacitated, there is a 35% chance one of the characteristics will be decreased. The unfortunate characteristic to be decreased may be picked at random or chosen specifically by the owning player.

"Good luck men, and remember: we consider you expendable."