MODERN BATTLES
STANDARD RULES
for the games
WURZBURG, CHINESE FARM,
GOLAN, MUKDEN

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[1.0] INTRODUCTION
The Modern Battles Game System is an operational simulation of modern-day warfare. Each game in the system represents a clash between two important military powers of the present. The Playing Pieces represent the actual units which participated or might participate in the battles, and the map represents the actual terrain over which those units fought, or may fight. Two rules folders are provided. The first contains Standard Rules, which are common to all the games in the Modern Battles system. The second folder contains Exclusive Rules for each game in the system, and the Initial Deployment and Reinforcement Rules.

The game has been designed to insure maximum playability and maximum reality (in that order). In order to achieve these goals, the physical components, as well as the game rules, have been designed to make the game easier to understand and play. The components include a smaller, more compact playing map, never more than a hundred playing pieces, and standardized rules.

The standardization makes it easier for the gamer to go from one game to another within the series. It also enables the games designers to concentrate on the realism aspect of the games. (The standardization generally takes care of any playability problems.)

[2.0] GAME EQUIPMENT
[2.1] THE GAME MAP
Each of the 22" x 17" mapsheets portrays the battle area. A hexagonal grid is superimposed over the terrain features on the mapsheet in order to regularize movement and positioning of the playing pieces.

To make the map lie flat, back-fold it against the creases. Small pieces of masking tape may be used at the corners of the map to hold it flat.

[2.2] CHARTS AND TABLES
Various visual aids are provided for the Players in order to simplify and illustrate certain game functions. These are the Combat Results Tables, the Terrain Effects Chart, and the Reinforcement Charts.

[2.3] THE PLAYING PIECES
The cardboard pieces represent the actual military units that took part in the historical battles, or that are stationed in the areas portrayed in the hypothetical battles. The numbers and symbols on the pieces represent strength, movement capability, and type of unit represented by the piece. These playing pieces will hereafter be referred to as "units."

[2.3.1] How to Read the Units
Non-Artillery Unit

<table>
<thead>
<tr>
<th>Unit Size</th>
<th>Unit Designation</th>
</tr>
</thead>
<tbody>
<tr>
<td>3-1</td>
<td>Infantry</td>
</tr>
<tr>
<td>5-1</td>
<td>Artillery</td>
</tr>
</tbody>
</table>

[2.3.2] Definition of Terms
Attack Strength is the relative strength of a non-artillery unit with regard to attacking other units, expressed in terms of Attack Strength Points.

Defense Strength is the relative strength of a unit with regard to defending against the attacks of Enemy units, and is expressed in terms of Defense Strength Points.

Barrage Strength is the relative strength of an Artillery unit when attacking Enemy units, and is expressed in terms of Barrage Strength Points.

Final Protective Fire (FPF) Strength is the relative ability of an Artillery unit to add to the Defense Strength of Friendly units, and is expressed in terms of FPF Strength Points.

Movement Allowance is the maximum number of clear terrain hexes through which a unit may be moved in a single Movement Phase; each such hex requires one Movement Point of the Movement Allowance. More than one Movement Point may be expended for some hexes.

Range Allowance is the maximum number of hexes from the hex of an Artillery unit using its FPF or Barrage Strength (exclusive), to the defending unit's hex (inclusive).

[2.4] GAME SCALE
Each hexagon on the mapsheet represents approximately one mile of real terrain from side to side. Each Game Turn is the equivalent to 12 hours of real time.

[2.5] PARTS INVENTORY
A complete game should include the following parts:
One 22" x 17" Game Map
One Standard Rules Folder
One Exclusive Rules Folder
One Sheet of Charts & Tables
One Set of Die-Cut Counters (100 pieces)
One Folio (Folio edition only)

If any of these parts are missing or damaged, please write:
Customer Service
Simulations Publications, Inc.
44 East 23rd Street,
New York, New York 10010
Questions regarding the rules of the game (stated in a "Yes or No" or multiple choice manner) will be answered, if accompanied by a stamped, self-addressed envelope.

[3.0] SETTING UP THE GAME
The cardboard Playing Pieces should be punched out of the Unit Counter Sheet. The differently colored counters represent forces of opposing sides. The mapsheet should be unfolded and then backfolded against the creases to make it lie flat. Players should determine which side each will play.

The Players then consult their respective Initial Deployment Charts. These charts tell the strengths of each unit which is in play (on the map) during the First Game-Turn. Unit values are listed as follows:

- Attack Strength - Defense Strength - Movement Allowance.
- For Artillery units:榴弹炮 Strength - Final Protective Fire Strength - Range Allowance/Defense Strength - Movement Allowance.

Units are assigned specific set-up hexes or Players may be instructed to choose the hexes for their units, in which case one Player or the other will be instructed to "deploy first." After all the units in the Initial Deployment have been set-up, all remaining units should be placed aside and brought into play according to the Reinforcement Schedule.

The Scenario Special Rules indicate which Player is the First Player. The Scenario Victory Conditions tell how the game is won. Play proceeds according to the Sequence of Play for the number of Game-Turns specified in the Scenario.

[4.0] SEQUENCE OF PLAY
This game is played in successive Game-Turns, composed of alternate Player-Turns. During each Game-Turn the Players maneuver their units and resolve combat in sequence, according to the following order and within the limits provided by the rules which follow. At the conclusion of the last Game-Turn, the Victory Conditions are consulted and a winner is determined.

[4.1] SEQUENCE OUTLINE
THE GAME-TURN
The Game-Turn is divided into a First Player-Turn and a Second Player-Turn. The Player whose Player-Turn is currently in progress is termed the Phasing Player. The activity which may take place during each Phase is outlined below.

1. SPECIAL WEAPONS INTERPHASE
Munitions and Wurzburg This Phase is used to implement the Nuclear Weapons Rules. In Chinese Farm and Gefaan this Phase is used to implement the SAM Suppression Rules.

2. FIRST PLAYER-TURN
A. Movement Phase: The Phasing Player may move all, some or none of his units as he desires within the limits and restrictions of the rules of Movement, Zones of Control, Terrain Effects and Exclusive Rules of the game. The Phasing Player may bring reinforcements onto the map as allowed by his Reinforcement Schedule and the Reinforcement Rules. The non-Phasing Player may not move his units.

B. Combat Phase: The Phasing Player uses his units to attack the non-Phasing Player's units. The Phasing Player may order his attacks in any order he desires. Each attack follows the subsequence following where appropriate.

[5.0] MOVEMENT

[5.0.1] MOVEMENT RESTRICTIONS AND PROHIBITIONS

[5.11] Movement may never take place out of sequence. A Player's units may be moved during his own Movement Phase. During the Combat Phase, a unit which is either attacking or defending may be called upon to advance or retreat after Combat is resolved. During the Enemy Player's Movement Phase, and during both Player's Combat Phases, except when advancing or retreating as a result of Combat, Friendly units must not be moved.

[5.12] A Friendly unit may never enter a hex containing an Enemy unit.

[5.13] A unit may never expend more Movement Points than its total Movement Allowance in any one Movement Phase. A unit may expend all, some or none of its Movement Points in any one Game-Turn, but unused Movement Points may not be accumulated until another Movement Phase or transferred to another unit.

[5.14] A unit may never exit an Enemy controlled hex during any Movement Phase. An Enemy controlled hex may be left only during a retreat or advance as a result of Combat (unless otherwise noted in the Exclusive Rules).

[5.15] Once a unit has been moved and the Player's hand taken from the piece, it may not be moved any further during the Player-Turn nor may it change its move without the consent of the opposing Player.

[5.16] There are no supply rules (unless otherwise noted in a specific game's Exclusive Rules). Units are considered to be "in supply" at all times. Isolation has no effect on Movement or Combat.

[5.2] EFFECTS OF TERRAIN

[5.21] A unit must expend one Movement Point to enter a clear terrain hex. To enter other types of hexes, a unit must expend more than one Movement Point. When the Terrain Effects Chart calls for a Movement Point expenditure to cross a terrain hexside, this cost is in addition to the terrain cost for entering the hex.

[5.22] A unit which moves from one road hex directly into an adjacent road hex through a road hexside expends only 2 Movement Points, regardless of other terrain in the hex.

[5.23] A unit which moves from one trail hex directly into an adjacent trail hex through a trail hexside expends one Movement Point, regardless of other terrain in the hex.

[5.24] A unit may not enter a hex if it does not have sufficient Movement Points remaining to pay the Movement Point cost to enter the hex itself and the hexside being crossed.

[5.3] EFFECTS OF OTHER FRIENDLY UNITS

[5.31] A Friendly unit may move through hexes occupied by other Friendly units (at no extra Movement Point cost), but may not end its Movement Phase stacked in the same hex with another Friendly unit. Stacking is prohibited.

[5.32] There is no limit to the number of Friendly units that may pass through a single hex in one Game-Turn.

[5.33] Friendly controlled hexes never interfere with Friendly movement.

[6.0] ZONES OF CONTROL

GENERAL RULE: The six hexagons immediately surrounding a hex constitute the Zone of Control (ZOC) of any unit in that hex. Hexes upon which a unit exerts a Zone of Control are called Controlled Hexes and inhibit the movement of Enemy units: All units must cease movement when they enter an Enemy controlled hex.

CASES:

[6.1] EFFECTS ON MOVEMENT

[6.2] MULTIPLE ZONES

[6.21] If there are both Enemy and Friendly Zones of Control cast over a given hex, they have no affect on each other; both Zones co-exist and the hex is mutually controlled by both Players.

[6.22] There is no additional affect when more than one unit casts its Zone of Control onto a given hex.

[6.23] Obviously, if a given unit is in an Enemy controlled hex, the Enemy unit is also in its controlled hex. The two units are equally and mutually affected.
[7.0] COMBAT

GENERAL RULE:
Combat between adjacent opposing units is mandatory. Artillery units (8.0) are the only units which may attack units to which they are not adjacent. See also Airpower Rules (9.0) for Ground Support Air Strength Points.

The Phasing Player is termed the Attacker; the other Player the Defender, regardless of the overall strategic situation.

PROCEDURE:
Total the Attack Strength, Barrage Strength and Ground Support Strength of all attacking units involved in a specific attack; total the Defense Strength and the Final Protective Fire of all units which are the object of a specific attack. Subtract the total Strength of the defending units from the total Strength of the attacking units. The result is the Combat Differential expressed in Points. It may be either a positive or a negative number.

Consult the Combat Results Table (Active or Mobile) under the appropriate Combat Differential Column (adjusting for Terrain), roll the die, and then apply any Combat Results immediately, before resolving any additional attacks that are being made in the Combat Phase. Example: If thirteen Strength Points were attacking a unit with four Strength Points in a town hex, the Combat Differential would be +9. Because the defender is in a town hex, before resolving the attack, the attacker shifts two columns to the left (from the +9-11 column to the +4-5 column).

Having determined the proper column on the Active Combat Results Table (7.03), the attacker rolls the die. The result indicates a line which is cross-indexed with the proper column. The intersection of line and column yields a Combat Result. This should be immediately applied to the involved units, before going on to resolve any other combat. Separate combats may be resolved in any order that the attacker wishes, so long as all combats are resolved during that Combat Phase.

CASES:

7.1 WHICH UNITS ATTACK

7.1.1 Every non-Phasing unit that has a Phasing unit adjacent to it must be attacked by some Phasing unit during that Combat Phase. The Phasing Player may resolve these attacks in any fashion desired, as long as all adjacent units are attacked within the requirements of rule 7.2.

7.1.2 All of the Phasing Player's units which end the Movement Phase in an Enemy controlled hex must attack some Enemy unit during the ensuing Combat Phase. The Phasing Player may choose which units will attack each defending unit, as long as all adjacent Friendly units participate in an attack.

7.1.3 A defending unit may be attacked by as many as six adjacent units, with possible additional Artillery Barrage Strength (see 8.0) and Ground Support (see 9.0).

7.1.4 No unit may attack more than once per Combat Phase, and no Enemy unit may be attacked more than once per Combat Phase.

7.1.5 Non-Artillery units may only attack if in a hex adjacent to the defending units.

7.2 MULTIPLE UNIT AND MULTI-HEX COMBAT

7.2.2 Units in two or more adjacent hexes may combine their Combat Strengths and attack a single hex, if all the attacking units are adjacent (or are within range of) the Enemy occupied hex.

7.2.3 Attacks may involve any number of attacking or defending units. For the attacks to be resolved as a single combat, however, all the attacking units must be adjacent to all the defending units, with the addition of barraging artillery units, which need not be adjacent.

7.3 COMBAT STRENGTH UNITY

A given unit's Attack and Defense Strengths are always units. That is, a unit's Strength may not be divided among different combats, either for attack or defense.

7.4 EFFECTS OF TERRAIN

7.4.1 Defending units, only, benefit from the terrain in the hex and/or that hex's perimeter hexes. Terrain in hexes occupied by attacking units has no effect on combat.

7.4.2 The effect of terrain (on combat) has been integrated into the Combat Results Table. After establishing the Combat Differential Column, the Player will shift to the left from this column, the number of columns specified on the Terrain Effects Chart, for the terrain which the defending unit occupies.

7.4.3 Terrain benefits for combat are not cumulative. A defending unit always benefits only from the most advantageous terrain. Example: A unit in rough terrain behind a river hexside would benefit from the rough terrain only.

7.4.4 When two or more defending units are being attacked in a single combat and are on two different types of terrain, each having a different effect on the Combat Differential, then the entire attack is modified by the terrain most favorable to the defender.

7.5 DIVERSIONARY ATTACKS

7.5.1 In making a series of attacks, a Player may allocate his attacking units so that some attacks are made at "poor" Differentials, so that adjacent attacks may be made at more advantageous Differentials (by allotting most of the attacking force to the major objectives). These attacks are known as diversionary or holding attacks.

7.5.2 The Phasing Player may never voluntarily reduce the Differential of any given attack. That is, he may never voluntarily shift to the left of his Combat Differential Column.

7.6 COMBAT RESOLUTION

7.6.1 There are two different Combat Results Tables in the Modern QuadGame: each reflects a separate attitude and approach to battle in accordance with an overall strategic goal. The Active Combat Results Table indicates a willingness to accept losses in order to destroy Enemy units and perhaps achieve a breakthrough in the Enemy front. The Mobile Combat Results Table represents a general desire to preserve units and suffer a minimum of casualties, pushing back the Enemy rather than destroying him.

7.6.2 At the beginning of his Combat Phase, the Phasing Player must select which Combat Results Table he will use to resolve all of the Combats in that Phase. The Phasing Player may not use both the Active Combat Results Table and the Mobile Combat Results Table to resolve combat in the same Phase.

Scenario instructions often contain special rules regarding the use of the Combat Results Tables. The instructions will generally indicate the conditions under which a Player may or may not, or must use the Active Combat Results Table.

7.6.3 ACTIVE COMBAT RESULTS TABLE

(See separate sheet.)

In each scenario Players are assigned a number of Turns during which they may use the Active Combat Results Table. They don't have to use this CRT, but if they elect to do so they must use it for the full number of Turns that it is allotted to them. These Turns must be consecutive.

7.6.4 MOBILE COMBAT RESULTS TABLE

(See separate sheet.)
[7.8] DISPLACEMENT
[7.8.1] If friendly units occupy hexes in the only possible retreat route available to a retreating unit, those friendly units are displaced (moved out of their hexes) by the retreating unit. The displaced unit is moved one hex by the owning Player) as if it were itself retreating. Then the retreating unit enters the vacated hex and, if necessary, continues its retreat. The retreating unit may displace as many units as necessary to retreat the indicated number of hexes.

[7.8.2] If the displacement would cause any of the displaced units to be eliminated, the retreating unit is eliminated instead. Displaced units can then displace other friendly units in a sort of chain reaction of displacement, if that is the only permitted path of displacement open to them. A unit may be displaced more than once per Combat Phase, if that is the only alternative. Displaced Artillery units which have not yet engaged in combat, may not fire during that Combat Phase. Units may not displace other friendly units if they have other paths of retreat open to them.

[7.8.3] If a retreating unit displaces a unit in a hex which the Phasing Player had intended to Barrage Attack, the attack against that hex may not take place. Of course, the displaced unit may be Barraged in its new hex.

[7.9] ADVANCE AFTER COMBAT
[7.9.1] Whenever an Enemy unit is forced to retreat (or is eliminated) as a result of combat it will leave a path of vacant hexes behind it called the Path of Retreat or Retreat Path (this includes hexes vacated pursuant to 7.75). Any or all friendly victorious units which participated in the combat and were adjacent to the retreated unit are allowed to advance along the Enemy Path of Retreat.

[7.9.2] The advancing victorious units may cease advancing at any hex along the Path of Retreat.

[7.9.3] Advancing victorious units may ignore Enemy Zones of Control.

[7.9.4] Only victorious units which were adjacent to the retreating unit during the combat and participated in that combat may advance. Non-adjacent Artillery units may not advance after combat.

[7.9.5] An advancing unit may not stray from the Path of Retreat.

[7.9.6] The option to advance must be exercised immediately before any other combat resolution. Units are never forced to advance after combat. After advancing, units may either attack or be attacked in that Phase (see 7.14), even if their advance places them next to Enemy units whose battles are yet to be resolved, or who were not involved in combat. However, advances are useful in cutting off the retreat of Enemy units whose combat had not yet been resolved.

[7.9.7] Example: (see separate sheet)

[8.0] ARTILLERY

GENERAL RULE:
Artillery units may participate in combat from adjacent and non-adjacent hexes. The Artillery unit's Barrage Strength may be used to attack Enemy units. The Artillery unit's final Protective Fire Strength may be used to supplement the Defense Strengths of other Friendly defending units. In either case, Artillery units need not be adjacent to, but must be within range of the defending unit. An Artillery unit may use both its Barrage Strength and Final Protective Fire Strength in a single Game-Turn. When attacked, an Artillery unit defends itself with its own Defense Strength.

CASES:
[8.1] BARRAGE ATTACKS
[8.1.1] Artillery units may attack non-adjacent Enemy units up to the extent of their Range Allowance, but they are never forced to attack an Enemy unit merely because it is within range. Artillery units are not subject to Line of Sight restrictions.

[8.1.2] Range from the Barraging Artillery unit to the defending unit is counted by including the target hex (defending unit's hex), but not the Barraging unit's hex.

[8.1.3] Artillery units may only attack a single Enemy occupied hex when barraging, except when making a combined attack with other units attacking from adjacent hexes (see 8.2).

[8.1.4] Barraging Artillery (artillery attacking from a non-adjacent hex) suffer no Combat Results; they are never destroyed or retreated as a result of their own attacks. Of course, other units cooperating with the Barraging Artillery units from an adjacent position would be affected by Combat Results.

[8.1.5] Attacks made solely by Artillery and/ or Ground Support Air Strength are always resolved on the Mobile CRT. Only Combat Results of D2, D3, D4 and D5 affect the defending unit in such attacks.

[8.2] COMBINED ATTACKS
[8.2.1] Artillery units may attack alone, in concert with other Barraging Artillery and/or Ground Support, or in concert with any Friendly units making adjacent attacks, adding their bombarding Combat Strength to the attack. These attacks are called Combined Attacks.

[8.2.2] When Friendly units are attacking adjacent Enemy units in more than one hex, the Barraging Artillery units need be within range of only one of the defending units to add their Barrage Strength to the attack.

[8.3] ADJACENT ATTACKS
[8.3.1] When adjacent to an Enemy unit, Artillery units must participate in an attack against adjacent Enemy units. In making this attack, the Artillery unit uses its Barrage Strength.

[8.3.2] When attacking from an adjacent hex Artillery units may attack as many units as they are adjacent to, but may not attack non-adjacent units.

[8.3.3] Artillery units attacking from an adjacent hex must suffer all the Combat Results of their attacks.

[8.4] FINAL PROTECTIVE FIRE
[8.4.1] A non-Phasing Artillery unit, which has not yet been subject to an attack in the current Combat Phase, had suffered no adverse Combat Results in its previous Combat Phase, and is not adjacent to an Enemy unit, may use its Final Protective Fire Strength (FPF) to supplement the Defense Strength of Friendly units which are under attack. If a non-Phasing Artillery unit has been attacked in any fashion, has been displaced, had suffered a Combat Result in its previous Combat Phase, or is adjacent to an Enemy unit, it may not use its FPF during the current Enemy Combat Phase.

[8.4.2] The Friendly defending unit receiving Final Protective Fire must be in range of the Artillery unit providing the FPF. This range is computed to

the hex occupied by the defending unit [the Friendly unit], not to the hex occupied by the attacking unit [the Enemy unit].

[8.4.3] FPF Strength Points are simply added to the Defense Strength of the unit receiving Final Protective Fire.

[8.4.4] When an Artillery unit supplies FPF it neither benefits nor suffers from the Combat Result.

[8.4.5] FPF may not be used to supplement the Defense Strength of Friendly units which are under attack solely by Enemy Artillery (either adjacent or non-adjacent) and/or Ground Support.

[8.5] DEFENSE
When an Artillery unit is attacked in any fashion it uses its Defense Strength, not its FPF.

[8.6] TERRAIN EFFECTS
[8.6.1] An Artillery unit may use its Barrage or FPF Strength anywhere within its Range Allowance, regardless of intervening terrain or units (either Enemy or Friendly).

[8.6.2] Defending units benefit fully from the terrain in the hex they occupy when attacked by Artillery (regardless of range). Defending units do not receive any hexside benefits if attacked solely by Artillery and/or Ground Support. Defending units do receive hexside benefits if they are subject to a Combined Attack involving adjacent non-artillery units, all of which are attacking across the terrain hexside type in question.

[9.0] AIR POWER

GENERAL RULE:
Air Power in the game is not represented by units, but rather by the allocation of Ground Support Points on a Turn by Turn basis. These Points are allocated in the Scenario. The Players must record (on scratch paper) the allocation and expenditure of Ground Support Points. Ground Support Points are presumed to fly in from off the map. There are neither airbases nor air units.

PROCEDURE:
Ground Support Points may be used during any Combat Phase, exactly as if they were Artillery, and can function as Barrage and FPF. Example: A Player has 10 Ground Support Points allocated in a given Game-Turn. When he is the Phasing Player he may use these Points as Barrage Strength Points. When he is the non-Phasing Player he may use these same Points as FPF.

CASES:
[9.1] RESTRICTION AND PROHIBITIONS
[9.1.1] One Ground Support Point equals one Artillery Strength Point (both Barrage and FPF).

[9.1.2] A Player may assign as many Ground Support Points as he has to one target unit, or he may split them up between as many targets as he sees fit.

[9.1.3] Ground Support Points have unlimited range. They may attack any Enemy unit on the map.

[9.1.4] Ground Support may not be accumulated from Game-Turn to Game-Turn. If they are not used in the Turn allocated by the Scenario, they are lost.

[9.1.5] If, for example, a Player has eight Ground Support Points available on a given Game-Turn, he may use those eight Points as Barrage Strength Points during his Combat Phase, and he may use those same eight Points as FPF during the Enemy Player's Combat Phase of the same Game-Turn.
### [7.63] ACTIVE COMBAT RESULTS TABLE

**Combat Differential (Attacking Strength minus Defending Strength)**

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>#7</th>
<th>#6.5</th>
<th>#4.3</th>
<th>#2</th>
<th>#1</th>
<th>+1</th>
<th>+2,3</th>
<th>+4.5</th>
<th>+6.8</th>
<th>+9,11</th>
<th>+12</th>
<th>Die Roll</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
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<td>D3</td>
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<td>D4</td>
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<td>Ex</td>
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<td>Ex</td>
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</tbody>
</table>

Attacks at greater than “+12” are treated as “+12,” attacks at less than “-7” are treated as “-7.”

### [7.64] MOBILE COMBAT RESULTS TABLE

**Combat Differential (Attacking Strength minus Defending Strength)**

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>#7</th>
<th>#6,5</th>
<th>#4,3</th>
<th>#2</th>
<th>#1</th>
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<th>+2,3</th>
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<th>+6,8</th>
<th>+9,11</th>
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<td>D2</td>
<td>D3</td>
<td>D3</td>
<td>D4</td>
<td>De</td>
</tr>
<tr>
<td>2</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>Br</td>
<td>D1</td>
<td>D1</td>
<td>D2</td>
<td>D2</td>
<td>D3</td>
<td>D3</td>
<td>D4</td>
</tr>
<tr>
<td>3</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>Br</td>
<td>D1</td>
<td>D1</td>
<td>D2</td>
<td>D2</td>
<td>D3</td>
<td>D3</td>
</tr>
<tr>
<td>4</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>Br</td>
<td>Br</td>
<td>D1</td>
<td>D1</td>
<td>D1</td>
<td>D2</td>
<td>D2</td>
</tr>
<tr>
<td>5</td>
<td>Ae</td>
<td>Ae</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>Br</td>
<td>Br</td>
<td>D1</td>
<td>D1</td>
<td>D1</td>
<td>D2</td>
<td>D2</td>
</tr>
<tr>
<td>6</td>
<td>Ae</td>
<td>Ae</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>Br</td>
<td>Br</td>
<td>Br</td>
<td>D1</td>
<td>D1</td>
<td>D1</td>
<td>D1</td>
</tr>
</tbody>
</table>

Attacks at greater than ‘+12’ are treated as ‘+12,’ attacks at less than ‘-7’ are treated as ‘-7.’

### [5.4] TERRAIN EFFECTS CHART

**NOTE:** Not all terrain is applicable to all games in this series. See Terrain Key on Game map.

<table>
<thead>
<tr>
<th>Terrain</th>
<th>Movement Points (MP) to Enter (or Cross)</th>
<th>Effect on Combat</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear Hex</td>
<td>1 MP</td>
<td>No effect</td>
</tr>
<tr>
<td>Mixed Hex</td>
<td>2 MP</td>
<td>No effect</td>
</tr>
<tr>
<td>Sand Hex</td>
<td>3 MP</td>
<td>No effect</td>
</tr>
<tr>
<td>Broken Hex</td>
<td>3 MP</td>
<td>Shift 2</td>
</tr>
<tr>
<td>Rough Hex</td>
<td>4 MP</td>
<td>Shift 3</td>
</tr>
<tr>
<td>Mountain Hex</td>
<td>6 MP</td>
<td>Shift 3</td>
</tr>
<tr>
<td>Woods Hex</td>
<td>2 MP</td>
<td>Shift 2</td>
</tr>
<tr>
<td>Grove Hex</td>
<td>2 MP</td>
<td>Shift 1</td>
</tr>
<tr>
<td>Trail Hex</td>
<td>1 MP; negates effect of other terrain in hex if entered through trail hexside</td>
<td>No effect; depends upon other terrain in hex</td>
</tr>
<tr>
<td>Road Hex</td>
<td>½ MP; negates effect of other terrain in hex if entered through road hexside</td>
<td>No effect; depends upon other terrain in hex</td>
</tr>
<tr>
<td>Town Hex</td>
<td>1 MP</td>
<td>Shift 2</td>
</tr>
<tr>
<td>Fortified Hex</td>
<td>No additional MP</td>
<td>Defender doubled in hex; Shift 3</td>
</tr>
<tr>
<td>Anti-Tank Ditch</td>
<td>2 MP additional</td>
<td>Shift 1</td>
</tr>
<tr>
<td>River/Canal Hexside</td>
<td>3 MP additional</td>
<td>Shift 2</td>
</tr>
<tr>
<td>Lake Hexside</td>
<td>May not cross</td>
<td>Not allowed</td>
</tr>
<tr>
<td>Escarpment Hexside</td>
<td>May only cross at road or trail hexsides</td>
<td>May only attack across road or trail hexsides</td>
</tr>
<tr>
<td>Bridge Hexside</td>
<td>No additional MP</td>
<td>Shift 1</td>
</tr>
</tbody>
</table>
[7.65] Explanation of Combat Results Tables
(See other side.)

D1, 2, 3 or 4 = **Defender Retreats** the indicated number of hexes (1,2,3,4). Each Player retreats his own units. He must retreat his units in accordance with the Retreat Rules (see 7.7). Units may not retreat across prohibited hexes (see Terrain Effects Chart).

AI = **Attacker Retreats** one hex.

Br = Both the Attacker and Defender must retreat one hex. The Defender retreats first.

Note: this means that if the Defender is surrounded by units or Zones of Control, it is eliminated. The Attacking units then retreat.

Ac = **Attacker Eliminated.** Defender may advance into the hex.

De = **Defender Eliminated.** Attacker may advance into the hex.

Ex = **Exchange.** All of the defending units are eliminated first, then an equal or greater number of the Attacking Strength Points are lost. For example: A unit with a Defense Strength of 2 is attacked by Enemy units with Attack Strengths of 3 and 4, and an Ex is rolled. The defending unit is removed from the board; then the attacking unit with the Attack Strength of 3 is removed from the board. The remaining attacking unit may into the hex. Note that all exchanges take place using the printed Defense strength and the printed Attack Strength of the units involved. Non-adjacent attacking Artillery units are never affected by exchange results.

As = All defending units are retreated one hex, then a number of attacking Strength Points equal to or greater than the Defense Strength of the defending unit(s) are lost. Note that this loss is calculated in the same manner as a normal exchange result, except that the defending unit is retreated rather than eliminated.

[14.4] SAM SUPPRESSION TABLE

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Number of Ground Support Points Allocated</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>5</td>
<td>0</td>
</tr>
<tr>
<td>6</td>
<td>0</td>
</tr>
</tbody>
</table>

**Explanation of SAM Suppression Table:**
The number result equals the number of Game-Turns that the SAM unit is neutralized.

[13.3] SAM RESOLUTION TABLE

<table>
<thead>
<tr>
<th>Number of Israeli Ground Support Points</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7-10</th>
<th>11+</th>
</tr>
</thead>
<tbody>
<tr>
<td>Number of 1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>SAM Points 2</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>Allocated: 3</td>
<td>4</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td></td>
<td>5</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td></td>
<td>6+</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>4</td>
<td>5</td>
<td>6</td>
</tr>
</tbody>
</table>

**Explanation of SAM Resolution Table:**
The number result is the number of Victory Points the Arab Player receives if he rolls the correct die result (see SAM unit fire).

[13.5] USE OF SAM SUPPRESSION TABLE

The Israeli Player totals the number of Ground Support Points allocated to the SAM target hex and rolls the die. He then compares the die roll to the SAM Suppression Table. The results are applied immediately. This must be done for each SAM unit under SAM Suppression attack.

[13.21] Immediately after the commitment of all Israeli Ground Support Points, the Arab Player may use his SAM units to fire on those Ground Support Points. This is accomplished by totaling the SAM Strength being used against the Israeli Ground Support in a given hex, and cross-indexing this total on the SAM Resolution Table with the total number of Israeli Ground Support Points committed to that hex. Then the die is rolled. If the number that is rolled is equal to or less than the number shown on the Table, the Arab Player receives a number of Victory Points equal to the number rolled.

[15.1] NUCLEAR WEAPONS CHART

<table>
<thead>
<tr>
<th>Distance in hexes</th>
<th>5kt</th>
<th>20kt</th>
<th>50kt</th>
<th>100kt</th>
<th>200kt</th>
<th>Differential</th>
</tr>
</thead>
<tbody>
<tr>
<td>from Impact Hex:</td>
<td>1-2</td>
<td>2-4</td>
<td>3-7</td>
<td>4-10</td>
<td>5-13</td>
<td>—2</td>
</tr>
<tr>
<td>US Available:</td>
<td>12</td>
<td>7</td>
<td>1</td>
<td>*</td>
<td>*</td>
<td></td>
</tr>
<tr>
<td>Soviet Available:</td>
<td>5</td>
<td>3</td>
<td>2</td>
<td>*</td>
<td>*</td>
<td></td>
</tr>
</tbody>
</table>

**[15.22] In order to detonate a Nuclear Weapon, find the proper Weapon Type column, and determine the hex in which the Weapon is to be detonated (the Impact Hex). Each unit within range is subject to attack on the Active Combat Results Table. Find the distance in hexes from the Impact Hex to the unit in question and cross-reference this to find the Combat Differential Column at which the unit is attacked.**
MODERN BATTLES

Chinese Farm
EXCLUSIVE RULES

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12.1 Artillery
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13.0 SURFACE TO AIR MISSILES (SAM's)
13.1 Effect on Combat
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[10.0] INTRODUCTION

Chinese Farm is a simulation, on an operational level, of combat between the Israeli and Egyptian forces around the Suez Canal, during the latter half of the Yom Kippur War, October 15 to 21, 1973.

[11.0] SUEZ CANAL

GENERAL RULE:
The Suez Canal, in almost every instance, is to be treated as a river. It does have certain properties that allow only specific units to cross it via specific means.

CASES:
[11.1] EFFECT ON MOVEMENT
[11.11] Zones of Control for all units extend across the Canal.
[11.12] Egyptian units may cross the Suez Canal, during the Movement Phase or as a result of combat, at the Ismailia Bridge only (0700-0800). Egyptian units may cross the Ismailia Bridge in either direction. The Egyptians may be prohibited from crossing the Ismailia Bridge during specified Game-Turns.

[11.13] Israeli (4-3.12) and artillery units may only cross the Canal via the Israeli Engineer unit or the Ismailia Bridge. No units may retreat across an unbridged Canal hexside. All units may retreat across a bridged hexside.

[11.14] All other Israeli units may cross the Canal, either during the Movement Phase or during Advance After Combat, without the aid of a bridge (the Ismailia Bridge or an Israeli Engineer unit). They must pay the appropriate Movement Point Cost when crossing the Canal without a bridge.

[11.2] USE OF ENGINEERS
[11.21] Once an Engineer unit moves adjacent to a Canal hexside, it may not be moved again, voluntarily, from that hex in that or any subsequent Game-Turn. The Engineer unit may move adjacent to the Canal while in a Disrupted state.

[11.22] Beginning on the Game-Turn after the Engineer unit moves adjacent to the Canal, the Israeli Player may use it to allow Friendly units to cross. This is done provided that the Engineer unit is in an undisrupted state (see 11.25) and free of Enemy ZOC.

[11.23] In order for an Israeli unit to use the Engineer unit in crossing the Canal it must pass through the Engineer unit's hex and then into the hex on the other side of the Canal (or vice-versa), paying the appropriate cost for the terrain in the hex (it does not pay the additional 3 MP for the Canal).

[11.24] An Engineer unit bridges all hexsides that it is adjacent to.

[11.25] If, due to combat, the Engineer unit is forced to retreat from the hex in which it is performing its bridging function, it does so and as a result becomes Disrupted. The effects of Disruption last for one complete Game-Turn. The Disrupted unit may not use its bridging function. It may move, have combat, trigger reinforcements, or perform any function other than bridging.

[11.26] If forced to retreat due to combat when not adjacent to the Canal, the Engineer unit does not become Disrupted.

[11.27] If the Engineer unit is eliminated, it re-enters the map on the following Israeli Movement Phase at hex #2901. This represents a replacement unit and the destroyed unit does count towards Victory Conditions.

[12.0] EGYPTIAN SPECIAL RULES

GENERAL RULE:
These rules pertain to the Egyptian Player only and are to be used in all Scenarios. These are not optional rules.

CASES:
[12.1] ARTILLERY
[12.11] Non-adjacent Egyptian artillery may not use their Offensive Strength (Barrage) against Israeli units that are not adjacent to Egyptian units.

[12.12] Egyptian non-adjacent artillery may always combine or attack alone, using the Barrage Strength, against an Israeli unit that is adjacent to another Egyptian unit.

[12.2] ISMAILIA DEFENSE FORCE

[12.22] If the Israeli Player, at the end of the Israeli Player-Turn, has units within four hexes of Ismailia, the Egyptian Player receives the Ismailia Defense Force. It arrives in the following Egyptian Movement Phase and appears anywhere between hex 0101-0701.

[13.0] SURFACE TO AIR MISSILES [SAM's]

[13.1] EFFECT ON COMBAT
[13.11] SAM units cannot attack Israeli ground units, nor can Israeli ground units attack SAM units. SAM units have no Zones of Control.

[13.12] A SAM unit is immediately destroyed at the instant an Israeli unit enters the hex (during the Movement or Combat Phase) occupied by the SAM unit.

[13.13] A SAM unit which is displaced due to the retreat of a Friendly unit is destroyed instead.

[13.2] SAM UNIT FIRE
[13.21] Immediately after the commitment of all Israeli Ground Support Points, the Arab Player may use his SAM units to fire on those Ground Support Points. This is accomplished by totaling the SAM Strength being used against the Israeli Ground Support in a given hex, and cross-indexing this total (on the SAM Resolution Table) with the total number of Israeli Ground Support Points committed to that hex. The die is rolled. If the number that is rolled is equal to or less than the number shown on the Table, the Arab Player receives a number of Victory Points equal to the number rolled. EXAMPLE: Two SAM Points are allocated against a hex in which the Israeli Player has committed five Ground Support Points. Cross-indexing yields the number "2." The Arab Player now rolls the die. If a "1" were the result, the Arab Player would receive 1 Victory Point, and if a "2" were rolled, 2 Victory Points would be scored. But if a "3" (or higher) were rolled, the Arab Player would get no Victory Points.

[13.22] A SAM unit may fire only at one hex, and only once per Phase. However, an individual SAM unit may fire once each in three separate Phases: Special Weapons, Israeli Combat, and Arab Combat. After a SAM unit fires during a specific Phase, it should be flipped over, and after the Phase is over, flipped back.

[13.23] The SAM Fire is resolved before any other combat. It must be emphasized that a result against Israeli Air Points counts only towards Victory Points; there is no effect which removes the Air Points from the game or negates their effect on Arab units.

[14.0] SAM SUPPRESSION

GENERAL RULE:
Arab SAM units may be suppressed by Israeli Ground Support Points for a Game-Turn or longer.
PROCEDURE: During the Special Weapons Interphase of the Game-Turn, the Israeli Player allocates what Ground Support Points, if any, are to be used in SAM Suppression attacks. He then commits these Ground Support Points against individual SAM units for the attack. Each attack is resolved separately, using the SAM Suppression Table, and the results are applied immediately.

CASES:

[14.1] RESTRICTIONS
[14.11] All Ground Support Points committed to SAM Suppression can only attack once that Game-Turn.
[14.12] SAM units may only SAM Fire once during SAM Suppression.
[14.13] The Israeli Player allocates any number of available Ground Support Points, from those given for that Game-Turn, against the SAMs. The remaining Ground Support Points may be used to attack Arab units normally during the Israeli and Arab Combat Phases.

[14.2] EFFECTS OF SAM SUPPRESSION
[14.21] A SAM unit may not move or SAM Fire while suppressed.
[14.22] Suppression results are cumulative. Example: A SAM unit which receives an S2 on Game-Turn Four and another S2 on Game-Turn Five is suppressed until the end of Game-Turn Seven.
[14.23] All SAM’s regain their normal status at the end of suppression.

[14.3] SEQUENCE OF SAM SUPPRESSION
The Israeli Player announces the number of Ground Support Points that are attempting to suppress the SAM unit. Prior to the Israeli attack on the SAM, the Arab Player has the option to SAM Fire against the Israeli Ground Support Points. The target SAM unit, as well as other SAM units, may combine in the attack. After SAM Fire is resolved, the Israeli Player may proceed with his suppression attack.

[14.4] SAM SUPPRESSION TABLE
(See separate sheet.)

[14.5] USE OF SAM SUPPRESSION TABLE
The Israeli Player totals the number of Ground Support Points allocated to the SAM target hex and rolls the die. He then compares the die roll to the SAM Suppression Table. The results are applied immediately. This must be done for each SAM unit under SAM Suppression attack.

[15.0] REINFORCEMENTS

GENERAL RULE: Both Players receive Reinforcements. These appear during the Owning Player’s Movement Phase on the Game-Turn indicated on the Reinforcement Schedule. The Reinforcement Schedule states the Game-Turn of appearance, the number of units, the Strength and Movement Value and the specific hex or map edge on which they enter.

PROCEDURE: During his Movement Phase, the Owning Player places a Reinforcing unit in the scheduled hex or on any hex of the specified map edge. The Owning Player may place them at any time during his Movement Phase.

CASES:
[15.1] MOVEMENT OF REINFORCEMENTS
[15.11] Reinforcements are presumed to be poised adjacent to the map. When placed on the map a Reinforcing unit expends Movement Points to enter the entry hex according to the Terrain Effects Chart. In almost all cases the Reinforcements are entered onto a hex which has a road leading off the map; these units expend Movement Points at the road movement rate to enter the map.
[15.12] In several cases, more than one unit is scheduled to appear in the same hex in the same Game-Turn. These units are deployed off map, one behind the other, with the lead unit poised adjacent to the map entry hex itself. If the entry hex is a road hex, a hypothetical road may be presumed to stretch off the map, away from the entry hex.
[15.13] As each unit enters the map, it will pay the cost for entering the entry hex, plus any additional cost for any hypothetical clear terrain hexes that it would have to traverse to reach the entry hex. If units are entering on a road hex, they are considered to be moving through hypothetical road hexes until they reach the map. Example: The lead unit in the column would pay 1/4 Movement Points to enter the map, the second would pay 1 Movement Point to enter the map, the third 1/4 Movement Points, etc., etc.
[15.14] Once on the map, Reinforcements may be moved normally. The Owning Player may begin the arrival of his Reinforcements at any time during his Movement Phase.

[15.2] RESTRICTIONS
[15.21] Reinforcements may not enter a hex which is, at that point, occupied by an Enemy unit. A Reinforcing unit may enter an Enemy controlled hex (but it must cease movement therein).
[15.22] If, and only if, a scheduled entry hex is occupied by an Enemy unit, or a Friendly unit in an Enemy Zone of Control, the Reinforcing unit may enter the nearest unoccupied map edge hex to the scheduled hex, in the direction of the nearest Friendly unit.
[15.23] A Player may deliberately withhold Reinforcements from Game-Turn to Game-Turn, bringing them into play (if at all) on some later Turn.
[15.24] Regardless of whether a Reinforcement unit is brought into play on its scheduled Turn, it must appear in its scheduled hex or alternate (see 15.22).
[15.25] Until they enter the map, Reinforcements have no effect on play; they may in no fashion attack Enemy units or hinder their movement until they enter the map.

[16.0] EXITING THE MAP

GENERAL RULE: Players may exit their units from the map. An exiting unit must expend Movement Points to enter an imaginary hex presumed to be adjacent to the map edge. The terrain in this imaginary hex is presumed to be similar to the terrain in the hex from which the unit exited.

CASES:
[16.1] RESTRICTIONS
[16.11] Once a unit exits the map it may not return.
[16.12] Exit units are not considered eliminated (but see Case 16.13) and are kept separated from eliminated units.

[16.13] A unit may not exit the map as a result of combat. If it does so then it is eliminated. Units may only exit the map during the Owning Player’s Movement Phase.

[17.0] VICTORY CONDITIONS

GENERAL RULE: Victory is judged at the end of a Scenario on the basis of Victory Points scored by the Players. Victory Points are awarded to Players for eliminating Enemy units, for seizing territorial objectives, for exiting the map and (for the Arab Player) as a direct consequence of SAM Fire (see 13.21).

PROCEDURE: There is no Victory Point record chart. Players must keep track of Victory Points on a piece of scratch paper.

CASES:
[17.1] VALUE OF UNITS IN VICTORY POINTS
[17.11] Each unit has a numerical Victory Point Value equivalent to its total Combat Strengths (Attack plus Defense Strengths for non-Artillery units; Barrage, FP and Defense Strengths for Artillery units and SAM Strength for SAM units). Thus a 4-3-12 armored battalion is worth seven Victory Points.
[17.12] Victory Points are awarded to the Player when he eliminates Enemy units. If the Arab Player eliminates an Israeli 4-3-12, the Arab would receive seven Victory Points.

[17.2] TERRITORIAL OBJECTIVES
[17.21] Each Scenario will state that a Player will receive a number of Victory Points for each unit that obtains a specific objective (or exits the map). These Points are awarded to the Player at the end of the game on the condition that his units fulfill the requirements. Example: In Scenario 1, the Egyptian Player ends the game with five units on the East side of the Canal. He therefore receives fifty Victory Points (5 x 10).

[17.3] LINE OF COMMUNICATIONS
[17.31] Israeli units only), in order to receive Victory Points for units on the map, must be able to trace a Line of Communication back to El Tasa (2004).
[17.32] A Line of Communication is defined as a series of contiguous hexes not blocked by Enemy units or their Zones of Control.
[17.33] To trace the Line of Communication across the Suez Canal, it may go through either the Ismailia Bridge or the Engineer unit. All Israeli units on the West bank of the Canal must trace a Line of Communication through one or the other.
[17.34] Exiled Israeli units need not trace a Line of Communication.
[17.35] Egyptian units are not subject to the Line of Communication Rule.

[17.4] LEVELS OF VICTORY
Victory is determined by comparing the total Victory Points won by each Player, starting the comparison as a ratio (Israeli Player to Arab Player) and evaluating this ratio against the Schedule below.

Ratio | Victory Level
--- | ---
3.0 or more to 1 | Israeli Decisive
between 2.5 and 2.99 to 1 | Israeli Substantial
between 2.01 and 2.49 to 1 | Israeli Marginal
2.0 to 1 | Arab Decisive
between 1.5 and 1.99 to 1 | Arab Substantial
between 1.01 and 1.49 to 1 | Arab Marginal
1.0 or less to 1 | Arab Decisive
[18.0] THE SCENARIOS

GENERAL RULE:
Each Scenario specifies each Player's Initial Order of Battle and Reinforcements. Units are identified by their Strength and Movement Values. Units must be deployed in the map area or specific hexes listed.

[18.1] SCENARIO I

[18.11] HISTORICAL NOTES
This Scenario concentrates on the land operation of the Israeli counteroffensives to penetrate the Egyptian line and force a crossing of the Suez Canal. Sharon's Task Force was to open up a bridgehead on the west bank of the Canal while keeping open a link to the east. The operation began on the evening of Oct. 15, 1973. Opposing the Israelis were the forces of the 16th Egyptian Infantry Division and later the 21st Armored Division, as well as GHQ Reserve units. When the bridge was secured, the Israelis committed Adan's Task Force to penetrate to the west bank.

[18.12] ISRAELI INITIAL ORDER OF BATTLE
Set up according to the positions shown:
1-2-8: 2001, 1803, 1805, 1807, 1809, 1811, 1602, 1606, 1511, 1-2-12: 1603, 1206, 5-3-12: 0902, 1-1-6: 0302, 2126, 3-1-4-1-8: 1503, 3-1-7-1-8: 1406, 4-1-8-1-8: 1308, 3-1-11-1-8: 1103.

[18.13] EGYPTIAN INITIAL ORDER OF BATTLE
Set up according to the positions shown:
1-2-8: 1801, 1803, 1805, 1807, 1809, 1811, 1602, 1606, 1511, 2-1-12: 1603, 1206, 5-3-12: 0902, 1-1-6: 0302, 2126, 3-1-4-1-8: 1503, 3-1-7-1-8: 1406, 4-1-8-1-8: 1308, 3-1-11-1-8: 1103.

[18.14] ISRAELI REINFORCEMENT SCHEDULE
All Israeli Reinforcements enter on hex 2991.

[18.15] EGYPTIAN REINFORCEMENT SCHEDULE
All Egyptian Reinforcements enter on hex 2901.

[18.18] VICTORY CONDITIONS
The Egyptian Player receives Points for the following territorial objectives, as well as for Israeli units destroyed (see 17.1 and 17.2). The Egyptian Player receives ten Points for each Egyptian unit on the east side of the Suez Canal (they must be on the map).

The Israeli Player receives Points for the following territorial objectives: 25 Points (total) for occupying all Ismaelia hexes. 10 Points for each Israeli armor unit on the West bank of the Canal. 5 Points for each Israeli non-armor unit on the West bank of the Canal. The Israeli Player does not receive Victory Points for destroying Egyptian units.

[18.2] SCENARIO II

[18.21] HISTORICAL NOTES
This Scenario covers the entire Israeli counterattack to cross the Suez Canal and defeat the Egyptians. Both the land battle and SAM vs. Air Power battle are simulated. Sharon's Task Force was responsible for securing the crossing of the Canal, while a second Task Force drove across bridgehead. The Egyptians counterattacked. The ensuing battle for the crossing point became known as the Battle of "Chinese" Farm, the local Japanese agricultural station. The Israelis blunted this drive, then proceeded to cross the Canal in force and drove to Suez City.

[18.22] ISRAELI INITIAL ORDER OF BATTLE
Same as (18.12).

[18.23] EGYPTIAN INITIAL ORDER OF BATTLE
Same as (18.13), plus:
3-15-0-0: 0102, 1202, 2-15-0-0: 0404, 0512, 0521, 1427, 1-25-0-0: 0308, 0316, 0625, 2029.

[18.24] ISRAELI REINFORCEMENT SCHEDULE
Same as (18.14), plus the following Ground Support Points, which are available on the indicated Game-Turns:
On Game-Turn One: 6.
On Game-Turns Two and Three: 8 each.
On Game-Turns Four, Five and Six: 12 each.
On Game-Turns Seven, Eight and Nine: 15 each.
On Game-Turns Ten, Eleven and Twelve: 18 each.

[18.25] EGYPTIAN REINFORCEMENT SCHEDULE
Same as (18.15), plus:
On Game-Turn Eight (on hex 1831):
3-1-15-0-0, 13-1-1-7-1-8.
On Game-Turn Nine (anywhere on the south edge of the map, west of hex 2532, inclusive):
16-4-12, 13-1-7-1-8.
On Game-Turn Ten (on hex 1831):
26-4-12, 16-4-1-8-1-8.

[18.26] SPECIAL RULES
1. The Israeli Player is the First Player.
2. The Egyptians may not cross the Canal until Game-Turn Four.
3. Both Players must use the Mobile CRT for the complete game.
4. There are no SAM units or Ground Support Points in this Scenario.

[18.27] GAME LENGTH
The Scenario length is twelve Game-Turns.

[18.28] VICTORY CONDITIONS
The Egyptian Player receives Points in the same manner as in (18.18) and, in addition, receives one Victory Point for each Israeli Air Point scored upon (see 13.21).

The Israeli Player receives Points for the following territorial objectives: 25 Points (total) for occupying all Ismaelia hexes. 3 Points for each armor unit on the West bank of the Canal. 2 Points for each non-armor unit on the West bank of the Canal. 3 additional Points for each Israeli unit to exit off the west edge of the map between hexes 0119-0132 (inclusive) only. 5 additional Points for each Israeli unit to exit off the south edge of the map between hexes 0232-0232 (inclusive) only. The Israeli Player does not receive Victory Points for destroying Egyptian units.

[18.3] SCENARIO III

[18.31] HISTORICAL NOTES
This Scenario gives the Egyptian Player more flexibility. It assumes that the Arabs had defended their position in depth. The Israelis, on the other hand, are forced to drive against the Egyptians in force and to clear the East side of the Canal through a head to head struggle.

[18.32] ISRAELI INITIAL ORDER OF BATTLE
Set up anywhere east of the 2200 hexrom (inclusive):
15-4-3-12, 12-2-3-12, 1-1-1-12, 1-1-8-1, 12-1-3-1-12, 2-2-1-7-1-12, 2-1-2-5-1-12.

[18.33] EGYPTIAN INITIAL ORDER OF BATTLE
Set up anywhere east of the Suez Canal and west of the 1900 hexrom:
9-1-2-8, 3-1-2-12, 3-5-1-12, 13-1-4-1-8, 13-1-7-1-8, 13-1-11-1-8, 15-1-7-1-18, 14-1-8-1-18.
Set up anywhere west of the Suez Canal:
21-1-6, 6(1-2-12), 16-4-12, 13-1-7-1-18, 4-125-0-0, 4-125-0-0, 2-3-15-0-12.

[18.34] ISRAELI REINFORCEMENT SCHEDULE
The following Ground Support Points are available on the indicated Game-Turns:
On Game-Turns One, Two, Three, Four and Five: 12 each.
On Game-Turns Six, Seven and Eight: 14 each.
On Game-Turns Nine, Ten, Eleven and Twelve: 16 each.

[18.35] EGYPTIAN REINFORCEMENT SCHEDULE
On Game-Turn Two (on hex 0501):
3-1-2-12, 13-1-4-1-8.
On Game-Turn Three (on hex 2732):
2-3-1-12.
On Game-Turn Five (on hex 0106):
21-1-12, 14-1-8-1-18, 16-4-1-8-1-8.
On Game-Turn Six (on hex 0103):
26-4-12, 13-1-7-1-18, 13-1-5-0-12.
On Game-Turn Seven (on hex 0119):
3-1-2-12, 13-1-7-1-18.
On Game-Turn Eight (on hex 0116):
11-1-2-12, 13-1-4-1-8, 16-4-1-8.

[18.36] SPECIAL RULES
1. The Israeli Player is the First Player.
2. The Israelis set up first.
3. The Egyptian Player may cross the Ismaelia Bridge at any time during the game.
4. Either Player may use the Active or Mobile CRT for ground attacks. Once the specific Phasing Player has stated that he is using a specific CRT, he must use it for all his ground combats in his Combat Phase. The following Game-Turn he may change CRT's.

[18.37] GAME LENGTH
The Scenario length is twelve Game-Turns.

[18.38] VICTORY CONDITIONS
The Egyptian Player receives Points in the same manner as (18.28).

The Israeli Player receives Points in the same manner as (18.28) and, in addition, receives Points for destroying Egyptian units (see 17.1).
[19.2] DESIGNER'S NOTES

For obvious reasons it is difficult to obtain detailed information about the October War of 1973. There have been at least two books published on the war and numerous articles have been written in professional journals, but much relevant information has not been revealed yet. The most difficult problem is gathering intelligence from the Canal. The Egyptians were not able to use a permanent divisional structure. They grouped their brigades and support units into an "Ugda" or Task Force. An Ugda is usually three brigades, but it can be more or less, depending upon its task. An armored Task Force may contain three armored brigades or two armored brigades and one mechanized brigade. A unit operating in the Sinai would usually have the former configuration. Attached to the Ugda would be one battalion of self-propelled artillery (105 or 155), a recon battalion, a mechanized parachute battalion and service units.

The armor brigade would have either three armored battalions (in the game, each battalion is a 4-3-12) or two armored battalions and a mechanized battalion (2-3-12). Again, depending upon the situation and use. A mechanized brigade would have the reverse organization: two mech. bns. and one arm. bn. Attached to the brigades are a recon company (1-1-12), a self-propelled mortar battalion and other service units. The SP mortars are 160mm and they usually operate amongst the battalions and not independently. Therefore, in the game they are not represented as individual units.

The Egyptians use a more standard organization for their forces. The infantry division is composed of three brigades of three infantry battalions each (three 1-1-8's). The infantry division also has one armored brigade, which is dispersed among the infantry units and is never used as a single armor force. Each division would also have a number of artillery units. It is assumed that they have a rocket battalion (3-1-4-8) and a regiment of 122mm howitzers (3-1-7-1-8) as well as other service units.

The armored division is composed of three armored brigades (5-3-12 or 6-4-12) and one mechanized brigade. In the game, the armor was kept in brigade formation and the mechanized brigade was broken down into its three battalions (2-1-2-12's). Divisional artillery, again, is based on assumption. Probably (resembling the Soviets), a howitzer regiment (3-1-7-1-8) and a rocket battalion (4-1-5-1-8). An Egyptian mechanized division contains two mech brigades and one armored brigade. In total, six 1-2-2-12s and one 6-4-12. Artillery for this division is put at one rocket battalion (3-1-4-1-8) and one howitzer battalion (3-1-7-1-8).

Much has been written on the missile war aspect of the Fourth Arab-Israeli War. A great deal of publicity has also been given to the SNAPPER and SAGGER wire-guided anti-tank missiles. Their effectiveness, though still potent, may be overestimated. These missiles did manage to put out of action some 32% of Israeli's 840 (estimated for both fronts) tank losses. But at least 75% of these were during the first few days of fighting. The other Egyptian infantry operated weapon, the RPG-7 (equivalent to the U.S. LAW) accounted for another 10%. But by the second week of fighting, the Israelis had developed tactics to diminish the effectiveness of these weapons.

The Israelis used the integration of more anti-personnel fire power into the armored battalions to help suppress the missile firing infantry. They did this by adding a company of armored infantry to the tank battalions. These fourteen to sixteen APC's mounted 4-5 machine guns, plus a squad of infantry each. The tank crews would be able to use a larger fold to fire onto any enemy infantry that tried to move against the tanks they screened. Also the SAGGER was discovered to be a slow moving missile that took approximately 25 seconds to travel the maximum 3,000 meters to its target. The Israelis gave an alert crew time to take advantage of the folds in the desert terrain to "dodge" the projectile. All this led to the loss of effectiveness to the missile-heavy Egyptian infantry.

The Israelis still maintained their advantage in tank to tank actions. Superior range finding equipment, better quality weapons and marks-manship prevailed. But the Egyptians still gave a good account of themselves, maneuvering in close where they had a greater chance for success. The combined Arab tank effort accounted for 21% of Israel's tank losses.

The air war required even further analysis than what the press reported. The game only simulates the air to ground tactical operations of the Israeli Air Force. The air to air aspect was a one-sided affair — the Egyptians losing at least 150 aircraft to approximately ten Israeli. Certainly not much of a contest.

Concerning surface to air missiles, though they did bring down a number of Israeli aircraft, their effect must be looked at in conjunction with conventional anti-aircraft fire. Especially the Soviet-made ZSU-23. In the game, as in the war, their effects are combined. A SAM unit represents a battery of SAM's and its local AA defense. 80% of the 103 (approx.) Israeli aircraft losses were due to SAM and AA. But some 55-80 planes were lost on both fronts in the first three days of fighting. And some 30 or so of those were due to the new SAM-6's. Approximately 20 additional aircraft were lost by Israel over the Suez during the duration of the war. This somewhat reduces the number of the SAM's during the second week, which is what Chinese Farm covers.

The loss of the SAM effectiveness is due to the lessons learned quickly by the Israeli pilots on how to maneuver (or at least try) the SAM-6's. The SAM-2's and 3's were almost impotent throughout the war. The Israelis had already found effective ECM. While SAM-7 (a hand-held weapon) could very rarely destroy aircraft, but only damage them due to their small, high-explosive charge, they did manage to bring down at least three and possibly seven planes. But for the game, their effect is nil.

One Israeli Ground Support Point represents either two Phantoms or three Skyhawks, with each plane flying four sorties. At no time did the Egyptian SAM/AA umbrella stop the Israeli Air Force from completing a mission. They went in and took their losses. This was especially true during the opening days when they went against the bridges.

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