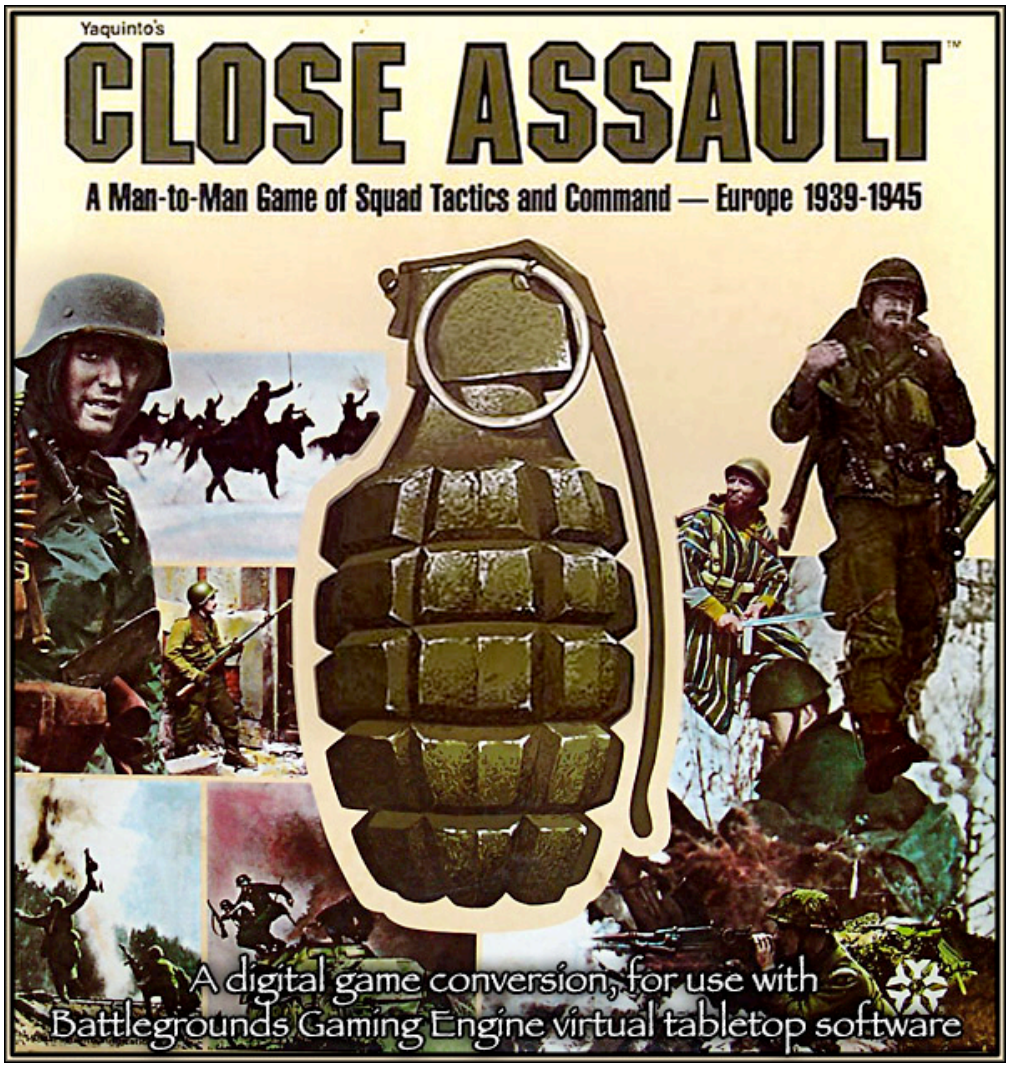
CLOSE ASSAULT MANUAL



STOP!! Do not read this until after you have read the Basic Game Rules. It is a good idea to become thoroughly familiar with the Basic Game before moving on to the more detailed and complicated versions of the game found in this MANUAL.

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THE ADVANCED GAME RULES

ABOUT THIS DIGITAL CONVERSION

This is a digital conversion of Yaquinto's "Close Assault" wargame, which was originally published in 1983. Unfortunat Yaquinto's game publishing division was shut down soon after the game's release.

SOFTWARE: This digital conversion is exclusively for use with the "Battlegrounds Gamin Engine" (aka BGE) virtual tabl software. BGE v1.1 or later is required to play. This rulebook assumes working familiarity with BGE's commands and features.
UPDATED RULEBOOK: This rulebook is based on the original printed game's 24-page "Close Assault Manual", which cov the rules for the Advanced Game as well as Optional rules. A separate 4-page folder covered the rules for the Basic Game, but t rules are included in the free "Close Assault (Basic Game)" digital conversion. The PDF format has the advantage of b searchable, to find specific rules faster. A Table of Contents has also been included, which was not present in the original pri Manual. All of the original black-and-white illustrations have been recreated in full color. Some changes have been made to the to account for the digital conversion. For example, all references to cardboard chits or counters have been changed to "token".
UPDATED MAP & TERRAIN: The mapboard and terrain units have been updated to be more visually appealing. In addition of the terrain is now modular, so that you can create your own custom battlefields (in the original game, only the hill and tree u could be moved).
ADDITIONAL TOKENS: New tokens for marking fire, smoke, closed or destroyed doors and windows, and marking occu buildings for tracking victory points provide for a richer game and reduce the amount of bookkeeping required.
SOFTWARE SETUP: Start by installing the free "Close Assault (Basic Game)" digital conversion into a clean installation of B if you have not already done so. Then install the contents of the "Close Assault (Advanced Game)" package into the same E installation.

INTRODUCTION TO THE ADVANCED GAME − SIMULATION NOTES

The Basic Game provides a quick and convenient method of "getting into" the game and learning the most important mechanics players begin using the Advanced Game Rules, and even more so as many of the Optional Rules are adopted, they will find that game system in many important ways simulates *actual* combat conditions as opposed to the "Hollywood" version of these s events. The way this is done and the reasons it was done in this manner may at first be puzzling, because warfare is anything logical. Firefights are brutal and terrifying experiences for the soldiers involved, and many "everyday" concepts have to be char for proper understanding. Although a large number of books, articles, manuals, and interviews were used in researching this ga among them were two sources that consistently presented many of the basic ideas for the version of combat presented in this ga These sources were the works of S.L.A. Marshall (especially his classic *Men Against Fire),* and Stouffer, et al's *The Amer* Soldier, *Combat and its Aftermath*, a multi-volume psychological look at combat and the attitudes of American combat troop World War II. The conclusions of these sources are substantially backed up by virtually every good first-hand account of mo ground combat, although most other works are more concerned with a broad sweep of what happened rather than a detailed anal of why it happened the way it did.

These works emphasize the "emptiness" of a modern battlefield (you rarely get a good look at the enemy, or even most of y comrades), the small percentage (20-30%, or even less) of the soldiers present who do anything effective during an action, the and confusion, and the short duration (usually a few minutes or less) of an actual combat (random firing can continue for s time, and forces may be regrouping to renew the combat, but the first few minutes are usually enough to settle immediate victor defeat). All major modern battles consist of hundreds or thousands of separate combats of the types presented here as scena Success depends on the efforts of a handful of individuals among those engaged, called "natural fighters" by Marshall. Every a awards medals for encouragement and makes efforts to promote these "natural fighters" to positions of leadership (squad lea assistant squad leaders, and weapon team leaders) to stimulate the others to participate. "Friction" and "fog of war" are endemi low level tactics (even worse than in higher levels of command, since the danger is more immediate, constant, and personal), squad "drills" break down rapidly under fire (more or less so depending on troop quality and training). Small units, such as squ are "primary groups" where the members are often friends, and very close knit. When the shooting starts, a soldier is very reluc to leave his buddies, but still may take no effective part in a combat. Even "natural fighters" get scared, confused, or may jus looking in the wrong direction at the wrong time. Combat veterans confirm this. As one former squad leader (Army, Vietnam V

told me, “Once the shooting started, nobody would do anything until I went over and personally kicked them in the butt.” Ano
(Marine, Korean War) mentioned, “The first time we came under fire, the sergeant had to move around and personally tell e
man that he was supposed to be firing back.” Some crazy things happen in actual combat, and can occur in this game. Garners
think of warfare as a series of carefully orchestrated maneuvers will have to adjust their thinking to play this game effectiv
Lucky breaks and opportunities for one side will be intermixed with the same for the other side in a patternless manner. Sei
one’s own opportunities while minimizing the other side’s opportunities is the crux of successful play of this game. Some sold
will emerge as “heroes”, while others will accomplish nothing, but this is the nature of the beast called modern combat.

The “squad” at the start of World War I was an organization primarily useful for administration and close order drill. The tac
impact of the massive firepower available from the new weapons of 1914-1918 was startling. The traditions of centuries of c
order fighting by massed troops died hard, but by the end of that war a transformation had taken place, and squads were b
trained and organized around one or more automatic and/or heavy weapons as independent maneuver elements within la
formations. This very revolutionary tactical concept was adopted by all major powers by the start of World War II. This marks
beginning of “modern ground combat”, and, in its essentials, is the system still used today. World War II squad organization
tactics, along with the more publicized use of armor and airpower, made the conduct of ground actions, even though many of
weapons were the same, vastly different from actions in previous wars.

This game covers what happens *after* the artillery barrage has lifted, and the air strikes have done their worst. Combat at this l
emphasizes the twin problems of survival in an environment of automatic and explosive weapons (accomplished by spreading
and keeping out of sight), and control (most easily accomplished by keeping together and in sight – suicidal, if spotted). The g
system demonstrates that no combat situation can be divorced from the fog of war and the problems of modern small unit tacti
what *should* be done and what *can* be done may be very different in practice. If desired, a player can easily move and/or fire e
soldier one or more times during a *Turn,* just the same as in a game where every unit can be moved and fired every Turn.
game’s system of sequence units simply breaks this down into parts of a Turn. Keep in mind that the Impulse Phases are *not* uni
time (although they obviously average five to ten seconds each), but merely determine the *order* in which events occur. The nun
of sequence units and Impulses per Impulse Phase of a squad show its degree of training, experience, and morale. A better sc
can accomplish more in a given Turn. The randomness of drawing the sequence units and the limited number of things that ca
done during each Impulse Phase are the heart of this game as a simulation of reality, and provide unique challenges for even
most “hardened” wargame commanders.

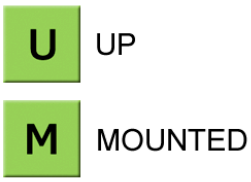
The Advanced Game Rules introduce new concepts and procedures that are absent in the Basic Game. This gives a more com
and detailed game that is much easier to learn if the Basic Game Rules are already well understood. The Advanced Game Rule
most cases, simply add to the Basic Game Rules, or supplement certain sections. *All* Basic Game Rules still apply, unless other
stated.

ADVANCED AND OPTIONAL COMPONENTS: These components were not covered in the Basic Game Rules, as they needed only with the Advanced and/or Optional Rules.

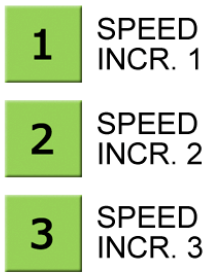
PLAYING PIECES: Depending on the scenario, some units may represent different things in different scenarios, depending their identification.

ADVANCED INFORMATION UNITS:

POSTURE UNITS



SPEED UNITS



HEIGHT UNITS

RUBBLE UNITS

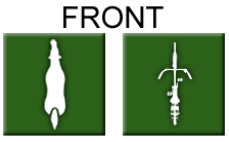
TURRET UNITS (OP)

VEHICLE UNITS: This also includes horses.

SMALL VEHICLES (SMV) (OP)

LARGE VEHICLES (LGV) (OP)

HORSE (HRS) BICYCLE (BIC)



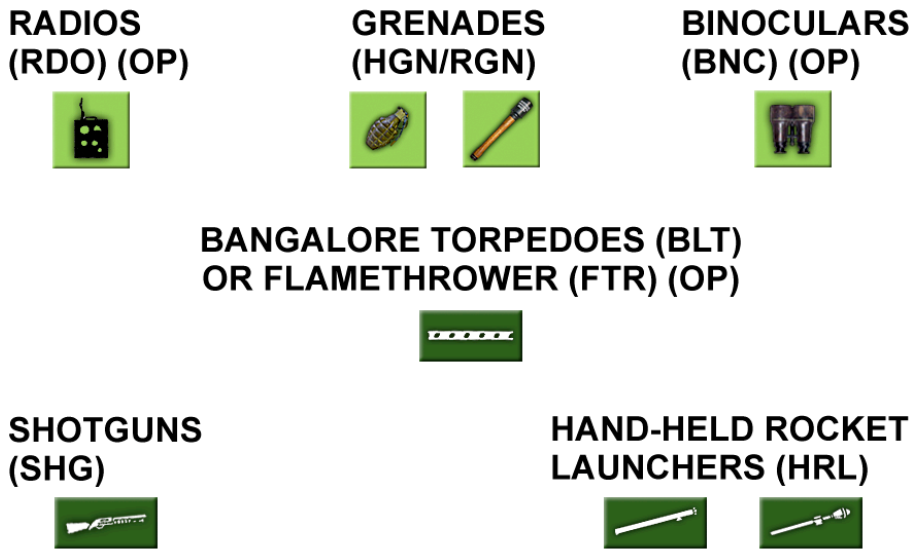
WEAPON UNITS: These represent individual crew-served weapons, and do *not* represent a soldier – their crews are separate.

MACHINEGUN (HMG/MMG)

MORTAR (MRT)

ANTI-TANK GUN (ATG) (OP)

EQUIPMENT UNITS: These represent equipment carried by soldiers in addition to their major personal weapons.



DEFENSIVE UNITS: These represent fortifications and obstacles.

THE MANUAL: This contains all the rules for the more complex versions of the game, as well as scenarios.

GAME CARDS: In the original printed game, The Game Cards contained the most-used charts and tables needed to play the n complex versions of the game. In this conversion, the Game Cards have been split up into discreet charts and tables for ea reference. Use BGE's "Library" feature to call up any chart or table you need to reference.

WEAPON AND VEHICLE CARDS: The individual WEAPON CHARTS are provided on-screen. These can be accessed sin by placing the mouse cursor over the miniature chart tokens located in the top-left of the game table window (just below the button), or via BGE's "Library" feature. The Vehicle Cards, due to their large size, are only available via the "Library" feature.

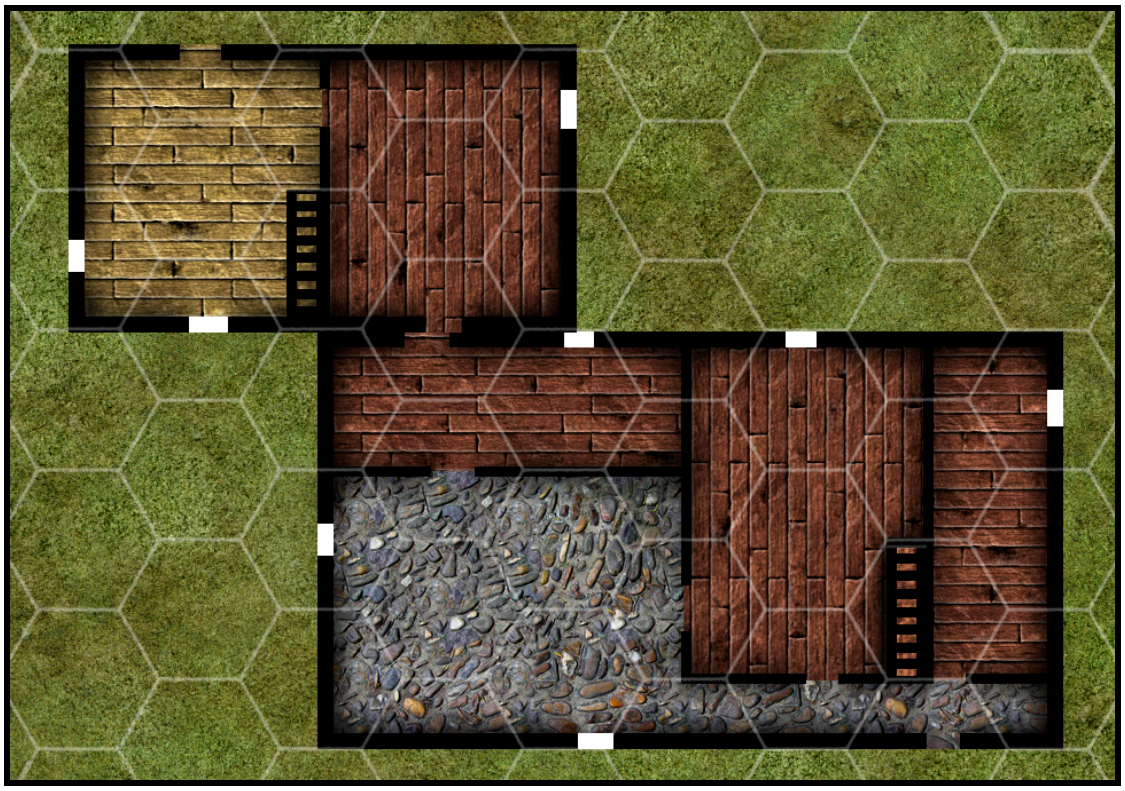
OTHER: A pencil and scratch paper for each player is essential – although the actual amount of writing required in a typical g is not great, there are a number of rules where writing is required or useful. Alternatively, you may wish to use BGE's Note feature to track some or all of this information.

8.0 ADVANCED GAME SET UP AND PREPARATION FOR PLAY

8.1 SCENARIO SELECTION: Select a scenario from the scenario section of this MANUAL. Many scenarios can be played u only the Advanced Game Rules, and any Optional Rules required to play a scenario are listed in the scenario itself. All spe information needed to set up and play the scenario are given there.

8.2 ADVANCED MAPBOARD SET UP: Information telling what terrain units are used, their heights and values, and where should be placed is given in the individual scenarios. Not all terrain is used in every scenario, and only a few terrain units h *exact* locations given – "random placement" indicates that where to place the terrain units is left to the players. Terrain units ma placed in hexes containing other types of printed terrain, except in road or path hexes, unless otherwise noted in the scenario. W so placed, the original printed terrain is negated.

8.2.1 MULTI-LEVEL TERRAIN AND LARGE BUILDINGS: Hill units may be stacked one on top of another (always sma units on top of larger units) to form multi-level hills. In addition, tree or building units may be stacked on hill units to show they are on the hill. Large buildings can be formed by placing building units together, as shown:



Where buildings touch, windows are considered to be solid walls, but doors are considered to go through both sets of walls (su door opens into the *larger* building). Multi-level buildings can be formed by stacking smaller building units on top of the la ones. Always match up the stairs, placing the stair hex of an upper floor on top of the stair hex of the lower floor. For single s buildings, ignore the stairs – they are considered to be part of the walls. The defender in a scenario may set up buildings with desired doors or windows open or closed, unless the scenario states otherwise.

8.2.2 TERRAIN HEIGHTS AND DEPTHS: A terrain feature may be various heights, and depressions can be of various dep depending on the scenario information. A "height" in the game equals 2-4 actual feet, an average of three actual feet. *For exam a hill unit defined as being three heights high is actually about nine feet high.* The depths of depressions are just the reverse depression that is four heights deep is about twelve actual feet deeper than the surrounding clear terrain. Various heights or de can be marked by placing height units in one of a terrain feature's hexes.

END OF RULEBOOK PREVIEW