

**Using the Combat Command Module**  
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**Overview**

The Combat Command module lets you play the Combat Command game which was published in issue 30 of Strategy & Tactics Magazine.

Once you enter the module and choose your side, you will be presented with the Main Toolbar. This is a series of buttons along the top of the main window that allow you to play the game.

**Prepare for Play**

Open the Main Map, Force Pool, and the Turn Track, by pressing F1, F2, and F8 respectively. Press F6 to open the Scenarios . Choose one and set up the pieces on the Main Map accordingly.

**Combat**

To resolve combat, declare which unit is firing by placing the Current Battle Marker on the Firing Unit. Place one of the four Combat type Markers on the target. Press F3 to declare the attack odds for the battle. Press F4 to roll the die to resolve the battle, and F5 to report the results of the battle.

## Hot Keys

Here is a list of the Hot Keys and their actions.

<u>Key</u>	<u>Action</u>
F1	Open the Main Map
F2	Open the Pieces Palette
F3	Set Attack Odds
F4	Roll 1d6
F5	Report Battle Results
F6	Open Scenarios Window
F7	Open Charts and Tables Window
F8	Open Turn Tracker
F10	Use LOS string. (on main map only)
Ctrl - C	Clone Unit
Ctrl - D	Delete Unit
Ctrl - F	Toggle Fires Status
Ctrl - I	Toggle Dug-In Status
Ctrl - M	Mark Unit as moved
Ctrl - P	Toggle Dispersed Status
Ctrl - R	Toggle Retreat Status
Ctrl - T	Toggle Movement Trail
Ctrl - W	Toggle Wreck