[1] INTRODUCTION

[2] HOW TO READ THE UNITS

[3] SETTING UP THE GAME

[4] GAME EQUIPMENT

[5] RULES INDEX

[2] 48 COLLARDS

BLUE GRASS

STANDARD RULES
[7.4] EFFECTS OF CONFLICT ON TERRAIN

Terrain Effects Chart (p. 40) for a complete list of the terrain effects of conflict on terrain. The terrain may act as a barrier in attacking or defending units, making it more difficult for one side to move to the other. The terrain may also affect the ability of units to fire, providing cover for units on the opposite side. Terrain effects may also include natural obstacles such as rivers, cliffs, and hills, which can make it more difficult for units to move across the terrain.

[7.5] DIVERSIFICATION OF ATTACKS

A unit may make attacks as poor odds in order to slow down or divide the enemy's forces. This tactic is often used to prevent the enemy from concentrating their forces and launching a decisive attack. The diversification of attacks can also be used to pin down the enemy's forces, forcing them to defend against multiple threats.

[7.6] COMBAT STRENGTH UNIT

A unit's combat strength is the number of combat units, including friendly and enemy units, that are engaged in combat. The combat strength of a unit is determined by the number of combat units that are engaged in combat at any given time. The combat strength of a unit can be increased by reinforcing units or by forming a combined attack. The combat strength of a unit can also be decreased by losing combat units or by withdrawing combat units from combat.

[7.7] MULTIPLE UNIT ATTACK

When attacking a multiple unit, the attacker must use a larger number of combat units to succeed. The attacker's combat strength must be greater than the enemy's combat strength in order to successfully attack the multiple unit. The attacker's combat strength is determined by the number of combat units that are engaged in combat at any given time. The attacker can increase their combat strength by reinforcing units or by forming a combined attack. The attacker can decrease their combat strength by losing combat units or by withdrawing combat units from combat.

[7.8] REAGMENT AND ADVANCING

When advancing against a multiple unit, the attacker must use a larger number of combat units to succeed. The attacker's combat strength must be greater than the enemy's combat strength in order to successfully advance against the multiple unit. The attacker's combat strength is determined by the number of combat units that are engaged in combat at any given time. The attacker can increase their combat strength by reinforcing units or by forming a combined attack. The attacker can decrease their combat strength by losing combat units or by withdrawing combat units from combat.

[7.9] VOLUME OF COMBAT

A unit may be displaced more than once per turn. This is particularly true for units that are participating in multiple attacks. The volume of combat is the total number of combat units that are engaged in combat at any given time. The volume of combat can be increased by reinforcing units or by forming a combined attack. The volume of combat can also be decreased by losing combat units or by withdrawing combat units from combat.

[7.10] ARTILLERY

Artillery units include all units that fire indirect fire, such as field artillery and mortar units. Artillery units may be used to provide covering fire for friendly units or to support direct attack operations. Artillery units can also be used to destroy enemy units or to limit their movement. Artillery units are generally more effective against unarmored units and personnel than against armor or fortifications.
EFFECTS

FACE OF TERROR

[14] EXECUTIVES

[18] DEFINITIONS

[19] EFFECTS OF TERROR

[31] ZONES OF CONFLICT

[17] EMERGENCY ZONES OF CONTROL

[18] EFFECTS OF LOSS

[18] RATIONAL ATTACK

[18] GENERAL RULE:

ATTACK

[18] OPTIONAL RULE:

[18] EFFECTS ON MOBILIZATION

[18] EFFECTS ON CONFLICT

[18] COMBINED ATTACKS
### Design Credits

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### Interim Effects Chart

(Use Table Key on Map)

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### Explanation of Combat Results
