MODERN BATTLES II
STANDARD RULES
for the games
Bundeswehr, Yugoslavia,
Jerusalem, DMZ

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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 game's 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"x17" 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 taut.

[2.2] CHARTS AND TABLES
Various visual aids are provided for the Players in order to simplify and illustrate certain game functions.

[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. These playing pieces are hereafter referred to as "units." Note: Units in Bundeswehr, DMZ, and Yugoslavia are printed on both sides; see exclusive rules for explanation of Unit Sizes.

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

<table>
<thead>
<tr>
<th>Unit Designation</th>
<th>Unit Type</th>
<th>Movement Allowance</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attack Strength</td>
<td>3-2:12</td>
<td></td>
</tr>
<tr>
<td>Defense Strength</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Artillery Unit</td>
<td>FPF</td>
<td></td>
</tr>
<tr>
<td>Barrage Strength</td>
<td>1-2:7</td>
<td></td>
</tr>
<tr>
<td>Unit Designation</td>
<td>2-12</td>
<td></td>
</tr>
<tr>
<td>Defense Strength</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Unit Types

<table>
<thead>
<tr>
<th>Infantry</th>
<th>Artillery</th>
</tr>
</thead>
<tbody>
<tr>
<td>3-3:7</td>
<td></td>
</tr>
<tr>
<td>1-9</td>
<td></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

Game Map          1 4
Die-Cut Counter   1 4
Sheets            1 4
Standard Rules    1 2 identical
Exclusive Rules   1 4 different
Charts Table Sheet 1 2
Die (or Randomizer) 1 1
Game Box          0 1
Folio (Folder)     1 0

If any of these parts are damaged or missing, write:

Copyright © 1977, Simulations Publications, Inc., New York, N.Y.
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 units represent forces of opposing sides. The mapsheet should be unfolded and then back-folded against the creases to make it lie flat. Players should determine which side each will play.

The Players then consult the Initial Deployment sections or the Scenario. The Initial Deployment tells 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: Barrage Strength - Final Protective Fire Strength - Range Allowance/Defense Strength - Movement Allowance. Units may be assigned specific set-up hexes or Players may be instructed to choose the set-up 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 outline 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
In Bundeswehr, this Phase is used to implement the Nuclear Weapons 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 sequence following where appropriate.

[5.0] MOVEMENT
GENERAL RULE:
During the Movement Phase, the Phasing Player may move as many or as few of his units as he desires. The units may be moved in any direction or combination of directions.

PROCEDURE:
Units are moved one at a time, tracing a path of contiguous hexes through the hex grid. As each unit enters a hex the unit pays one or more Movement Points from its Movement Allowance.

CASES:
[5.1] MOVEMENT RESTRICTIONS AND PROHIBITIONS
[5.11] Movement may never take place out of sequence. A Player's units may be its 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 ½ Movement Point, 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 the 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
[6.11] All units exert a Zone of Control at all times, regardless of the Phase or the Player-Turn, during the entire Game-Turn. The presence of Zones of Control is never affected by other units, Enemy or Friendly.
[6.12] Units do not pay any additional Movement Points to enter an Enemy-controlled hex.
[6.13] There are only two ways to exit a hex in an Enemy Zone of Control: Either by retreat or advance as a result of combat, or by removal of the Enemy unit exerting the Zone of Control as a result of combat.
[6.14] Zones of Control extend into all types of terrain hexes and across all types of terrain hexsides (except those prohibited to 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 effect 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 Suport Air Strength Points.

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

PROCEDURE:  
nTotal 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 on the same 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 (7.63), 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  

7.1.11 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.

7.1.12 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.

7.1.13 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).

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

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

7.2] MULTIPLE UNIT AND MULTI-HEX COMBAT  

7.2.21 If a Phasing Player’s unit is in the Zone of Control of more than one Enemy unit, it must attack all the other units which are not engaged by some other attacking unit.

7.2.22 Units in two or more different 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.

7.2.23 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 unitary. That is, a unit’s Strength may not be divided among different combats, either for attack or defense.

7.4] EFFECTS OF TERRAIN  

7.4.11 Defending units, only, benefit from the terrain in the hex they occupy and/or that hex’s perimeter hexides. Terrain in hexes occupied by attacking units has no effect on combat.

7.4.21 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.

7.4.41 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  

7.5.11 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.

7.5.21 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 Quadrage; 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 maximum of casualties, pushing back the Enemy rather than destroying him.

7.6.21 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.)

7.6.4] MOBILE 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.

7.6.5] Explanation of Results  

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 hexides (see Terrain Effects Chart).

A1 = Attacker Retreats one hex.  
B1 = 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.

Ae = 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 advance 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.

Ax = 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 units) 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.

7.7] HOW TO RETREAT  

When the Combat Result requires a Player’s unit(s) be retreated, the Owning Player must immediately move those units the indicated number of hexes away from their combat position. This movement is not normal movement and is subject to the following restrictions. If the unit is unable to retreat within these restrictions, it is eliminated instead.

7.7.11 In retreating a unit may initially leave an Enemy controlled hex; thereafter it may not enter an Enemy controlled hex. Friendly units do not negate Enemy Zones of Control for purposes of retreat.

7.7.21 A retreating unit may not cross a prohibited hexide (see Terrain Effects Chart).

7.7.31 Where possible a retreating unit must retreat into and through vacant hexes. If no other route is available, the retreating unit may move through Friendly occupied hexes, displacing every Friendly unit whose hex it moves into or through (see 7.8).

7.7.41 In all cases the retreating unit must terminate its retreat the Combat Result-indicated number of hexes away from its former combat position. If it cannot, and can retreat only a portion of the number of units indicated, it is immediately eliminated in the last hex to which it is able to retreat. The retreat path (see 7.91) terminates in the hex a unit is eliminated in.
[7.8] DISPLACEMENT

[7.81] 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.

[7.82] If the displacement would cause any of the displaced units to be eliminated, the retreating unit is eliminated instead. Displaced units can themselves 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.

[7.83] 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 Barrage Attacked in its new hex.

[7.9] ADVANCE AFTER COMBAT

[7.91] Whenever an Enemy unit is forced to retreat (or is eliminated) as a result of combat it will leave a path of vacated 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.

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

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

[7.94] 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.

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

[7.96] 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 has not yet been resolved.

[7.97] 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

[8.11] 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.

[8.12] 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.

[8.13] 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).

[8.14] 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.

[8.15] 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

[8.21] 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 bombing Bombardment Strength to the attack. These attacks are called Combined Attacks.

[8.22] 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

[8.31] 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.

[8.32] 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.

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

[8.4] FINAL PROTECTIVE FIRE

[8.41] 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.

[8.42] 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].

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

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

[8.45] 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

[8.61] 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).

[8.62] 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

[9.11] One Ground Support Point equals one Artillery Strength Point (both Barrage and FPF).

[9.12] 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.

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

[9.14] 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.

[9.15] 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.
[17.1] GROUND SUPPORT TABLE
[YUGOSLAVIA]

<table>
<thead>
<tr>
<th>Period</th>
<th>DIE</th>
<th>*9/0</th>
<th>*9/0</th>
<th>*9/0</th>
<th>*7/0</th>
<th>*7/0</th>
<th>5/0</th>
<th>8/0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>9/0</td>
<td>9/0</td>
<td>9/0</td>
<td>7/0</td>
<td>7/0</td>
<td>5/0</td>
<td>8/0</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
<td>9/0</td>
<td>9/0</td>
<td>7/0</td>
<td>5/3</td>
<td>3/0</td>
<td>0/0</td>
<td>4/0</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
<td>9/0</td>
<td>9/0</td>
<td>7/3</td>
<td>4/4</td>
<td>0/0</td>
<td>0/0</td>
<td>0/0</td>
</tr>
<tr>
<td>4</td>
<td>4</td>
<td>9/0</td>
<td>7/0</td>
<td>5/5</td>
<td>0/0</td>
<td>0/0</td>
<td>0/0</td>
<td>0/0</td>
</tr>
<tr>
<td>5</td>
<td>5</td>
<td>7/0</td>
<td>0/0</td>
<td>3/5</td>
<td>0/3*</td>
<td>0/3</td>
<td>0/3</td>
<td>0/3</td>
</tr>
<tr>
<td>6</td>
<td>6</td>
<td>3/0</td>
<td>3/1</td>
<td>3/7</td>
<td>0/7*</td>
<td>0/7*</td>
<td>0/5*</td>
<td>0/9*</td>
</tr>
</tbody>
</table>

**KEY:**
- ### = Soviet/NATO Ground Support Points for current Player-Turn
- * = Player may drop paratroops if he is the Phasing Player (see Section 18.0)

---

**TERRAIN EFFECTS CHART**

<table>
<thead>
<tr>
<th>Terrain (Games)</th>
<th>Movement Points (MP) to Enter (or cross)</th>
<th>Effects on Combat</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear (B,Y,D,J)</td>
<td>1 MP</td>
<td>No Effect</td>
</tr>
<tr>
<td>Mixed (B,J)</td>
<td>1 MP</td>
<td>Shift 1</td>
</tr>
<tr>
<td>Broken (Y,D,J)</td>
<td>3 MP</td>
<td>Shift 2</td>
</tr>
<tr>
<td>Rough (Y,D,J)</td>
<td>4 MP</td>
<td>Shift 3</td>
</tr>
<tr>
<td>Mountain (D,J)</td>
<td>6 MP</td>
<td>Shift 3; J map hex 2811 (Mount Scopus) Shift 4</td>
</tr>
<tr>
<td>Woods (B,Y)</td>
<td>2 MP</td>
<td>Shift 2</td>
</tr>
<tr>
<td>Grove (B,Y,D,J)</td>
<td>2 MP</td>
<td>Shift 1</td>
</tr>
<tr>
<td>Trail (D,J)</td>
<td>1 MP; negates effect of other terrain in hex if entered through trail hexside</td>
<td>No Effect; depends on other terrain in hex</td>
</tr>
</tbody>
</table>

---

**GROUND SUPPORT TABLE [DMZ]**

<table>
<thead>
<tr>
<th>Period</th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>E</th>
</tr>
</thead>
<tbody>
<tr>
<td>DIE</td>
<td>ROK GS Points/North Korean GS Points</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>0/10</td>
<td>0/7</td>
<td>2/6</td>
<td>3/2</td>
<td>4/1</td>
</tr>
<tr>
<td>2</td>
<td>0/8</td>
<td>0/6</td>
<td>3/5</td>
<td>4/1</td>
<td>5/1</td>
</tr>
<tr>
<td>3</td>
<td>0/6</td>
<td>1/4</td>
<td>4/4</td>
<td>5/1</td>
<td>7/0</td>
</tr>
<tr>
<td>4</td>
<td>0/5</td>
<td>2/3</td>
<td>5/3</td>
<td>7/0</td>
<td>9/0</td>
</tr>
<tr>
<td>5</td>
<td>0/4</td>
<td>3/3</td>
<td>6/2</td>
<td>8/0</td>
<td>10/0</td>
</tr>
<tr>
<td>6</td>
<td>1/3</td>
<td>4/2</td>
<td>7/1</td>
<td>9/0</td>
<td>12/0</td>
</tr>
</tbody>
</table>

**EXPLANATION:** The number to the left of the slash is the number of Ground Support Points available to the South Korean Player per Game-Turn for the duration of that period. The number to the right of the slash is the number of Ground Support Points available to the North Korean Player under the same restrictions.

---

**B** = Bundeswehr; **Y** = Yugoslavia; **D** = DMZ; **J** = Jerusalem
[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>0</td>
<td>0-1</td>
<td>0-2</td>
<td>0-3</td>
<td>0-4</td>
<td>+12</td>
<td></td>
</tr>
<tr>
<td>1-2</td>
<td>2-4</td>
<td>3-7</td>
<td>4-10</td>
<td>5-13</td>
<td>-2</td>
<td></td>
</tr>
<tr>
<td>NATO 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.

---

[7.63] **ACTIVE COMBAT RESULTS TABLE**  
**Combat Differential (Attacking Strength minus Defending Strength)**

<table>
<thead>
<tr>
<th>DIE</th>
<th>-7</th>
<th>-6,5</th>
<th>-4,3</th>
<th>-2</th>
<th>-1</th>
<th>0</th>
<th>+1</th>
<th>+2,3</th>
<th>+4,5</th>
<th>+6,8</th>
<th>+9,11</th>
<th>+12</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>Br</td>
<td>Ex</td>
<td>Ax</td>
<td>D2</td>
<td>D3</td>
<td>D4</td>
<td>D4</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>Ex</td>
<td>Ax</td>
<td>D2</td>
<td>D3</td>
<td>D3</td>
<td>D3</td>
<td>De</td>
</tr>
<tr>
<td>3</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>Br</td>
<td>Ex</td>
<td>Ax</td>
<td>D2</td>
<td>D3</td>
<td>D3</td>
<td>D3</td>
<td>D4</td>
</tr>
<tr>
<td>4</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>Br</td>
<td>Ex</td>
<td>Ex</td>
<td>Ax</td>
<td>D2</td>
<td>D3</td>
<td>D3</td>
<td>D3</td>
</tr>
<tr>
<td>5</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>Br</td>
<td>Ex</td>
<td>Ex</td>
<td>Ex</td>
<td>D2</td>
<td>D3</td>
<td>D3</td>
<td>D3</td>
</tr>
<tr>
<td>6</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>Br</td>
<td>Br</td>
<td>Ex</td>
<td>Ex</td>
<td>Ex</td>
<td>D3</td>
<td>D3</td>
<td>D3</td>
</tr>
</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</th>
<th>-7</th>
<th>-6,5</th>
<th>-4,3</th>
<th>-2</th>
<th>-1</th>
<th>0</th>
<th>+1</th>
<th>+2,3</th>
<th>+4,5</th>
<th>+6,8</th>
<th>+9,11</th>
<th>+12</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>Br</td>
<td>Br</td>
<td>D1</td>
<td>D2</td>
<td>D2</td>
<td>D3</td>
<td>D3</td>
<td>D3</td>
<td>D4</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>D2</td>
<td>D2</td>
<td>D3</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>Br</td>
<td>D1</td>
<td>D1</td>
<td>D2</td>
<td>D3</td>
<td>D3</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>Br</td>
<td>D1</td>
<td>D1</td>
<td>D1</td>
<td>D2</td>
<td>D3</td>
<td>D3</td>
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</tr>
<tr>
<td>5</td>
<td>A1</td>
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<td>A1</td>
<td>A1</td>
<td>Br</td>
<td>D1</td>
<td>D1</td>
<td>D1</td>
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<td>D3</td>
<td>D3</td>
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<tr>
<td>6</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>Br</td>
<td>D1</td>
<td>D1</td>
<td>D1</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."

---

[7.97] Example: A defeated unit retreats three hexes may be followed by up to three victorious units in its Retreat Path.

---

[7.65] **Explanation of Combat Results Tables**
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 hexsides (see Terrain Effects Chart).
A1 = **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.
Ae = **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. The remaining attacking unit may advance 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.
Ax = **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.
MODERN BATTLES II

Bundeswehr
Northern Germany, late 1970's
EXCLUSIVE RULES

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13.2 Restrictions on Reinforcements
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[10.0] INTRODUCTION

Bundeswehr is a battalion/regimental level simulation of hypothetical combat in Northern Germany in the 1970's. This area has been chosen primarily because of its geographic location. If Soviet forces succeed in their advance across the North German Plain, they could link up with Soviet units from Southern Germany and the Hamburg area in a concerted effort to push into Western Europe. The North German Plain is also called the Luneburg Heath; and it is just that, a flat area dotted with woods, heathland, and bogs, intersected with major road networks.

[11.0] UNTRIED UNITS

GENERAL RULE:

All units in Bundeswehr except Artillery units are Untried. This means that when Untried units are deployed on the map, they are placed on the side of the counter that shows only a capital "U" (instead of combat strengths), unit type, and the unit's Movement Allowance. Neither Player will know the exact value of the Untried unit until the unit is about to engage in combat; after that it stays strength side up until the end of the game.

PROCEDURE:

Once the Untried units are placed and play begins, units remain in their Untried state until they are involved in combat. Once a unit has been committed to combat—after the allocation of all Barrage, Ground Support Points, and Final Protective Fire—the true strength of the unit is revealed by flipping the counter over to its combat side. The moment of revelation comes at the instant of combat—neither Player may see what the actual strengths of the units are until it is time to throw the die for that particular combat. Once the units have been committed to combat, they may not be withdrawn, even if—because of the revealed strengths—the combat has now become unfavorable to the Phasing Player. Reinforcements always enter the map in their Untried state.

[12.0] RIVER CROSSINGS

GENERAL RULE:

All bridges in Bundeswehr are "wired" for demolition. See Case 12.2 for Bridge demolition.

CASES:

[12.1] EFFECTS OF RIVERS

[12.11] In all cases (except when crossing undemolished bridges) a unit moving across a River/Canal hexside must expend 3 additional Movement Points.

[12.12] Units may retreat across a River/Canal hexside due to combat.

[12.2] BRIDGE DEMOLITION

At the instant the first Soviet unit moves into a hex of which one (or more) hexsides is a Bridge, the NATO Player, at his option, may attempt to demolish the Bridge. A die is rolled to see if the Bridge is demolished. If the NATO Player does not exercise this option he may not attempt to demolish that Bridge for the rest of the game.

[12.21] A die is rolled for demolition immediately, no matter what the Phase, whenever the first Soviet unit moves into any hex of which the Bridge forms a side.

[12.22] A die roll of 1, 2, or 3 by the NATO Player demolishes the Bridge. Note that demolition is entirely at the option of the NATO Player; he is never forced to attempt demolition.

[12.23] If demolition of a Bridge succeeds, note is immediately made of the fact that the Bridge no longer exists. The hexside is treated as if it were a normal Canal or River hexside, subject to all considerations. This change in the status of the hexside is effective immediately.

[12.24] If demolition of a Bridge does not succeed, the Bridge is considered to be intact for the remainder of the game. No attempt may be made to destroy the Bridge at any other point in the game. Players must record on a separate piece of paper which Bridges are considered destroyed and which remain intact.

[13.0] 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 and type of units, the Strength/Movement Value (of Artillery units only), and the specific hex or map edge on which they enter.

PROCEDURE:

During his Movement Phase, the Owning Player places reinforcement units in the scheduled hexes or on any hex of the scheduled map edge. The Owning Player may place them at any time during his Movement Phase.

CASES:

[13.1] MOVEMENT OF REINFORCEMENTS

[13.11] Reinforcements are presumed to be poised adjacent to the map. When placed on the map, a Reinforcing unit spends 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 on the road movement rate to enter the map.

[13.12] 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.

[13.13] 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 ½ Movement Point to enter the map, the second unit would pay 1 Movement Point to enter the map, the third, ½ Movement Points, etc.

[13.14] Once on the map, Reinforcements may be moved normally. The Owning Player may sequence the arrival of his already present units in any order he sees fit.

[13.2] RESTRICTIONS ON REINFORCEMENTS

[13.21] 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).

[13.22] If, and only if, a scheduled entry hex is occupied by an Enemy unit, or a Friendly unit in an Enemy Controlled hex, the Reinforcing unit may not enter the nearest unblocked mapedge hex to the scheduled hex, in the direction of the nearest Friendly unit.

[13.23] A Player may deliberately withhold Reinforcements from Game-Turn to Game-Turn, bringing them into play (if at all) on some later Turn.

[13.24] Regardless of whether a Reinforcement is brought into play on its scheduled Turn, it must appear in its scheduled hex or alternate (see Case 13.22).

[13.25] The concept that Reinforcements are poised adjacent to the map is strictly a concept. Until they enter the map, Reinforcements have no effect on play. They may in no fashion attack Enemy units or hinder their movement.
[14.0] EXITING FROM 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 is presumed to be identical to the terrain in the hex from which the unit exited.

RESTRICTIONS
Once a unit exits the map it may not return. Exited units are not considered eliminated (but see Case 14.13) and are kept separated from eliminated units.
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.

[15.0] NUCLEAR WEAPONS

Optional Rule

NOTE:
Use of this rule will drastically alter the play balance of the Scenarios.

GENERAL RULE:
The use of Nuclear Weapons is a two Game-Turn procedure, involving plotting and detonation.

PROCEDURE:
The period after a Game-Turn has concluded, and prior to the next Game-Turn commencing, is called the Special Weapons InterPhase. During the Special Weapons InterPhase, Players simultaneously write down (plot) the hex numbers and weapons sizes of Nuclear Attacks to be made into subsequent Game-Turn’s Special Weapons InterPhase. After plotting, Players simultaneously detonate Nuclear Attacks plotted in the previous Game-Turn. These Attacks are made in any order that the Attacking Player wishes, one at a time. All effects of one Nuclear Attack are applied immediately before proceeding to other Nuclear Attacks.

[15.3] EFFECTS OF NUCLEAR WEAPONS

[15.3.1] Units which are Eliminated or Exchanged are immediately removed from the map. Units which are to Retreat are moved by the Owning Player the number of hexes indicated by his result, according to the Rules of Retreat. These retreated units are then flipped over, lose their Zone of Control and may not attack or move for the remainder of the Game-Turn; these units defend normally and may retreat as a result of Combat. At the end of the Game-Turn, units which have not been eliminated are flipped back over and function normally. Units which are not forced to retreat do not suffer any effects.

[15.3.2] If a unit is retreated into the blast zone of an unresolved Nuclear Attack, it suffers any results rolled against it as a result of that attack. A unit may thus suffer any number of Nuclear Attacks in a single Weapons InterPhase.

[15.4] RESTRICTIONS ON NUCLEAR WEAPONS

[15.4.1] Players may not plot or detonate more than three Nuclear Weapons in a single Special Weapons InterPhase.

[15.4.2] Players may not make more Nuclear Attacks in the course of the game than they have Weapons shown on their Nuclear Weapons Chart.

[15.4.3] Neither Player may detonate a Nuclear Weapon in a hex if there are Friendly units within the Maximum Effect Radius of that Weapon (the radius at which units are attacked with a +12 differential).

[15.4.4] The NATO Player may not detonate a Nuclear Weapon in a hex if there are Friendly units within the Minimum Effect Radius of that Weapon (the radius at which units are attacked with a +2 differential). The Soviet Player, however, may detonate a Nuclear Weapon in a hex even if there are Friendly units within the Minimum Effect Radius of that Weapon. The Soviet Player must attack those Friendly units a −2 on the Active Combat Results Table.

[15.4.5] If a Player plots a Weapon which subsequently may not be detonated due to the above restrictions, that Weapon is not detonated, but is nevertheless considered expended. It may not be replotted or reused on subsequent Game-Turns.

[15.4.6] Nuclear Attacks have unlimited Range; they may be plotted anywhere on the map within the above restrictions.

[16.0] NATO COUNTERATTACK

GENERAL RULE:
There is no restriction on how many times the Soviet Player may use the Active Combat Results Table throughout the game. (Please make note of Case 7.62 in the Standard Rules). The NATO Player on the other hand, may use the Active Combat Results Table only twice per game on two consecutive Game-Turns. The NATO Player does not have the option to withhold his use of the Active CRT from Game-Turn to Game-Turn. His choice to use the Active CRT must follow in consecutive Game-Turns.

[17.0] SOVIET AIR SUPREMACY

GENERAL RULE:
The Soviet Player is given Air Supremacy Points for the first six Game-Turns of Scenario 1. The number of air points will be determined by the Die Modification Table.

[17.1] DIE MODIFICATION TABLE

[17.1.1] The Soviet Player rolls a die before starting a Game-Turn. From that die roll result he must subtract a figure equal to the number of the current Game-Turn less one. That number is then referred to on the Die Roll column on the Die Modification Table. The adjacent number of points the Soviet Player is entitled to use in his Combat Phase for that Game-Turn.

EXAMPLE: The Soviet Player is about to start Game-Turn “3.” He rolls the die with a result of “6.”

6 − (3 − 1) = 4

The Die Modification Table shows that the Soviet Player is entitled to 6 Air Points for Game-Turn 3.

DIE MODIFICATION TABLE

<table>
<thead>
<tr>
<th>Die</th>
<th>Air Roll</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
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<td></td>
</tr>
<tr>
<td>2</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>4</td>
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<tr>
<td>4</td>
<td>6</td>
<td></td>
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<td>8</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>10</td>
<td></td>
</tr>
</tbody>
</table>

[17.12] Any result less than one entitles the Soviet Player to no Air Points for that Game-Turn.

[17.13] The Air Points are treated as barrage points with ground units or alone. They cannot be used for FP purposes.

[18.0] SCENARIOS

GENERAL RULE:
The fighting units in Bundeswehr represent NATO and Warsaw Pact forces. In actuality, and simulated in this game, the forces are stationed accordingly:

Soviets:
- the 32nd Guards Mechanized Division in Perleberg, East Germany; the 9th Armored Division in Neustrelitz, East Germany; the 20th Armored Division in Grossborn/Pommern, Poland;
- the 38th Armored Division in Neuhammer/Schlesien, Poland;

East Germans:
- 8th Mechanized Division in Schwerin, East Germany;
- 7th Panzer Grenadier Brigade of the 3rd Panzer Division is outside of Hamburg, West Germany; the 8th Panzer Brigade of the 3rd Panzer Division in Luneburg, West Germany; the 9th Panzer Brigade (in peace time, this brigade, the Lehr, is for training purposes) of the 3rd Panzer Division, outside of Munster; the 31st Brigade of the 11th Panzer Grenadier Division in Wardein, West Germany; the 32nd Brigade of the 11th Panzer Grenadier Division outside of Bremen, West Germany; the 33rd Brigade of the 11th Panzer Grenadier Division outside of Lingen, West Germany;

British:
- (it is difficult to ascertain the exact location of regiments and battalions of the BAOR because of the rotation of the troops in three year cycles. In the time of open conflict in this area, it is surmised that the following troops would be called up) 7th Brigade Group HQ, 1st Royal Tank Regiment; 17th/21st Lancers (tank regiment); 1st Gordon Highlanders (infantry battalion); 1st Irish Guards (infantry battalion); 4th Field Regiment Royal Artillery (artillery battalion); 15th/19th Hussars (reconnaissance battalion).

In all of the scenarios the tanks that would be maintained by the battling forces reflect which are currently used, and in the case of the Soviets, a new type, the T-64. They are: West Germany: Leopard II; East Germany: T-62; Soviet Union:
T-62, T-64; British Army of the Rhine: Chieftans, except for the 15th/19th Hussars reconnaissance battalion which maintains Scorpion and Scimitar light tanks.

As all of the units, excluding artillery, are untried, exact unit identifications are not required for placement in the deployment of forces. This decision is left to the individual Player.

[18.1] THE SOVIET INVASION

[18.11] Historical Notes

This scenario depicts an anticipated Soviet sweep across the North German Plain. In its drive to Western Europe, the Soviet forces in this scenario ultimately hope to connect with Soviet units that are simultaneously fighting NATO forces North and South of that area. NATO units are expected to formulate a defensive line to push back or hold a Soviet advance. In the opening stages of this scenario, the Soviet 32nd and the East German 8th Mechanized Divisions have crossed the East German border. The 8th and 9th West German Panzer Brigades of the 3rd Panzer Division are stationed in readiness while British forces are mobilizing in the West. Both sides are heavily reinforced as the game progresses.

[18.12] Initial Order of Battle

Except for the artillery pieces, all units show untried strength values facing up.

Soviet:
9(mechanized infantry battalions), 1(3-17/1-9)
122mm howitzer, 1(4-0-8/1-9)
122mm rocket launcher enter on the east edge of the map, on hex 3908 or hex 3912.
9(mechanized infantry battalions), 1(3-17/1-9),
1(4-0-8/1-9) enter on the east edge of the map, on hex 3905 or hex 3901.

West German:
3(armored battalions), 1(mechanized infantry battalion),
1(1-2-7/2-12) M109 Self-Propelled 155mm gun deploy on or adjacent to hex 2503.
3(armored battalions), 1(mechanized infantry battalion),
1(1-2-7/2-12) deploy on or adjacent to hex 1317. Additional divisional units: 1(2-13/1-12)
M107 Self-Propelled 175mm gun, 1(3-1-6/1-12)
110mm rocket launcher, 1(reconnaissance battalion).

British:
2(armored battalions), 2(infantry battalions),
1(1-2-7/2-12) M109 Self-Propelled 155mm gun,
1(reconnaissance battalion) enter on the west edge of the map, hex 0110 or hex 0112.

[18.13] Reinforcement Schedule

Except for the artillery pieces, all units show untried strength values facing up.

Soviet:
On Game Turn Two:
3(armored regiments), 1(mechanized infantry battalions),
1(5-1-7/1-9) 152mm howitzer,
1(4-0-8/1-9) enter on the east edge of the map between hexes 3914 and 3917, inclusive.

On Game Turn Three:
3(mechanized infantry battalions), 3(armored regiments),
1(5-1-7/1-9, 1(4-0-8/1-9), additional corps artillery: 1(3-1-11/1-9)
130mm gun, 2(2-7-2-7/1-9) 152mm howitzers, 1(4-0-8/1-9)
200mm rocket launcher enter on the east edge of the map, on hex 3923.

On Game Turn Four:
3(armored regiments), 3(mechanized infantry battalions),
1(5-1-7/1-9, 1(4-0-8/1-9) enter the map on the east edge, on hex 3917.

[18.16] West German Reinforcement Schedule

Except for the artillery pieces, all units show untried strength values facing up.

On Game Turn Two:
2(armored battalions), 3(mechanized infantry battalions),
1(1-2-7/1-12) enter the map on the west edge, hexes 0108 or 0110 or 0112.

On Game Turn Three:
2(armored battalions), 3(mechanized infantry battalions),
1(1-2-7/1-12) enter the map on the west edge, hexes 0108, 0110, 0112; additional corps artillery: 1(1-2-7/1-12).

On Game Turn Four:
2(armored battalions), 3(mechanized infantry battalions),
1(1-2-7/1-12) enter the map on the west edge, hexes 1701 thru 2301, inclusive; additional divisional units: 1(2-1-3/1-12),
1(3-1-6/1-12), 1(reconnaissance battalion); additional corps artillery: 1(1-2-7/1-12).

On Game Turn Five:
2(armored battalions), 3(mechanized infantry battalions),
1(1-2-7/1-12) enter on the south edge of the map, hexes 0126 thru 0426, inclusive; additional corps artillery: 1(2-1-7/1-12) 105mm howitzer.

[18.17] Special Rules

1. The Soviets may move only six Movement Points on the first Game-Turn.
2. The British may move only ½ their Movement Points on the first Game-Turn.
3. The NATO units have ½ a Movement Point on the roads while the Soviet units have one Movement Point on the roads.
4. The West Germans are flexible in the deployment of additional divisional and corps artillery. They can enter anywhere on the western edge of the map. The Soviets, on the other hand, must enter its additional corps artillery on the hexes stated in the Game-Turns.

[18.18] Game Length

The scenario length is ten Game-Turns.

[18.19] Victory Conditions

The objective of Bundeswehr is to capture the following cities (identified on the map with a brown star) while maintaining an unbroken line of communication: Berlin, Emsdorf, Egestorf, Egestorf, Lunenburg, Munster, Soltau.

NATO Decisive = Soviets capture none of the six objective cities
NATO Tactical = Soviets capture one of the six objective cities
NATO Marginal = Soviets capture two of the six objective cities

Draw = Soviets capture three of the six objective cities
Soviet Marginal = Soviets capture four of the six objective cities
Soviet Tactical = Soviets capture five of the six objective cities
Soviet Decisive = Soviets capture all of the six objective cities

For every Soviet unit that exits off the west edge of the map, the Soviet level of victory is raised one level. For example, if the Soviets capture four out of the six objectives plus exit one unit off the west edge of the map, the Soviets win a tactical victory. For every two Soviet artillery units that are destroyed by NATO, the Soviet Victory Conditions are lowered one level. These two conditions are cumulative.

[18.2] NATO COUNTERATTACK

[18.21] Historical Notes

When the Soviet forces invaded the North German Plain, the NATO High Command decided to pull back rather than stand and fight in the northern area of Germany. The Soviets rushed to take advantage of this withdrawal, but because of reverses in the invasion of southern Germany, the Soviet forces were reassigned to help out Army Group South. The NATO forces kept several regiments in the Soltau area, and when the NATO High Command perceived a weakness in the Soviet line, a counterattack was ordered. The roorganized NATO units proved to be much stronger than the Soviets had anticipated, and to increase the defense problem, a large amount of NATO Air Support was sent to the area. Soviet initial reaction was slow, and results in the lateness of Soviet reinforcements. However, the West Germans the the British knew they had to make the initial attack count, for the Soviet war machine was too powerful for them to contend with at full strength.

[18.22] NATO Initial Order of Battle

Except for the artillery units, all units show untried strength values facing up.

2(mechanized infantry battalions), 2(armored regiments) deploy within 3 hexes of Munster (hex 1414)
3(mechanized infantry battalions), 1(armored regiment) deploy within 3 hexes of Egestorf (hex 1203)
4(mechanized infantry battalions) deploy within 4 hexes of 1724 (mechanized infantry battalions) deploy within 2 hexes of hex 1409
1(mechanized infantry battalion), 1(armored regiment) deploy at Lunenburg (hexes 2301 and 2601)
1(mechanized infantry battalion), 1(armored regiment), 244-6-8/1-9 122mm rocket launcher, 2(5-1-7/1-9) 152mm howitzer, 1(3-1-7/1-9)
122mm howitzer deploy or adjacent to Ulzen (hexes 3015, 3115, and 3116)
2(mechanized infantry battalions), 1(4-1-8/1-9) 200mm rocket launcher at or adjacent to Ebstorf (hex 2512)

[18.23] NATO Initial Order of Battle

Except for the artillery units, all units show untried strength values facing up.

British:
All British units in the countermix begin within 3 hexes of Bergen (hex 0924)

West German:
8(armored battalions), 8(mechanized infantry battalions), all artillery except 2(1-2-7/1-12) deploy anywhere north of xx22 hexrow and west of the 10xx hexrow (exclusive)

[18.24] Soviet Reinforcement Schedule

Except for artillery units, all units show untried strength values facing up.

On Game Turn Three:
5(mechanized infantry battalion), 1(armored regiment), 1(7-2-7/1-9) 152mm howitzer enter at hex 3026

On Game Turn Five:
2(mechanized infantry battalion), 1(armored regiment), 1(3-1-11/1-9) 130mm gun, 1(3-1-7/1-9)
122mm howitzer, 1(4-0-8/1-9) 122mm rocket launcher enter at hex 3626

On Game Turn Seven:
1(7-2-7/1-9), 1(4-0-8/1-9) enter at hex 3626

On Game Turn Eight:
1(mechanized infantry battalion) enters at hex 2026

[18.25] West German Reinforcement Schedule

On Game Turn Five:
3(armored battalions), 2(mechanized infantry battalions) enter at hex 0126

[18.26] Special Rules

1. Soviets set up first, NATO move first.
2. For the first two Game-Turns, the Soviet units have a 1 MP cost per road hex; starting the third Game-Turn, they receive the normal ½ MP charge.
3. The following Air Point Schedule is used:

<table>
<thead>
<tr>
<th>NATO</th>
<th>Soviets</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>0</td>
</tr>
<tr>
<td>6</td>
<td>0</td>
</tr>
<tr>
<td>5</td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>2</td>
<td>4</td>
</tr>
</tbody>
</table>

4. In any attack involving the West Germans, the mobile CRT is used. The British attacking alone and the Soviets may use the active CRT on any Game-Turns they wish. It is recommended that the Players should not use the Nuclear Rules, but if they choose to, the Soviets must initiate nuclear warfare.

5. It is recommended that the Players should not use the Nuclear Rules, but if they choose to, the Soviets must initiate nuclear warfare.

[18.27] Game Length
The scenario length is 10 Game-Turns.

[18.28] Victory Conditions
The Victory Conditions are the same as case 18.19, with the exception that the Soviets must exit three Soviet units off the west edge of the map to raise their level of victory by one, and the NATO Player may also raise his level of victory by one for every one NATO unit exited from the west edge of the map.

[18.3] FINAL SOVIET ASSAULT

[18.31] Historical Notes
The Soviet initial attack and NATO counterattack have both been halted. Nine days of intense fighting have taken their toll, with especially severe counterbattery exchanges between opposing artillery. The Soviets have managed to scrape up a tired armored division and a relatively fresh mechanized infantry division in order to make one last attempt to break through NATO's defenses.

[18.32] Soviet Initial Order of Battle
Set aside the seventeen Soviet units with "N" on their tried sides. (Ignore unit designations.) Deploy the following units, armor and infantry with untried values:
- 2(armored regiments), 3(mechanized infantry battalions), 1(4-0-8/1-9) 122mm rocket launcher, 1(5-1-7/1-9) 152mm howitzer with 4 hexes of Bienbottel (2006)
- 6(mechanized infantry battalions), 1(3-1-7/1-9) 122mm howitzer, 1(4-0-8/1-9) 122mm rocket launcher with 4 hexes of 2516
- 2(armored regiments), 3(mechanized infantry battalions), 1(4-0-8/1-9) 122mm rocket launcher, 1(5-1-7/1-9) 152mm howitzer with 3 hexes of Weyhausen (2424).

[18.33] West German Initial Order of Battle
Except for the artillery units, all units show untried strength values. Remove the two "0-1-12s" from the countermix. Deploy the following artillery units:
- 4(1-2-7/1-12, 1-2-7/1-12, 2-3-6/1-12 and 2-2-13/12), in any unoccupied hex west of the 24xx hexrow such that each unit could bombard any two Soviet units.
- Deploy 6(armored battalions) and 10(mechanized infantry battalions) in any unoccupied hex between 19xx and 25xx inclusive subject to the following restrictions: Roll one die, adding 1 to the number; that is the maximum number of West German units that may start deployed adjacent to Soviet units. Subtract 1 from the die roll; this is the minimum number of West German units that must be deployed adjacent to Soviet units, assuming the Soviet deployment has made this possible.

6. The following Air Point Schedule is used:

<table>
<thead>
<tr>
<th>NATO</th>
<th>Soviets</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>3-4</td>
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<tr>
<td>5-6</td>
<td>7-8</td>
</tr>
<tr>
<td>9-10</td>
<td></td>
</tr>
</tbody>
</table>

7. Air points must not 'soak-off' and make diversionary attacks. Air points may only be used in conjunction with attacks made by Line units and/or artillery units with a barrage strength of '1' or greater.

[18.38] Victory Conditions
SoViet Decisive = Control all six key towns plus exit any three units off the western map edge. Soviet Tactical = Control all six key towns. Soviet Marginal = Control five key towns. Draw = Soviets control 3 or 4 key towns. NATO Marginal = Soviets control two key towns. NATO Tactical = Soviets control one key town. NATO Decisive = Soviets control zero key towns. The Soviet Player raises his victory level by one for every three units he exits off the western map edge. The NATO Player raises his level of victory by one for every unit he exits off the eastern map edge.

**PLAYER'S NOTES**
Untried units are not as great a threat to playability as they seem. In any turn that major attacks are launched, exploratory attacks should be made with, and on, untried units. Exploratory attacks are simply one unit attacks made at what is usually between the -4 to -1 columns. These attacks cannot succeed and would not normally be made in the interest of game speed, but are now made in order to reveal actual unit values.

Air points, although used for barrage only, can be used on defense by inference. It is a rare player who is willing to make a maximum advance after combat knowing his opponent's counterattacking units will be bolstered by air power.

The Active Table is the greatest asset and greatest danger in the game. It is very expensive in units and should not be used unless you have a considerable advantage in numbers or if more than 50% of the turn's attacks can be made on the +12 column. An attack that can't be made at least +6 should not be made on the Active Table.

The Russian Player's biggest advantage is his concentration of attack strength in his artillery. This allows him to make large numbers of favorable attacks while using the rest of his units to guard his line.

The NATO Player's game should be organized around his FFP capability and the Soviet player's lack of it. The NATO FFP can be used over a wide reach to blunt Soviet thrusts, thus forcing the Soviet player into making only a few 'monster' attacks on any turn. Conversely, the NATO player can make his attacks with minimal Soviet artillery interference.

**DESIGN CREDITS:**
Game Design: Virginia Mulhalland
Game Development: Mark Herman, James F. Dunnigan
Physical Systems and Graphics: Redmond A. Simonsen
Technical Assistance: Eric Goldberg, Marly Goldberger
Players Notes: Marly Goldberger
Playtesters: Rhy Resholt, Gene Felt, David Pan, and Winston Forrest
Production: Manfred F. Milkhun, Larry Catalano, Stephanie Mauer, Kate Higgins, Bob Rier
MODERN BATTLES II
STANDARD RULES
for the games
Bundeswehr, Yugoslavia,
Jerusalem, DMZ

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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 game’s 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 MAP

Each of the 22"x17" map sheets portrays the battlefield. A hexagonal grid is superimposed over the terrain features on the map sheet 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 taut.

[2.2] CHARTS AND TABLES

Various visual aids are provided for the players in order to simplify and illustrate certain game functions.

[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. These playing pieces are hereafter referred to as “units.”

Note: Units in Bundeswehr, DMZ, and Yugoslavia are printed on both sides; see exclusive rules for explanation of Unidentified Units.

[2.31] How to Read the Units

Non-Artillery Unit

<table>
<thead>
<tr>
<th>Unit Designation</th>
<th>Unit Type</th>
<th>Unit Size</th>
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<tbody>
<tr>
<td>Attack Strength</td>
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</tr>
<tr>
<td>Defense Strength</td>
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</table>

Artillery Unit

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<th>Unit Type</th>
<th>Unit Size</th>
</tr>
</thead>
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<td>Range Allowance</td>
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<tr>
<td>Movement Allowance</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Unit Type</th>
<th>Defense Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infantry</td>
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</tr>
<tr>
<td>Artillery</td>
<td>1:9</td>
</tr>
</tbody>
</table>

Unit Designations

Units may be identified by a single number or by a two-part designation. In two-part designations, the number to the right is the unit’s superior formation. This may be either a division or brigade; brigades may be identified by an abbreviation of their commander’s name. Battalion-sized units are numbered consecutively within the division, when the division is the superior formation shown. As a general rule, there are three battalions per brigade, and three brigades per division.

[2.32] 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 map sheet 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

Folio Game: Quadrigrame:

| Game Map  | 1  |
| Die-Cut Counter | 4  |
| Sheet     | 1  |
| Standard Rules | 1 | 2 identical |
| Exclusive Rules | 1 | 4 different |
| Charts Table Sheet | 1 | 2 |
| Die (Randomizer) | 1 | 1 |
| Game Box | 0  |
| Folio (Folder) | 1 | 0 |
| Customer Service | 44 East 3rd Street |
| Simulations Publications, Inc. | New York, N.Y. 10010 |

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[3.0] SETTING UP THE GAME

The cardboard Playing Pieces should be punched out of the Unit Counter Sheet. The differently colored units represent forces of opposing sides. The map sheet 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 the Initial Deployment sections or the Scenario. The Initial Deployment tells 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: Barrage Strength - Final Protective Fire Strength - Range Allowance/Defense Strength - Movement Allowance. Units may be assigned specific set-up hexes or Players may be instructed to choose the set-up 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 outline 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
   In Bundeswehr, this Phase is used to implement the Nuclear Weapons 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 sequence following where appropriate.

[5.0] MOVEMENT

GENERAL RULE: During the Movement Phase, the Phasing Player may move as many or as few of his units as he desires. The units may be moved in any direction or combination of directions.

PROCEDURE:
Units are moved one at a time, tracing a path of contiguous hexes through the hex grid. As each unit enters a hex the unit pays one or more Movement Points from its Movement Allowance.

CASES:

[5.1] MOVEMENT RESTRICTIONS AND PROHIBITIONS

[5.11] Movement may never take place out of sequence. A Player's units may be its own 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 1/2 Movement Point, 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 the 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

[6.11] All units exert a Zone of Control at all times, regardless of the Phase or the Player-Turn, during the entire Game-Turn. The presence of Zones of Control is never affected by other units, Enemy or Friendly.

[6.12] Units do not pay any additional Movement Points to enter an Enemy-controlled hex.

[6.13] There are only two ways to exit a hex in an Enemy Zone of Control: Either by retreat or advance as a result of combat, or by removal of the Enemy unit exerting the Zone of Control as a result of combat.

[6.14] Zones of Control extend into all types of terrain hexes and across all types of terrain hexsides (except those prohibited to 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 effect 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 Suport 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 within the same 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 (7.63), 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 combat may be resolved in any order that the attacker wishes, so long as all combat is resolved during that Combat Phase.

CASES:

[7.11] WHICH UNITS ATTACK

Every non-Phasing unit that has a Phasing unit adjacent to it must be attacked by some Phasing unit during the next 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.

[7.12] 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.

[7.13] 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).

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

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

[7.2] MULTIPLE UNIT AND MULTI-HEx COMBAT

If a Phasing Player's unit is in the Zone of Control of more than one Enemy unit, it must attack all the attacking units which are not engaged by some other attacking unit.

[7.22] Units in two or more different 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.

[7.23] 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 unitary. That is, a unit's Strength may not be divided among different combat, either for attack or defense.

[7.4] EFFECTS OF TERRAIN

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

[7.42] 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.

[7.43] 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.

[7.44] 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

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.

[7.52] 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

[7.61] There are two different Combat Results Tables in the Modern QuadrGame; each reflects a separate attitude and approach to battle in accordance with an overal tactical 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.

[7.62] 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.

[7.63] ACTIVE COMBAT RESULTS TABLE (See separate sheet.)

[7.64] MOBILE 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 CHT, 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.

[7.65] Explanation of Results

DI, 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 hexides (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.

AE = 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 advance 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.

Az = 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 units 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.

[7.7] HOW TO RETREAT

When the Combat Result requires a Player's unit(s) be retreated, the Owning Player must immediately move those units the indicated number of hexes away from their combat position. This movement is not normal movement and is subject to the following restrictions. If the unit is unable to retreat within these restrictions, it is eliminated instead.

[7.71] In retreating a unit may initially leave an Enemy controlled hex; thereafter it may not enter an Enemy controlled hex. Friendly units do not negate Enemy Zones of Control for purposes of retreat.

[7.72] A retreating unit may not cross a prohibited hexide (see Terrain Effects Chart).

[7.73] Where possible a retreating unit must retreat into and through vacant hexes. If no other route is available, the retreating unit may move through Friendly occupied hexes, displacing every Friendly unit whose hex it moves into or through (see 7.8).

[7.74] In all cases the retreating unit must terminate its retreat the Combat Result-indicated number of hexes away from its former combat position. If it cannot, and can retreat only a portion of the number of hexes indicated, it is eliminated in the last hex to which it is able to retreat. The retreat path (see 7.91) terminates in the hex a unit is eliminated in.
[7.8] DISPLACEMENT
7.81 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.

7.82 If the displacement would cause any of the displaced units to be eliminated, the retreating unit is eliminated instead. Displaced units can themselves 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.

7.83 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 Barrage Attacked in its new hex.

[7.9] ADVANCE AFTER COMBAT
7.91 Whenever an Enemy unit is forced to retreat (or is eliminated) as a result of combat it will leave a path of vacated 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.

7.92 The advancing victorious units may cease advancing at any hex along the Path of Retreat.

7.93 Advancing victorious units may ignore Enemy Zones of Control.

7.94 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.

7.95 An advancing unit may not stray from the Path of Retreat.

7.96 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 neither attack nor 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 has not yet been resolved.

7.97 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

[8.11] 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.

[8.12] 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.

[8.13] 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).

[8.14] 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.

[8.15] 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 De affect the defending unit in such attacks.

[8.2] COMBINED ATTACKS

[8.21] 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.

[8.22] 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

[8.31] 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.

[8.32] 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.

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

[8.4] FINAL PROTECTIVE FIRE

[8.41] 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.

[8.42] 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].

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

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

[8.45] 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

[8.61] 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).

[8.62] 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

[9.11] One Ground Support Point equals one Artillery Strength Point (both Barrage and FPF).

[9.12] 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.

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

[9.14] 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.

[9.15] 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.
### [17.1] GROUND SUPPORT TABLE (YUGOSLAVIA)

<table>
<thead>
<tr>
<th>Period</th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>E</th>
<th>F</th>
<th>G</th>
</tr>
</thead>
<tbody>
<tr>
<td>DIE</td>
<td>*9/0</td>
<td>*9/0</td>
<td>*9/0</td>
<td>*9/0</td>
<td>*7/0</td>
<td>*7/0</td>
<td>5/0</td>
</tr>
<tr>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>*9/0</td>
<td>*9/0</td>
<td>*9/0</td>
<td>*7/0</td>
<td>5/3</td>
<td>*3/0</td>
<td>0/0</td>
</tr>
<tr>
<td>3</td>
<td>*9/0</td>
<td>*9/0</td>
<td>7/3</td>
<td>4/4</td>
<td>0/0</td>
<td>0/0</td>
<td>0/0</td>
</tr>
<tr>
<td>4</td>
<td>*9/0</td>
<td>*9/0</td>
<td>7/3</td>
<td>4/4</td>
<td>0/0</td>
<td>0/0</td>
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</tr>
<tr>
<td>5</td>
<td>*9/0</td>
<td>7/0</td>
<td>5/5</td>
<td>0/0</td>
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<td>3/7</td>
<td>0/7*</td>
<td>0/7*</td>
<td>0/7*</td>
<td>0/9*</td>
</tr>
</tbody>
</table>

**KEY:**
- **/#** = Soviet/NATO Ground Support Points for current Player-Turn
- * = Player may drop paratroops if he is the Phasing Player (see Section 18.0)

### TERRAIN EFFECTS CHART

<table>
<thead>
<tr>
<th>Terrain (Games)</th>
<th>Movement Points (MP) to Enter (or cross)</th>
<th>Effects on Combat</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear (B,Y,D,J)</td>
<td>1 MP</td>
<td>No Effect</td>
</tr>
<tr>
<td>Mixed (B,J)</td>
<td>1 MP</td>
<td>Shift 1</td>
</tr>
<tr>
<td>Broken (Y,D,J)</td>
<td>3 MP</td>
<td>Shift 2</td>
</tr>
<tr>
<td>Rough (Y,D,J)</td>
<td>4 MP</td>
<td>Shift 3</td>
</tr>
<tr>
<td>Mountain (D,J)</td>
<td>6 MP</td>
<td>Shift 3; J map hex 2811 (Mount Scopus) Shift 4</td>
</tr>
<tr>
<td>Woods (B,Y)</td>
<td>2 MP</td>
<td>Shift 2</td>
</tr>
<tr>
<td>Grove (B,Y,D,J)</td>
<td>2 MP</td>
<td>Shift 1</td>
</tr>
<tr>
<td>Trail (D,J)</td>
<td>1 MP; negates effect of other terrain in hex if entered through trail hex-side</td>
<td>No Effect; depends on other terrain in hex</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Terrain (Games)</th>
<th>Movement Points (MP) to Enter (or cross)</th>
<th>Effects on Combat</th>
</tr>
</thead>
<tbody>
<tr>
<td>Road (B,Y,D,J)</td>
<td>½ MP; negates effect on other terrain in hex if entered through road hex-side</td>
<td>No Effect; depends on other terrain in hex</td>
</tr>
<tr>
<td>Town (B,Y,D,J)</td>
<td>1 MP</td>
<td>Shift 2</td>
</tr>
<tr>
<td>City (B,D,J)</td>
<td>3 MP</td>
<td>Shift 3; J map hex 3012 (Old City) Shift 4</td>
</tr>
<tr>
<td>Lake, Sea (D,J)</td>
<td>May not cross</td>
<td>Not allowed</td>
</tr>
<tr>
<td>DMZ (D)</td>
<td>3 MP</td>
<td>Shift 1 in addition to other shifts</td>
</tr>
<tr>
<td>Stream (D)</td>
<td>+1 MP</td>
<td>No Effect</td>
</tr>
<tr>
<td>River (B,Y,D,J)</td>
<td>See Section 12.0</td>
<td>See Section 12.0</td>
</tr>
<tr>
<td>Bridge (B,J)</td>
<td>No additional MP</td>
<td>Shift 1</td>
</tr>
<tr>
<td>Border</td>
<td>No Effect</td>
<td>No Effect</td>
</tr>
</tbody>
</table>

B = Bundeswehr; Y = Yugoslavia; D = DMZ; J = Jerusalem
[15.1] **NUCLEAR WEAPONS CHART**

<table>
<thead>
<tr>
<th>Weapon Type:</th>
<th>5kt</th>
<th>20kt</th>
<th>50kt</th>
<th>100kt</th>
<th>200kt</th>
<th>Differential</th>
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</thead>
<tbody>
<tr>
<td>Distance in hexes</td>
<td>0 0-1 0-2 0-3 0-4 +12</td>
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<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>from Impact Hex:</td>
<td>1-2 2-4 3-7 4-10 5-13 -2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>NATO Available</td>
<td>12 7 1 * *</td>
<td></td>
<td></td>
<td></td>
<td></td>
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</tr>
<tr>
<td>Soviet Available</td>
<td>5 3 2 * *</td>
<td></td>
<td></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.

---

### [7.63] ACTIVE COMBAT RESULTS TABLE

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

<table>
<thead>
<tr>
<th>DIE</th>
<th>-7</th>
<th>-6.5</th>
<th>-4.3</th>
<th>-2</th>
<th>-1</th>
<th>0</th>
<th>+1</th>
<th>+2,3</th>
<th>+4,5</th>
<th>+6,8</th>
<th>+9,11</th>
<th>+12</th>
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<tbody>
<tr>
<td>1</td>
<td>A1</td>
<td>A1</td>
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<td>Ax</td>
<td>D2</td>
<td>D3</td>
<td>D4</td>
<td>D4</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>
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<td>Ex</td>
<td>Ex</td>
<td>Ex</td>
<td>Ex</td>
<td>Ex</td>
</tr>
</tbody>
</table>

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

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### [7.64] MOBILE COMBAT RESULTS TABLE

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

<table>
<thead>
<tr>
<th>DIE</th>
<th>-7</th>
<th>-6.5</th>
<th>-4.3</th>
<th>-2</th>
<th>-1</th>
<th>0</th>
<th>+1</th>
<th>+2,3</th>
<th>+4,5</th>
<th>+6,8</th>
<th>+9,11</th>
<th>+12</th>
</tr>
</thead>
<tbody>
<tr>
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<td>Br</td>
<td>Br</td>
<td>Br</td>
<td>Br</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."

---

[7.97] **Example:** A defeated unit retreating three hexes may be followed by up to three victorious units in its Retreat Path.

[7.65] **Explanation of Combat Results Tables**

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 hexsides (see Terrain Effects Chart).

A1 = **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.

Ae = **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. The remaining attacking unit may advance 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.

Ax = 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.
DMZ
The Battle for South Korea, late 1970's
EXCLUSIVE RULES

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PROCEDURE:
Once untried units are placed and play begins, units remain in their untried state until they are involved in combat. Once a unit has been committed to combat—the allocation of all Barrage, FP, and Ground Support Points—the true strength of the unit is revealed by flipping the counter over to the side with its combat strengths. The moment of revelation comes at the instant of combat—neither Player may see what the actual strengths of the units are until it is time to roll the die for that particular combat. Once the units have been committed to combat, they may not be withdrawn, even if the combat has now proven to be unfavorable to the Phasing Player. Reinforcements always enter the map in an untried state. Replacements enter the map with their combat strengths showing. Once a unit has had its combat strengths revealed, it may never become untried again.

COMMENTARY:
In DMZ, almost all untried units also have their parent division’s number or letter on their untried counter side. First, this allows for some sort of divisional integrity for initial deployment and reinforcement purposes. For example, if the ROK Player is asked to deploy all infantry units which bear a “C” divisional designation in a certain area of the map, he would locate all such units, choose them randomly as previously described, and then place them on the map according to the restrictions in the rules of the scenario. Second, this allows for at least a slight knowledge of the untried unit’s capability since some divisions—particularly for the North Korean Player—are much “better” than others. For example, after the North Korean Player has finished his initial deployment he would not specifically know the strength of any of his untried units on the map. However, if he knows that the 27th Division totals 20 Attack Strength Points among all its infantry units and the 9th Division only 6, he would at least understand that untried units showing the 27th Division as their parent formation have a better chance of having high combat strengths than those of the 9th Division. To a lesser extent, this rule of thumb applies to the ROK Player.

[10.0] INTRODUCTION
DMZ is an operational level simulation of hypothetical combat in Korea in the late 1970's and early 1980's occurring around the South Korean capital city of Seoul.

[11.0] UNTRIED UNITS
GENERAL RULE:
All units in DMZ (except artillery units) are untried. Untried units are deployed on the map with only a “U” and the unit's Movement Allowance showing. Neither Player will know the exact value of an untried unit until the unit is about to engage in combat for the first time. When untried units are first placed on the map, they should be separated by type, thoroughly mixed, and then chosen (without the choosing Player looking at the combat strengths of the units) by a random pick from the appropriate type of units. The untried units are then placed on the map as called for in the initial setup rules or in the reinforcement schedule.

[12.0] RIVERS
Units may move across Rivers in their Friendly Movement Phase. However, they may never retreat across Rivers as a result of combat, even if a road crosses the River hexside. Units may always retreat across Streams. It costs six additional MP's for any unit to cross a River hexside, one additional to cross a Stream hexside. There is a shift of one column to the left on the CRT in addition to other terrain shifts when units are attacked solely across a River hexside.

[13.0] REINFORCEMENTS
GENERAL RULE:
Both Players may receive reinforcements in a particular scenario. These appear during the Owning Player's Movement Phase on the Game-Turn indicated on the Reinforcement Schedule. This Schedule states the Game-Turn of appearance, the number of units, and the designations of those units. A hex number on which the reinforcements enter the map is also provided.

CASES:
[13.1] MOVEMENT OF REINFORCEMENTS
[13.1.1] 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.
[13.1.2] In several cases, more than one unit is scheduled to appear in the same hex on 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 or trail hex, a hypothetical road or trail may be assumed to stretch off the map, away from the entry hex.
[13.1.3] As a unit enters the map it will pay the cost for entering the entry hex, plus any additional cost for any hypothetical road or trail hexes it would have to traverse in order to reach the entry hex. If units are entering on a road or trail hex, they are considered to have moved through hypothetical road or trail hexes until they reach the entry hex.
[13.1.4] Reinforcements may never enter a hex which is occupied by an Enemy unit. A reinforcing unit may enter an Enemy-controlled hex (but it must cease its movement therein).
[13.1.5] A Player may deliberately withhold reinforcements from Game-Turn to Game-Turn, bringing them into play (if at all) on some later Game-Turn.

[14.0] 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 hex is presumed to be the same as the terrain from which the unit exited the map.

CASES:
[14.1] RESTRICTIONS
[14.1.1] Once a unit has exited the map it may not return.
[14.1.2] North Korean units may only exit the map on roads or trails. South Korean and U.S. units may exit the map from any hex.
[14.1.3] Exited units are not considered eliminated (exception: see Case 14.1.4), and are kept separated from eliminated units. Some scenarios may grant Victory Points for exiting units off particular map edges or roads. Check the individual scenario for details.
[14.1.4] A unit may not exit the map as a result of combat. If it does so, it is eliminated.
[15.0] TERRAIN MODIFICATIONS

CASES:

[15.1] UNITS WITH A MOVEMENT ALLOWANCE OF EIGHT

[15.11] All ROK and U.S. units with a Movement Allowance of eight may move along roads at 5/6 MP's per hex and along trails at 1/2 MP's per hex.

[15.12] All infantry units (of both sides) with a Movement Allowance of eight may enter Rough or Mountain hexes at a cost of three Movement Points.

[15.2] RESTRICTIONS ON ARMORED UNITS

[15.21] All units which bear a pure Armor (Tank) symbol may only enter Rough or Mountain hexes on primary or secondary roads.

[15.22] Armored units on a road in Rough or Mountain hexes only exert ZOC's into other Rough and Mountain hexes containing roads or trails. They do not exert ZOC's into adjacent Rough or Mountain hexes without roads or trails in them. (Note that this road does not necessarily have to connect with the road that the armored unit is on.)

[16.0] THE DMZ

GENERAL RULE:

DMZ hexes cost three Movement Points for all units to enter. If any units are attacking from a DMZ hex, the final differential column must be shifted one to the left in addition to any other terrain shifts. It does not matter if some units in the attack are not in the DMZ—as long as one unit in an attack is in a DMZ hex, the shift to the left is awarded.

[17.0] GROUND SUPPORT VARIABILITY

GENERAL RULE:

Players receive Ground Support Points through die rolls on the Ground Support Table (see Case 17.1). Each scenario will specify when to roll for Ground Support Points and what lettered column to use in order to determine the number of Points available to each Player.

CASES:

[17.1] GROUND SUPPORT TABLE

(see separate sheet)

[17.2] SPECIAL AIR POWER RULES

[17.21] Ground Support Points used for FPF are halved (round fractions down).

[17.22] Ground Support Points used for Barrage against City hexes are halved (round fractions down).

[17.23] ROK Ground Support Points allocated to any hex northwest of the North Korean Air Defense Line are halved (round fractions down).


[17.25] All Ground support penalties are cumulative. It is perfectly permissible for Ground Support Points to be halved once due to one type of penalty, and then halved again due to another. A fraction below one is considered to be zero.

[18.0] NORTH KOREAN AMMUNITION DEPLETION

GENERAL RULE:

If any North Korean artillery or rocket artillery units are using their Barrage Strengths during the North Korean Combat Phase and they are south of the DMZ (inside South Korea), there is the possibility that they will run out of ammunition. When a "six" is rolled for a North Korean attack during this Phase and all the artillery units supporting this attack with their Barrage Strengths are south of the DMZ, one of these artillery units must be removed from the map (the choice of which unit to lose is left to the North Korean Player). This unit does not count towards victory conditions of a particular scenario, although it may never be brought back into play again.

[19.0] B-52 ATTACKS

CASES:

[19.1] HOW TO ATTACK

[19.11] In some scenarios the ROK Player is allowed to make B-52 attacks (utilizing the B-52 fleet at Guam). At the beginning of a Movement Phase of an ROK Player-Turn (before any movement takes place) of a Game-Turn in which a B-52 attack is permitted, the ROK Player may choose one North Korean unit to attack. This unit may not be in a Mountain or Rough hex, nor may it be northwest of the North Korean Air Defense Line. It may be in an ROK or U.S. Zone of Control.

[19.12] The B-52 attack against a North Korean unit is resolved at the beginning of the ROK Movement Phase, before any movement takes place.

[19.13] B-52 attacks must take place on the Mobile CRT.

[19.14] The basic attack strength of a B-52 attack is + 12 regardless of the Defense Strength of the attacked unit. However, shifts due to terrain are taken into account in the resolution of this attack.

[19.2] RETREATS DUE TO B-52 ATTACKS

Retreats called for due to a B-52 attack must be executed immediately. Normal retreat rules apply.

North Korean units may retreat out of ROK or U.S. ZOC's. The ROK Player is not affected by adverse results due to B-52 attacks. After the North Korean Player has retreated his units, the ROK Player may proceed with his Movement Phase.

[19.3] B-1 BOMBERS (OPTIONAL)

Players may wish to postulate the U.S. replacement of the B-52 fleet with new B-1 bombers by the date the game represents. Conduct B-1 attacks just like B-52 attacks, except the ROK Player may attack any hex on the map. Always resolve B-1 attacks on the +12 column of the Mobile CRT regardless of terrain.

[20.0] NORTH KOREAN COMMANDOS

CASES:

[20.1] COMMANDO MOVEMENT

[20.11] The North Korean commando unit may ignore Enemy Zones of Control. It has an unlimited Movement Allowance, but pays Movement Points according to the following schedule: 1 MP for each hex southeast of the DMZ that is not in an ROK or U.S. unit's Zone of Control; 5 MP's for each ROK or U.S. unit's ZOC in a Mountain or Rough hex; 10 MP's for each ROK or U.S. unit's ZOC in a Broken, Grove, or Clear hex; 15 MP's for each DMZ hex that is also the ZOC of an ROK or U.S. unit; +1 MP's to cross a River.

[21.0] NORTH KOREAN REPLACEMENTS

GENERAL RULE:

In some scenarios, the North Korean Player will receive "Replacement Points". These points will enable the North Korean Player to bring back units to play which have been destroyed in combat. Replacement Points apply only to infantry units, not to artillery or armor.
PROCEDURE: Each Replacement Point represents one Attack Strength Point of infantry. Thus, if the North Korean Player had seven Replacement Points available, he could bring an infantry unit with an Attack Strength of seven on to the map. His Replacement Point total would then be zero.

CASES:

[21.1] RESTRICTIONS
Replacement Points may be accumulated from Game-Run to Game-Run. Whenever a unit is brought on to the map as a Replacement, deduct the number of points in that unit’s Attack Strength from the cumulative total of Replacement Points.

[21.2] HOW REPLACEMENTS ENTER THE MAP
[21.21] North Korean Replacements may be taken only from infantry units that were eliminated as a result of combat in previous Game-Runs.
[21.22] Replacements enter the map exactly like Reinforcements (see Section 13.0). The only restriction is that they enter the map on a road or trail hex above (north or northwest) of the DMZ.

[22.0] SCENARIOS

GENERAL RULE:
There are three Scenarios in DMZ. The first two postulate an all-out surprise North Korean offensive whose ultimate aim is the capture of the South Korean capital of Seoul. The third scenario postulates the American and South Korean build-up in response to a bogged-down North Korean attack, and a counter-offensive back across the DMZ into North Korea.

The instructions for each Scenario include: Historical Notes, detailing briefly the events and circumstances of the Scenario; each Player’s initial Order of Battle and these initial units’ deployment; the Reinforcement Schedule for each Player; Special Rules in effect for each Player; the length of the Scenario; and the Victory Conditions of that Scenario. (Note: The ROK Player controls both ROK and US combat units.)

CASES:

[22.1] THE BATTLE FOR SEOUL

[22.11] Historical Notes: By 1979, the soldiers of the U.S. 2nd Division were truly the forgotten soldiers of the U.S. Army. Americans at home no longer paid any attention to the constant North Korean threats to strike south. Suddenly, on May 1, 1979, the North Koreans struck—headed by T-55 tanks of the 1st Armored Division and reinforced infantry regiments of the 27th Infantry Division. From their base camps near the DMZ, the Americans joined in the desperate defense of Seoul.

[22.12] South Korean and U.S. Initial Order of Battle
Set up first—with unit strengths showing (see Section 11.0)—according to the following procedure:

All 18 infantry units (U-8’s) which bear a “C” or “9” division designation, two ROK tank units (U-12’s); within three hexes southeast or northeast of the DMZ, exclusive. (Note: These infantry units must be deployed within three hexes of another infantry unit of the same division.); 30/9, 50/9, 51/9, 966/9, 10/C, 60/C, 61/C, and 628/C artillery units: within five hexes southeast of the DMZ (exclusive) and within two hexes of another unit of the same division; all six infantry units (U-8’s) which bear an “RR” division designation; one on each of the following hexes: 07/24, 07/25, 09/23, 10/22, 11/22, 12/21; RR artillery unit: hex 0625.

U.S. Units:
15/2 artillery and 38/2 artillery: hex 0023; two infantry unit’s (U-8’s), one tank unit (U-12): hex 1618; two infantry units (U-8’s) 37/2 artillery and c/37/2 artillery; hex 1619; two mechanized infantry units (U-12’s), one infantry unit: hex 2214; one tank unit, 17/2 artillery: hex 2314. (Note: U.S. units may set up stacked. This is for starting purposes only. U.S. units may never stack once they have been committed to combat.)

[22.13] North Korean Initial Order of Battle
All North Korean units: anywhere northwest of the DMZ, but never on the DMZ itself. If a unit occupies a division number on its unmixed side, it must be deployed within two hexes of another unit of the same division. One North Korean commando unit is included in this deployment. (Note: Some NK artillery units “belong” to two divisions. These units may be deployed within two hexes of a unit of either division.)

[22.14] ROK and U.S. Commitment and Reinforcement Schedule

COMMITMENT:
No Ready Reserve (“RR”) unit may move on Game-Run One. Three Ready Reserve units may move on Game-Run Two. All Ready Reserve units may move free from Game-Run Three to the end of the game.

At the beginning of the South Korean Movement Phase on Game-Run One, the ROK Player rolls the die. The number shown on the die roll is the number of U.S. units he may move that Game-Run. At the beginning of subsequent ROK Movement Phases, the ROK Player rolls the die, releasing double the number of U.S. units as shown on the die roll. The ROK Player rolls the die each Friendly Movement Phase until he has released all U.S. units. U.S. units are automatically released if they are attacked.

REINFORCEMENTS:

Game-Run Five:
Four ROK Marine infantry units (U-8’s, “21st” designation), 2M artillery unit: hex 0126.

[22.15] North Korean Replacements
The North Korean Player receives two Replacement Points per Game-Run. These may be accumulated (see Section 21.0).

[22.16] Ground Support
At the beginning of Game-Run One, roll the die and consult: Time Period “A” column for the results. Roll again at the beginning of Game-Runs Three, while consulting “B”; Seven, consulting “C”; Ten, consulting “D”; and finally Thirteen, consulting “E”. The Ground Support Points received as a result of these rolls may be used each Game-Run until a new die roll is made on a new column on the Ground Support Table.

[22.17] Special Rules
1. The North Korean Player is the first player.
2. The North Korean Player may use the Active CRT for three Game-Runs. The ROK Player may use the Active CRT for three Game-Runs, but only after all U.S. units have been released.
3. The North Korean commando unit must be moved into at least one ROK ZOC on Game-Run One.

4. The ROK Player may make one B-52 attack on every odd-numbered Game-Run starting on Game-Run Five.

5. During the North Korean Combat Phase of Game-Run One, the North Korean Player may shift all of his attack differential columns two to the right because of sun. This shift is performed after all terrain shifts have been determined. On Game-Run Two, the North Korean Player may shift his attack differentials one to the right on the CRT during his Combat Phase. After Game-Run Two, the North Korean Player no longer receives this bonus for the remainder of the game.

[22.18] Game Length
The scenario Game-Length is fifteen Game-Runs.

[22.19] Victory Conditions
The North Koreans obtain a Decisive Victory if at any time during the course of the game one of their units enters a Seoul hex. The game ends immediately upon the achievement of this objective. The North Koreans obtain a Marginal Victory if at the end of the game one North Korean units occupy (or were the last to pass through) the cities of Uijongbu (0823) and Chorwon (3608). The North Koreans obtain a Marginal Victory if at the end of the game they occupy Chorwon or Uijongbu or no ROK or U.S. units occupy hexes northwest of the NK Air Defense Line (ADL).

The ROK Player obtains a Marginal Victory if at the end of the game a Friendly unit occupies either Chorwon or Uijongbu and at least one Friendly unit occupies a hex northwest of the North Korean ADL. The ROK Player achieves a Substantive Victory if Friendly units occupy Chorwon and Uijongbu, and at least three Friendly units end the game northwest of the North Korean ADL. The ROK’s obtain a Decisive Victory if they occupy Chorwon and Uijongbu, and at least six Friendly units end the game northwest of the DMZ.

MODIFIERS: Victory is shifted one “level” in favor of the North Koreans if seven or more U.S. units are destroyed. Victory is shifted one level in favor of the NK’s if over four units south of the southeast map edge at the end of the game. (Example: If the NK’s achieve both of the above modifiers, an NK Marginal Victory would become an NK Decisive Victory.) Victory is shifted a maximum of one level in favor of the ROK’s if at least one ROK-U.S. unit exits the northwest map edge. All the above Modifiers are cumulative when victory is being determined.

THE BATTLE FOR SEOUL: “HISTORICAL” ALTERNATIVE
This alternative to Battle for Seoul is given for those who wish to ignore the untitled unit rule (section 11.0). This enables the Players to place units on the map as they might actually be deployed on some date in the very near future. (Note: ROK and North Korean deployment is mostly guesswork because of the tight security that exists around the 38th parallel. However, this deployment is roughly accurate in terms of the number of men on both sides along this front at any given time.)

ROK (place units with combat strengths showing):
15/2 artillery, 38/2 artillery: 0823 (Camp Stanley);
1/72A/2, 2/9/2, 1/32/2: 1618 (Camp Casey);
1/9/2, 1/2/2, 37/2 artillery, c/37/2 artillery: 1619 (Camp Hovey); 1/17/2, 1/31/2, 1/38/2;
2214 (Camp Howell); 4/7C/2, 17/2 artillery: 2314 (Camps Rice and Pelham.)

NORTH KOREA (also place units with combat strengths showing, always northwest of DMZ. Units may set up within two hexes of the listed hex unless otherwise noted):
All units of 27th Division: 0107; all units of 3rd Division: 0303; all units of 19th Division: 0602; all units of 9th Division: 1001; all units of 18th Division: 1401; all units of 8th Division: 1901; all units of 1st Armored Division: 2401; all units of 15th Division: 2901; all units of 2nd Division: 3801; all non-divisional units and command unit: anywhere northwest of the DMZ.

The game may now begin. All rules and special rules are the same as in Battle for Seoul. However, ignore the untreated unit rules (see Section 11.0).

[22.2] U.S. WITHDRAWAL

[22.21] Historical Notes: On January 2, 1978 President Carter finally authorized action on the 1975 Appropriations Committee’s Report #93-1255: the withdrawal of the U.S. 2nd Division from the DMZ combat zone in South Korea, prior to its total removal from the peninsula. When the North Koreans struck on Oct. 1, 1980, Carter—who was in the middle of a hotly-contested election—was in a dilemma: should Americans be committed to the fighting?

[22.22] South Korean Initial Order of Battle

Set up first—with untreated strengths showing—according to the following procedure:
All units which bear a “C” and a “9” division designation (including artillery), two ROK tank units, all units bearing a “2M” designation: within three hexes southeast or northeast of the DMZ, exclusive. (Note: all units must be deployed within three hexes of another unit bearing the same division designation.) All units bearing an “RR” designation: in any hex southeast of the North Korean Air Defense Line. No U.S. units are set up on the map at the start of the game.

[22.23] North Korean Initial Order of Battle

Exactly the same as described in Case 22.13.

[22.24] ROK and U.S. Commitment and Reinforcement Schedule

All ROK units are committed on Game-Turn One. REINFORCEMENTS:
Game-Turn Nine:
Any three U.S. units: any road hex on the southeast map edge.

Game-Turn Ten:
All remaining U.S. units: on any road hex on the southeast map edge.

[22.25] North Korean Replacements

The North Korean Player receives two Replacement Points per Game-Turn. These may be accumulated (see Section 21.0).

[22.26] Ground Support

Ground Support die rolls take place at exactly the same time as those described in Case 22.16. However, each and every time a Ground Support die roll takes place, subtract one from this die roll. If the die roll is a one, this remains a one. All other Ground Support rules are the same.

[22.27] Special Rules

1. All Special Rules are the same as in Case 22.17 except for Rule Number Four. In the U.S. Withdrawal scenario the ROK Player may make one B-52 attack on every odd-numbered Game-Turn starting on Game-Turn Nine.

[22.28] Game Length

The scenario Game-Length is fifteen Game-Turns.

[22.29] Victory Conditions

Victory Conditions are exactly the same as those described in Case 22.19. ALTERNATIVE U.S. WITHDRAWAL:
This alternative postulates a total U.S. withdrawal from South Korea. This is played as described in Case 22.2 with the following modifications:
(a) Subtract two from every Ground Support die roll.
(b) No B-52 attacks are allowed.
(c) No U.S. reinforcements appear during the game.
(d) The North Korean Player never receives a surprise bonus for the duration of the game.
(e) The game length is twelve Game-Turns.

[22.3] COUNTERSTROKE ACROSS THE DMZ

[22.31] Historical Notes: The North Korean attack towards Seoul reached its logistical lull two weeks after the initial drive across the DMZ. Meanwhile, American and South Korean generals plotted and planned. Suddenly, a U.S.-ROK corps wheeled northeast of Seoul and struck the disorganized enemy west of Uijongbu. It was now the North Korean turn to organize a desperate defense.

[22.32] North Korean Initial Order of Battle

Set up first, with untreated strengths showing:
The North Korean Player may set up his units within one hex of all listed hex numbers. All units of the 9th Division: 0116; all units of the 19th Division: 0417; all units of 3rd Division: 0819; all units of 2nd Division: 1121; all units of 15th Division: 1124; all units of 8th Division: 1623; all units of 18th Division: 2421; all units of 27th Division: 3608.

[22.33] South Korean and U.S. Initial Order of Battle

Set up second, with untreated strengths showing:
All units which bear an “RR” designation (including artillery), three infantry units (U-8’s) which bear a “C” designation, 10/C and 62/C artillery units: within seven hexes of hex 0126.

[22.34] ROK and U.S. Commitment and Reinforcement Schedule

All ROK-U.S. units are committed at the beginning of the game or when they enter the map as reinforcements.

REINFORCEMENTS:
Game-Turn One:
All five ROK units which bear a “2M” designation, two ROK tank units (U-12’s): hex 0126; three infantry units (U-8’s) which bear a “C” division designation, 60/C artillery unit: hex 0126 (Note: these last-named reinforcements may be brought on the map at hex 0126 at the ROK Player’s option, but are delayed one Game-Turn in their arrival by so doing).

Game-Turn Two:
All fourteen U.S. units: hex 3126; three ROK infantry units (U-8’s) which bear a “C” division designation, 61/C artillery unit: hex 0126 (Note: these last-named reinforcements may be brought on the map at hex 0126 at the ROK Player’s option, but are delayed one Game-Turn in their arrival by so doing).

At the beginning of the second ROK Movement Phase after an ROK or U.S. unit has entered Chorwon (hex 3608):

[23.0] DESIGN CREDITS

Game Design: Joseph M. Balkoski
Physical Systems Design and Graphics: Redmond A. Simonse
Game Development: James F. Dunnigan
Production: Manfred F. Millihan, Larry Catalano, Stephanie Mauer, Kate Higgins, Bob Riker
Playtesting: Michael Thompson, Brooks Simpson, Steve Ross
### Battle for JERUSALEM

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### DMZ (Front)

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### BUNDESWEHR (Front)

| WEST GERMANY |

### YUGOSLAVIA (Front)

| YUGOSLAVIA |

### ITALY

| U.S.A. |

### SOVIET

| SOVIET |
MODERN BATTLES II
STANDARD RULES
for the games
Bundeswehr, Yugoslavia, Jerusalem, DMZ

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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 gamers to go from one game to another within the series. It also enables the game's 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 map sheet 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 taut.

[2.2] CHARTS AND TABLES
Various visual aids are provided for the Players in order to simplify and illustrate certain game functions.

[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. These playing pieces are hereafter referred to as "units." Note: Units in Bundeswehr, DMZ, and Yugoslavia are printed on both sides; see exclusive rules for explanation of Untried Units.

[2.31] How to Read the Units

Unit Designation
Non-Artillery Unit
Artillery

Unit Size

Unit Type

Unit Designation

Inject and Artillery

3-3-7

Artery

1-9

[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
Folio Game: Quadrigeame:

Game Map
2
Die-Cut Counter
1
Sheet
4
Standard Rules
Folder
1
Exclash Rules
Folder
1
Charts Table Sheet
1
Die (or Randomizer)
1
Game Box
0
Folio (Folder)
1
If any of these parts are damaged or missing, write:
Customer Service
Simulations Publications, Inc.
44 East 23rd Street
New York, N.Y. 10010

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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 units represent forces of opposing sides. The map sheet should be unfolded and then back-folded against the creases to make it lie flat. Players should determine which side each will play.

The Players then consult the Initial Deployment sections or the Scenario. The Initial Deployment tells 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: Barrage Strength - Final Protective Fire Strength - Range Allowance/Defense Strength - Movement Allowance. Units may be assigned specific set-up hexes or Players may be instructed to choose the set-up 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 outline 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
In Bundeswehr, this Phase is used to implement the Nuclear Weapons 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 sequence following where appropriate.

[5.0] MOVEMENT
GENERAL RULE:
During the Movement Phase, the Phasing Player may move as many or as few of his units as he desires. The units may be moved in any direction or combination of directions.

PROCEDURE:
Units are moved one at a time, tracing a path of contiguous hexes through the hex grid. As each unit enters a hex the unit pays one or more Movement Points from its Movement Allowance.

CASES:

[5.1] 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 ½ Movement Point, 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 the 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
[6.11] All units exert a Zone of Control at all times, regardless of the Phase or the Player-Turn, during the entire Game-Turn. The presence of Zones of Control is never affected by other units, Enemy or Friendly.

[6.12] Units do not pay any additional Movement Points to enter an Enemy-controlled hex.

[6.13] There are only two ways to exit a hex in an Enemy Zone of Control: Either by retreat or advance as a result of combat, or by removal of the Enemy unit exerting the Zone of Control as a result of combat.

[6.14] Zones of Control extend into all types of terrain hexes and across all types of terrain hexsides (except those prohibited to 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 effect 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 within the same 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 +911 column to the +415 column).

Having determined the proper column on the Active Combat Results Table (7.63), 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

[7.11] 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.

[7.12] 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.

[7.13] 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).

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

[7.15] Non-Artillery units may only attack if in a hex adjacent to the defending unit(s).

[7.2] MULTIPLE UNIT

AND MULTI-HEX COMBAT

[7.21] If a Phasing Player’s unit is in the Zone of Control of more than one Enemy unit, it must attack all the Target Units which are not engaged by some other attacking unit.

[7.22] Units in two or more different 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.

[7.23] 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 unitary. That is, a unit’s Strength may not be divided among different combat; either for attack or defense.

[7.4] EFFECTS OF TERRAIN

[7.41] Defending units, only, benefit from the terrain in the hex they occupy and/or that hex’s perimeter hexides. Terrain in hexes occupied by attacking units has no effect on combat.

[7.42] 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.

[7.43] 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.

[7.44] 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

[7.51] 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.

[7.52] 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

[7.61] There are two different Combat Results Tables in the Modern Quadrangle; 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.

[7.62] At the beginning of his Combat Phase, the Phasing Player must select which Combat Results Table he will use to resolve all of the Combinations 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.

[7.63] ACTIVE COMBAT RESULTS TABLE

(See separate sheet.)

[7.64] MOBILE 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 do not 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.

[7.65] Explanation of Results

Di, 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 hexides (see Terrain Effects Chart).

A1 = 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.

Ae = 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 advance 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.

Az = 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.

[7.7] HOW TO RETREAT

When the Combat Result requires a Player’s unit(s) be retreated, the Owning Player must immediately move those units the indicated number of hexes away from their combat position. This movement is not normal movement and is subject to the following restrictions. If the unit is unable to retreat within these restrictions, it is eliminated instead.

[7.71] In retreatting a unit may initially leave an Enemy controlled hex; thereafter it may not enter an Enemy controlled hex. Friendly units do not negate Enemy Zones of Control for purposes of retreat.

[7.72] A retreatting unit may not cross a prohibited hexside (see Terrain Effects Chart).

[7.73] Where possible a retreatting unit must retreat into and through vacant hexes. If no other route is available, the retreatting unit may move through Friendly occupied hexes, displacing every Friendly unit whose hex it moves into or through (see 7.8).

[7.74] In all cases the retreatting unit must terminate its retreat the Combat Result-indicated number of hexes away from its former combat position. If it cannot, and can retreat only a portion of the number of units indicated, it is eliminated in the last hex to which it is able to retreat. The retreat path (see 7.91) terminates in the hex a unit is eliminated in.
[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 D6 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 during the 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 within 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.
MODERN BATTLES II
CHARTS & TABLES

### [17.1] GROUND SUPPORT TABLE
[YUGOSLAVIA]

<table>
<thead>
<tr>
<th>Period</th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>E</th>
<th>F</th>
<th>G</th>
</tr>
</thead>
<tbody>
<tr>
<td>DIE</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>*9/0</td>
<td>*9/0</td>
<td>*9/0</td>
<td>*7/0</td>
<td>*7/0</td>
<td>5/0</td>
<td>8/0</td>
</tr>
<tr>
<td>2</td>
<td>*9/0</td>
<td>*9/0</td>
<td>*7/0</td>
<td>5/3</td>
<td>*3/0</td>
<td>0/0</td>
<td>4/0</td>
</tr>
<tr>
<td>3</td>
<td>*9/0</td>
<td>*9/0</td>
<td>7/3</td>
<td>4/4</td>
<td>0/0</td>
<td>0/0</td>
<td>0/0</td>
</tr>
<tr>
<td>4</td>
<td>*9/0</td>
<td>7/0</td>
<td>5/5</td>
<td>0/0</td>
<td>0/0</td>
<td>0/0</td>
<td>0/0</td>
</tr>
<tr>
<td>5</td>
<td>*7/0</td>
<td>7/0</td>
<td>0/0</td>
<td>3/5</td>
<td>0/3*</td>
<td>0/3</td>
<td>0/3</td>
</tr>
<tr>
<td>6</td>
<td>3/0</td>
<td>3/1</td>
<td>3/7</td>
<td>0/7*</td>
<td>0/7*</td>
<td>0/5*</td>
<td>0/9*</td>
</tr>
</tbody>
</table>

**Soviet GS Points/NATO GS Points**

**KEY:**
- #/# = Soviet/NATO Ground Support Points for current Player-Turn
- * = Player may drop paratroops if he is the Phasing Player (see Section 18.0)

### TERRAIN EFFECTS CHART

**Terrain (Games)**: B, Y, D, J

**Movement Points (MP) to Enter (or cross)**

<table>
<thead>
<tr>
<th>Terrain</th>
<th>Movement Points</th>
<th>Effects on Combat</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear</td>
<td>1 MP</td>
<td>No Effect</td>
</tr>
<tr>
<td>Mixed</td>
<td>1 MP</td>
<td>Shift 1</td>
</tr>
<tr>
<td>Broken</td>
<td>3 MP</td>
<td>Shift 2</td>
</tr>
<tr>
<td>Rough</td>
<td>4 MP</td>
<td>Shift 3</td>
</tr>
<tr>
<td>Mountain</td>
<td>6 MP</td>
<td>Shift 3; J map hex 2811 (Mount Scopus) Shift 4</td>
</tr>
<tr>
<td>Woods</td>
<td>2 MP</td>
<td>Shift 2</td>
</tr>
<tr>
<td>Grove</td>
<td>2 MP</td>
<td>Shift 1</td>
</tr>
<tr>
<td>Trail</td>
<td>1 MP; negates effect of other terrain in hex if entered through trail hex-side</td>
<td>No Effect; depends on other terrain in hex</td>
</tr>
</tbody>
</table>

**点击图表查看**

**Terrain (Games)**: B, Y, D, J

**Movement Points (MP) to Enter (or cross)**

<table>
<thead>
<tr>
<th>Terrain</th>
<th>Movement Points</th>
<th>Effects on Combat</th>
</tr>
</thead>
<tbody>
<tr>
<td>Road</td>
<td>½ MP; negates effect on other terrain in hex if entered through road hex-side</td>
<td>No Effect; depends on other terrain in hex</td>
</tr>
<tr>
<td>Town</td>
<td>1 MP</td>
<td>Shift 2</td>
</tr>
<tr>
<td>City</td>
<td>3 MP</td>
<td>Shift 3; J map hex 3012 (Old City) Shift 4</td>
</tr>
<tr>
<td>Lake, Sea</td>
<td>May not cross</td>
<td>Not allowed</td>
</tr>
<tr>
<td>DMZ</td>
<td>3 MP</td>
<td>Shift 1 in addition to other shifts</td>
</tr>
<tr>
<td>Stream</td>
<td>+ 1 MP</td>
<td>No Effect</td>
</tr>
<tr>
<td>River</td>
<td>See Section 12.0</td>
<td>See Section 12.0</td>
</tr>
<tr>
<td>Bridge</td>
<td>No additional MP</td>
<td>Shift 1</td>
</tr>
<tr>
<td>Border</td>
<td>No Effect</td>
<td>No Effect</td>
</tr>
</tbody>
</table>

**B = Bundeswehr; Y = Yugoslavia; D = DMZ; J = Jerusalem**

### [17.1] GROUND SUPPORT TABLE [DMZ]

<table>
<thead>
<tr>
<th>Period</th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>E</th>
</tr>
</thead>
<tbody>
<tr>
<td>DIE</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>0/10</td>
<td>0/7</td>
<td>2/6</td>
<td>3/2</td>
<td>4/1</td>
</tr>
<tr>
<td>2</td>
<td>0/8</td>
<td>0/6</td>
<td>3/5</td>
<td>4/1</td>
<td>5/1</td>
</tr>
<tr>
<td>3</td>
<td>0/6</td>
<td>1/4</td>
<td>4/4</td>
<td>5/1</td>
<td>7/0</td>
</tr>
<tr>
<td>4</td>
<td>0/5</td>
<td>2/3</td>
<td>5/3</td>
<td>7/0</td>
<td>9/0</td>
</tr>
<tr>
<td>5</td>
<td>0/4</td>
<td>3/3</td>
<td>6/2</td>
<td>8/0</td>
<td>10/0</td>
</tr>
<tr>
<td>6</td>
<td>1/3</td>
<td>4/2</td>
<td>7/1</td>
<td>9/0</td>
<td>12/0</td>
</tr>
</tbody>
</table>

**EXPLANATION:** The number to the left of the slash is the number of Ground Support Points available to the South Korean Player per Game-Turn for the duration of that period. The number to the right of the slash is the number of Ground Support Points available to the North Korean Player under the same restrictions.
[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>0</td>
<td>0-1</td>
<td>0-2</td>
<td>0-3</td>
<td>0-4</td>
<td>+12</td>
<td></td>
</tr>
<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>NATO 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.

[7.63] ACTIVE COMBAT RESULTS TABLE

Combat Differential (Attacking Strength minus Defending Strength)

<table>
<thead>
<tr>
<th>DIE</th>
<th>-7</th>
<th>-6.5</th>
<th>-4.3</th>
<th>-2</th>
<th>-1</th>
<th>0</th>
<th>+1</th>
<th>+2.3</th>
<th>+4.5</th>
<th>+6.8</th>
<th>+9.11</th>
<th>+12</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 A1</td>
<td>A1</td>
<td>A1</td>
<td>Br</td>
<td>Ex</td>
<td>Ax</td>
<td>D2</td>
<td>D3</td>
<td>D4</td>
<td>D4</td>
<td>D4</td>
<td>De</td>
<td>1</td>
</tr>
<tr>
<td>2 A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>Br</td>
<td>Ex</td>
<td>Ax</td>
<td>D2</td>
<td>D2</td>
<td>D3</td>
<td>D3</td>
<td>D3</td>
<td>2</td>
</tr>
<tr>
<td>3 A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>Br</td>
<td>Ex</td>
<td>Ax</td>
<td>D2</td>
<td>D3</td>
<td>D4</td>
<td>D4</td>
<td>3</td>
</tr>
<tr>
<td>4 A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>Br</td>
<td>Ex</td>
<td>Ex</td>
<td>Ax</td>
<td>D2</td>
<td>D3</td>
<td>4</td>
</tr>
<tr>
<td>5 A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>Ex</td>
<td>Ex</td>
<td>Ex</td>
<td>D3</td>
<td>D5</td>
<td>5</td>
</tr>
<tr>
<td>6 A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>Br</td>
<td>Br</td>
<td>Ex</td>
<td>Ex</td>
<td>D6</td>
<td>6</td>
</tr>
</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</th>
<th>-7</th>
<th>-6.5</th>
<th>-4.3</th>
<th>-2</th>
<th>-1</th>
<th>0</th>
<th>+1</th>
<th>+2.3</th>
<th>+4.5</th>
<th>+6.8</th>
<th>+9.11</th>
<th>+12</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 A1</td>
<td>A1</td>
<td>A1</td>
<td>Br</td>
<td>Br</td>
<td>D1</td>
<td>D2</td>
<td>D2</td>
<td>D3</td>
<td>D3</td>
<td>D4</td>
<td>De</td>
<td>1</td>
</tr>
<tr>
<td>2 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>
<td>2</td>
</tr>
<tr>
<td>3 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>D2</td>
<td>D2</td>
<td>D3</td>
<td>3</td>
</tr>
<tr>
<td>4 A1</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>4</td>
</tr>
<tr>
<td>5 A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</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>5</td>
</tr>
<tr>
<td>6 A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>Br</td>
<td>Br</td>
<td>Br</td>
<td>D1</td>
<td>6</td>
</tr>
</tbody>
</table>

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

[7.97] Example: A defeated unit retreating three hexes may be followed by up to three victorious units in its Retreat Path.

[7.65] Explanation of Combat Results Tables

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 hexides (see Terrain Effects Chart).

A1 = 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.

Ae = 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. The remaining attacking unit may advance 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.

Ax = 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.
[10.0] INTRODUCTION

Battle for Jerusalem '67 is a simulation, on an operational level of combat, between the Israeli and Jordanian forces on the West Bank of the Jordan River during the Six Day war, June 5 to 10, 1967.

[11.0] STACKING

(Except to Case 5.31)

GENERAL RULE:
Depending on the terrain and the particular force more than one unit may stack in the same hex under certain circumstances.

CASES:

[11.1] STACKING LIMITATIONS

[11.1.1] In Rough or Mountain hexes the Israel Player may stack two units per hex.
[11.1.2] In all other types of terrain the Israel Player may stack three units per hex.

[11.2] JORDAN RIVER

[12.0] JORDAN RIVER

[12.1] Combat and Movement Restrictions

[12.1.1] Zones of Control do not extend across river hexes except across undestroyed bridges (see Case 12.2).
[12.1.2] The Jordan River is only crossable at an undestroyed bridge.
[12.1.3] Artillery may barrage and FPF across the Jordan River.
[12.1.4] Airstrikes may barrage on the eastern side of the Jordan River.
[12.1.5] Israeli units may not cross the Jordan River (Exception: see Case 12.14).

[12.2] DESTROYING BRIDGES

[12.2.1] A Bridge is considered destroyed whenever an Israeli unit except for an Airstrike marker moves onto the entrance hex of a Bridge and expends 1 extra Movement Point. Place a destroyed bridge marker on the bridge. Example: Damya Bridge (hexes 1905 and 1906) is entered by an Israeli armor unit (the entrance hex is 1906, the Israelis may not cross the river, see Case 12.15) and expends 1 Movement Point for entering hex 1906 and 1 Movement Point for destroying the Bridge.

[12.2.2] Once a Bridge is destroyed it may not be repaired for the remainder of the game. A destroyed Bridge is treated as a normal river hexside.

[12.2.3] A Friendly unit may destroy a bridge in an Enemy ZOC.

[13.0] ISRAELI REINFORCEMENTS

GENERAL RULE:
In all scenarios the Israeli Player on the third turn receives Uri's Armored Brigade. They appear in or adjacent to Afula on Game-Turn 3. If Afula is occupied or in an Enemy Zone of Control Uri appears in any hex in Israel north of the 1900 hexrow that is unoccupied and not in an Enemy Zone of Control.

[14.0] RETREAT PRIORITIES

(Replaces Case 7.7)

GENERAL RULE:
A unit that is forced to Retreat must attempt to Retreat via the highest priority case (1 is the highest, 7 the lowest) possible to avoid elimination. Units are never allowed to Retreat through Enemy Zones of Control and if forced to do so are eliminated.

CASES:

[14.1] RETREAT PRIORITIES

1) Into a road or trail hex towards the Friendly side of the map (west for the Israelis, east for the Jordanians).
2) Into a non-Rough or non-Mountain hex towards the Friendly side.
3) Into a road or trail hex towards the Enemy side of the map.
4) Into a non-Rough, non-Mountain hex towards the Enemy side of the map.
5) Into a Rough or Mountain hex towards the Friendly side of the map (only if infantry or paratrooper).
6) Into a Rough or Mountain hex towards the Enemy side of the map (only if infantry or paratrooper).
7) Unit is eliminated.

[15.0] ROUGH AND MOUNTAIN HEXES

COMMENTS:
Due to the unique roughness of the terrain the following restrictions on Zones of Control, Movement, and Combat are in effect.

GENERAL RULE:
Basically, all combat units do not exert a Zone of Control into Rough or Mountain hexes except along adjacent contiguous road or trail hexes. Infantry and Paratroopers may move, or retreat one
hex, into or through Rough/Mountain hexes. Example: The unit in hex 2215 has a Zone of Control into hexes 2116, 2115, 2214, and 2135. It does not have a Zone of Control into hexes 2316 and 2216 because they do not share a contiguous road or trail hexside with hex 2215.

[15.25] For all purposes of the game paratroopers are considered Infantry units.

[15.3] ZONE OF CONTROLS IN ROUGH AND MOUNTAIN HEXES

[15.31] The only time that a unit may move adjacent to an enemy unit and not be forced to cease movement is when that enemy unit does not exert a Zone of Control into that adjacent hex.

[15.32] The only time a unit may move adjacent to an enemy unit while retreating and not be eliminated is when that enemy unit does not exert a Zone of Control into that adjacent hex.

[16.0] ISRAELI HOME DEFENSES

COMMENTARY:

To simulate the effects of kibbutzim and militia in pre-1967 Israel, it is necessary to abstract the defense value of the last of the Israeli defenses. Since the Jordanians never did manage to penetrate Israel in force, the following rules are an estimate of the true worth of the "Home Guard".

CASES:

[16.1] TERRAIN EFFECTS ON JORDANIAN UNITS IN ISRAEL

Jordanian units receive no benefit from road or trail hexes upon entering Israel. Each unit pays the standard terrain cost for the particular hex it is entering, ignoring all roads and trails. The Israelis always receive the road or trail benefit.

[16.2] TEL AVIV HEXES

[16.21] In addition to the shift of 3 columns which a unit receives as a defensive benefit in a city, the Tel Aviv hexes have an intrinsic defense strength of 5 (five) each. This defense strength either defends alone or is combined with any Friendly unit occupying the hex. It is purely a defensive strength.

[16.22] The intrinsic strength exerts no ZOC.

[16.23] To enter a Tel Aviv hex, the attacking Jordanian units must inflict a "De" or "D1 + " result and advance after combat, or have surviving combat factors from an "Ex" result and advance after combat. A "Br" result forces an Israeli unit to retreat out of the Tel Aviv hex, but in no way affects the intrinsic strength.

[16.24] Either side may freely use artillery in attacks on Tel Aviv.

[16.25] Israeli units in Tel Aviv are never obliged to attack adjacent Jordanian units.

[16.26] Jordanian units adjacent to Tel Aviv hexes are always obliged to attack adjacent Israeli combat units.

[17.0] ISRAELI AIR FORCE

GENERAL RULE:

In the scenarios the Israeli Player receives a certain number of Airstrike Markers per turn. They have unlimited range. They attack like barraging artillery and can be used in conjunction with ground attacks or alone.

CASES:

[17.1] AIRSTRIKE CONCENTRATIONS AND RANGE

[17.11] Israeli Airstrike markers have a strength of 5 barrage points each. The barrage strength of an Airstrike marker can not be divided among several attacks.

[17.12] The minimum amount of Airstrike markers that can attack a hex is one and the maximum is three.

[17.13] Airstrike markers have an unlimited range and can attack any hex on the map (Exception: see Case 19.32).

[17.2] COMBAT EFFECTS AND RESTRICTIONS

[17.21] Airstrikes attack exactly like barraging artillery except they are physically placed on the hex that they are barraging.

[17.22] They have no FFP ability.

[17.23] They can never be suppressed and are available from the turn they enter the game and on all succeeding turns.

[17.24] Airstrike markers may only participate in one attack per Game-Turn. They can be used in conjunction with ground units or alone.

[18.0] ARTILLERY SUPPRESSION

GENERAL RULE:

Before any ground combat takes place the Phasing Player must announce where his Artillery units and, Airstrikes (if Israeli) are barraging. All non-Phasing Artillery that are attacked by artillery or airstrike alone may not use their FFP factor for the turn. This is over and above the effect ground units have on Artillery units when in their Zones of Control (see Basic Rules—Artillery). Example: If a Jordanian Artillery unit is in hex 1611 and an Israeli Airstrike barrages the hex then the Artillery unit may not use its FFP factor for that Game-Turn.

[19.0] JERUSALEM CITY HEXES

COMMENTARY:

Jerusalem due to its ancient construction and its urban character placed some severe restrictions on modern combat. The following rules apply only to Jerusalem City hexes (2912, 2913, 3012, 3013).

CASES:

[19.1] EFFECTS ON COMBAT

[19.11] Zones of Control do not extend into or out of Jerusalem City hexes.

[19.12] Combat between adjacent units in Jerusalem City hexes is voluntary and never required.

[19.13] Every unit in a stack need not participate in an attack on a Jerusalem City hex from another Jerusalem City hex, but all units in a stack must defend. Units in a stack that do not participate in an attack undergo none of the benefits or adverse effects of that attack. Example: If three paratrooper units are in hex 2913, and two of the units attack a Jordanian Jerusalem Brigade unit in hex 2912 and the result of the attack is a "Br," only the two paratrooper units that participated in the attack need retreat, the other paratrooper unit does not retreat.

[19.2] EFFECTS ON STACKING

[19.21] The stacking limit for both sides is three in a Jerusalem City hex.

[19.22] Only Infantry, Paratrooper, and Company sized units (Yasai and Aaron) may stack in or occupy a Jerusalem City hex.
[19.3] OLD CITY AND MOUNT SCOPUS HEXES

[19.31] The Old City (hex 3012) and Mount Scopus (hex 2811) give a defensive shift of 4.

[19.32] No Airstrike markers may be placed on the Old City hex (this was for religious reasons).

[19.33] No artillery barrage or FFP strength may be applied to an attack on the Old City hex even if the Artillery unit is adjacent to the Old City (this was also for religious reasons).

[20.0] GARRISON UNITS

GENERAL RULE:
All units that have a combat strength of zero are Garrison units. They function exactly like regular units with the following exceptions.

CASES:
[20.1] GARRISON UNIT RESTRICTIONS
[20.11] Garrison units have no Zones of Control. Enemy units that move adjacent to them are not required to attack them.

[20.12] Garrison units are eliminated if forced to retreat (Exception: see Case 20.2).

[20.13] Garrison units can never be displaced due to combat retreats by other Friendly units.

[20.2] JORDANIAN JERUSALEM BRIGADE GARRISON

[20.21] These units do count toward the stacking limit (this is an exception to Case 11.3).

[20.22] They have a Movement Allowance of 1 but they may never leave a Jerusalem City hex.

[20.23] If due to combat they are forced to retreat into a non-Jerusalem City hex they are eliminated instead.

[21.0] JORDANIAN COMMAND CONTROL

Note: Use Section 21.0 only when directed by Scenario.

COMMENTARY:
On the first day of the conflict (June 5th) the Jordanian High Command was slow to react to the Israeli offensive. Also they were slow in committing their entire armored reserve. As a consequence of this Ari captured Ramallah with minimal resistance. The following rules simulate this historical command lag.

CASES:
[21.1] EFFECTS OF JORDANIAN COMMAND CONTROL
[21.11] On Game-Turns 1 and 2 the Jordanian Player may move at most 15 units per turn.

[21.12] On Game-Turn 3 until the end of the game all Command Control restrictions are removed.

[21.13] Jordanian units that are required to attack due to the presence of an Israeli Zone of Control do not count toward the 15 unit limit if forced to retreat or advance.

[21.2] RESERVE ARMORED FORMATIONS

[21.21] The 40th, 60th, and the Iraqi Brigades are Reserve Armor formations. Note: The Iraqi Brigade is not included in every scenario.

[21.22] The Jordanian Player is only allowed to activate one of these three formations during Game-Turns 1 and 2.

[21.23] To activate a Reserve formation all the Jordanian Player has to do is move one unit of one of the formations (150mm). He is done is the Jordanian Player may not move any unit from either of the two remaining formations until Game-Turn 3. Example: On Game-Turn 1 the Jordanian Player moves one of the units from the 40th Armored Brigade. That would mean that the 40th was activated and the units from the 60th and the Iraqi Brigade could not move until Game-Turn 3 when all Command restrictions were removed.

[21.24] Once activated all units in that particular formation can move for the rest of the game. Note: These units are still not exempt from the 15 unit limit imposed on the Jordanian Player on Game-Turns 1 and 2.

[22.0] FIRST TURN MOUNT SCOPUS RELIEF

GENERAL RULE:
On the first game turn only, if the Jordanian AH Garrison unit in hex 2812 is eliminated due to ground combat with a DE or DI + result, then all victorious attacking units may advance 2 hexes into hex 2811. Example: If one paraatrooper units plus Yussi and Aaron attack hex 2812 and get a DI result then those units could then in the Advance after combat move into hex 2811.

[23.0] SCENARIOS

GENERAL RULE:
Each Scenario specifies each Player's Initial Order of Battle, Reinforcements, and Special Rules. Units are identified by their Strength, Movement Allowance, and Historical Designation. Units should be deployed historically where possible. (Artillery units usually do not have historical designations), on the designated hex for the Historical Scenario.

Below is a listing of the units by battalion, brigade and major armament.


[23.1] HISTORICAL SCENARIO

[23.11] Historical Notes
On June 5, 1967, the Israeli High Command desperately wished to avoid war with Jordan. The reasons were painfully obvious: the IDF was heavily committed on other fronts, and the heavily populated urban centers of Israel were all within Jordanian artillery range. They felt that the Jordanians would fire a few token artillery rounds to satisfy Arab honor. But instead, the Jordanians launched a heavy barrage which forced the Israeli hand, thus setting into motion an Israeli counter-strike to silence the Jordanian batteries. The Scenario begins with the Israeli Central Command's attack on the Jordanian positions.

[23.12] Israeli Initial Order of Battle
Set up according to the positions and designations shown:
6-4-8: 0161 (1/Moshe), 0610 (2/Moshe), 4-5-8: 0513 (3/Moshe), 2819 (4/Moshe), 2817 (2/Ari), 2816 (3/Ari). 3-4-6: 0512 (1/Aharon), 0806 (2/Aharon), 1118 (1/Zeev), 1518 (2/Zeev), 1618 (3/Zeev), 2119 (1/Moshik), 2319 (2/Moshik), 2719 (3/Moshik). 7-4-8: 2716 (1/Ari), 4-4-6: 3013 (1/Gur), 3014 (2/Gur), 2914 (3/Gur). 2-4-6: 2913 (1/JB), 3013 (2/JB), 3013 (3/JB), 2-1-8: 3013 (Aaron). 1-2-8: 2913 (Yussi). 0-3-9: 2811 (MS). 1-2-4-2-8: 0510, 1318, 2820, 2815, 0917, 3015. 4-2-6-1-6: 0514, 2917. 2-1-4-1-7: 1218, 1519, 2320, 2916, 3116.

[23.13] Jordanian Initial Order of Battle
Set up according to position shown:
1-2-6: 1080 (1/Nith), 1107 (2/Nith), 1100 (3/Nith), 1614 (1/Cent), 1917 (2/Cent), 2316 (3/Cent), 2809 (1/27), 2807 (2/27), 2908 (3/27), 1-3-6: 1013 (1/25), 1414 (2/25), 0810 (3/25), 3-3-8: 0813 (25+), 2808 (27+), 2707 (1/60), 2605 (2/60). 1-6-1: 0911 (1/1EC), 2712 (2/1EC). 0-2-6: 2818 (Lat), 2715 (RH), 2812 (AH). 0-3-3: 2012 (1/JB), 3012 (2/JB). (3/JB) 4-3-8: 1806 (1/40), 1907 (2/40), 2-5-8: 2060 (3/40), 2-3-8: 2705 (3/60). 2-1-6-2-8: 1906 (SP/40), 2-1-2-4-2-8: 2605 (SP/60), 2214. 4-2-6-1-6: 1012, 2513, 3109, 3209. 2-1-4-1-8: 1011, 1914, 2713, 2610, 3112. Certain Artillery units for both sides have no historical designation and are completely interchangeable for play purposes.

[23.14] Israeli Reinforcement Schedule
On Game-Turn Three (or on adjacent to hex 0111):
7-4-8: 1/Uri, 2/Uri, 4-5-8: 3/Uri, 4-2-6-1/6: Also six Airstrike markers at 5 Barrage Points each.

[23.15] Special Rules
The Israeli Player is the first Player. The Scenario is 8 Game-Turns in length. Use Jordanian Command Control Rules.

[23.16] Victory Conditions
The Israelis gain a Decisive Victory if:
They have blown all four Jordan River Bridges and captured all four Jerusalem hexes by the end of Game-Turn Six.
The Israelis gain a Tactical Victory if:
They have blown all four Jordan River Bridges and have captured all four Jerusalem hexes by the end of the Game.
The Israelis gain a Marginal Victory if:
1) They have blown all four Jordan River Bridges by the end of the game, or 2) have captured all four Jerusalem hexes by the end of the Game. Any other result is considered a Jordanian Decisive Victory. In addition if the Jordanians accomplish either of the following they immediately win a Decisive Victory.
1) On the second consecutive Game-Turn that a Jordanian unit occupies a Mediterranean coastal hex, or
2) On the Game-Turn that any Jordanian unit enters Tel Aviv.

IN ADDITION:
For every Israeli unit destroyed over 6 units, reduce the Israeli level of victory by one level, (i.e., If the Israeli Player achieves a tactical victory and loses 8 units, the result becomes a Jordanian Decisive Victory). The Israeli MS garrison unit in hex 2811 counts as two units for this 6 unit limit only.

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[23.2] NON-HISTORICAL SCENARIO
[23.21] Notes:
The major assumption of this scenario is that the Israeli Air Force (IAF) did not gain immediate superiority on June 5th and that Israeli ground support would be less than historically was available. Also the Israeli units that spent the entire battle on the East Bank of the Jordan can be committed.

[23.22] Israeli Initial Order of Battle
Same as Case 23.12.

[23.23] Jordanian Initial Order of Battle
Same as 23.13 plus the following 4-3-8: 1163, 1062, 2-5-8: 1001, 0962.

[23.24] Israeli Reinforcement Schedule
On Game-Turn Three (or on adjacent to hex 0111): 7-4-8: 1/Uri, 2/Uri. 4-5-8: 3/Uri. 4-4-6:1/6. Also 1 Airstrike marker.

On Game-Turn Five 1 additional Airstrike marker.

On Game-Turn Seven 2 additional Airstrike markers.

[23.25] Special Rules
The Israeli Player is the first Player. Use Jordanian Command Control. The Scenario is 10 Game-Turns long.

[23.26] Victory Conditions
Same as 23.16.

[23.3] "JIHAD" FANTASY SCENARIO
NOTES:
This scenario was never even historically feasible but for a giant "what if?" it should be interesting. It presupposes that the Israelis are totally mobilized and that the IAF does not gain air superiority and that the Israeli units that spent the battle on the East Bank of the Jordan actively participated in the action.

[23.31] Israeli Initial Order of Battle
Same as Case 23.12 plus the Israeli Reinforcements in 23.14 are in the initial set up.

[23.32] Jordanian Initial Order of Battle
Same as Case 23.23.

[23.33] Israeli Reinforcement Schedule
On Game-Turn Three 1 Airstrike marker.
One Game-Turn Five 1 Additional Airstrike marker.
On Game-Turn Seven 2 Additional Airstrike markers.

[23.34] Special Rules
The Jordanian Player moves first. Do not use Jordanian Command Control. The Scenario is 10 Game-Turns long.

[23.35] Victory Conditions
Same as Case 23.16.

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PLAYERS NOTES

Battle for Jerusalem ’67 is a deceptively simple game to play. It is true that it is modeled on the popular Modern Battles system, but there are quite a few new twists in this simulation of the West Bank war. The major difference between the other Modern Battles games and this one is the novel Rough/Mountain rule. The middle of the board becomes quite a different proposition than it first appeared. It is that area of the board that the game is won or lost.

The battle for the central area of the board should be fought over the road network and the towns. Control of the roads allows passage between the more open sides of the board and the ability to isolate key Enemy defensive positions, and other strategic advantages too numerous to mention. One of the keys to fighting along the roads is understanding that ZOC’s extend nowhere else in Rough/Mountain. It is very difficult to completely surround an Enemy unit in Rough/Mountain unless you catch the unit at a two-way road juncture. Another problem in dealing with Rough/Mountain is remembering that Rough or Mountain hexes do not permit ZOC’s into or out of the hex, except on a road. Even if a clear hex should border on a mountain hex, no Zone of Control extends into or out of the Mountain hex. Understanding that concept is 60% of playing the game.

The campaign tends to divide itself into three parts: Army Group North, which the Israelis should capture and then head southeast; Army Group Center, in which a very thin spread of Israeli and Jordanian units stand off each other until Israeli airpower arrives; and Army Group South, where the battle lines are drawn between Jerusalem and parts adjacent. The Israeli thrust should come through AGN and AGS, with AGC being less than a series of raids into Jordanian territory. As the game develops the Jordanians will make a few judicious counter-attacks, and then fall back, hoping to frustrate Israeli time-tables for victory.

This is where the tricky part comes in. Jerusalem, being the main objective in the game, also has the most difficult terrain on the board around it and in it. The Israelis have an obvious attack on the Ammunition Hill garrison; after that the fighting becomes extremely rough. The Old City is especially hard, because no artillery or airpower may be applied, and only infantry is useful in taking the city.

Even if the Israelis win the city if sure round the opposition, the Players will need infantry to go through the Rough/Mountain terrain that surrounds Jerusalem. The general strategy is to pile all the infantry into the Jerusalem hexes, while using all mech/arm/art to attack on the other approaches.

Another important point to the game is the use of Artillery and Airpower. Because the defender gets the last word on how much artillery is to be used in each attack, the attacker must be careful to fully support all his key attacks. It can prove disastrous when an attack in Rough/Mountain which started out at +2 becomes a -7. Israeli Airpower is the deciding strength in the game. Without it, the Jordanian Player becomes a dead goose of standing the Israeli Player off for quite a few turns. Both Players should be aware of this “attack from above.”

Jerusalem, being perhaps the most important part of the game, has a tremendous tactical value. The Israelis will usually do better to bypass it during the early stages of the game, until their infantry and parachute divisions are free to concentrate on each hex individually. Please remember that at no time can a mechanized, armor, or artillery unit be in Jerusalem. Many times in playtest, units were trapped and eliminated against Jerusalem. Infantry is king of the battlefield again during the fight for Jerusalem.

The Israelis have an excellent force to begin with. At times, it will seem that the Israeli’s main enemy is time, rather than the Jordanian field forces.

With the advent of Israeli Air Power and the third- turn Reinforcements, the Israelis are ready to roll over the opposition. Another nemesis quickly becomes apparent; the Rough/Mountain terrain in which the Jordanians defend. The Israelis soon discover that they must clear the vital road junc-
tures with little loss to their fighting force. It is not possible to hang away on the Active CRT, for that will lose the Israeli Player a good portion of his field forces in the process of gaining his objectives.

Therefore, the Israelis must concentrate on mass attacks to blast the Jordanian units out of their positions.

Jordanian tactics for this game are fairly simple. On the first few turns the Jordanians should keep a barely adequate defense around Jerusalem, a minimum of units in the center area, and the free armor detachment should be sent to the northern portion of the board. Depending on how the Jordanian defense fares in the north, the Jordanian Player can commit the other armored detachment to the southern front. A word on attacking: If the Jordanian Player can eliminate an Israeli unit and still hold a semblance of a line, he should do so.

The more Israeli units eliminated, the better the Jordanians chances of winning the game.

Should the Israeli Player leave a hole in his line which allows the Jordanian Player an attack on Tel Aviv, make sure that enough Jordanian units can be brought in to allow decent odds in the attack on that city. Otherwise, the Jordanian Player will have thrown away half of his army in a few odds chance to win the game on one turn. Rather protect the Jordanian artillery from attack by Israeli forward elements. All extra units should be assigned to the defense of Jerusalem.

As the game moves into the latter turns, the Jordanian Player may look at the board and decide that the game is lost. Read the Victory Conditions. As long as one hex of Jerusalem, and one bridge holds out, the game is not lost, no matter how many Jordanian units are destroyed. The Jordanian units should be thrown away in the last game-turns to protect the key objectives. Many Israeli Players will have a bewildered look on their faces, when you announce you’ve won with your three units holding out in isolated hexes. The strength of the Jordanian Player is patience.
Battle for JERUSALEM
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ISRAEL

EGYPT

IRAQ

JORDAN

BUNDESWEHR (Front)
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MODERN BATTLES II
STANDARD RULES
for the games
Bundeswehr, Yugoslavia, Jerusalem, DMZ

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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 MAP
Each of the 22"x17" mapsheets portrays the battle area. A hexagonal grid is superimposed over the terrain features on the map sheet 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 taut.

[2.2] CHARTS AND TABLES
Various visual aids are provided for the players in order to simplify and illustrate certain game functions.

[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. These playing pieces are hereafter referred to as "units." Note: Units in Bundeswehr, DMZ, and Yugoslavia are printed on both sides; see exclusive rules for explanation of Unified Units.

[2.3] HOW TO READ THE UNITS
Non-Artillery Unit

<table>
<thead>
<tr>
<th>Unit Designation</th>
<th>Unit Type</th>
<th>Unit Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attack Strength</td>
<td>3-2:12</td>
<td></td>
</tr>
<tr>
<td>Defense Strength</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Artillery Unit</td>
<td>FPF</td>
<td></td>
</tr>
<tr>
<td>Range Allowance</td>
<td>1-2-7</td>
<td></td>
</tr>
<tr>
<td>Movement Allowance</td>
<td>2-12</td>
<td></td>
</tr>
</tbody>
</table>

[2.4] GAME SCALE
Each hexagon on the map sheet 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
Game Map: 1
Die-Cut Counter: 1
Sheet: 1
Folder: 2 identical
Exclusion Rules Folder: 1
different
Charts Table Sheet: 1
Die (or Randomizer): 1
Game Box: 0
Folio (Folder): 1

Customer Service
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44 East 23rd Street
New York, N.Y. 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 units represent forces of opposing sides. The map sheet should be unfolded and then back-folded against the creases to make it lie flat. Players should determine which side each will play.

The Players then consult the Initial Deployment sections or the Scenario. The Initial Deployment tells 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: Barrage Strength - Final Protective Fire Strength - Range Allowance - Defense Strength - Movement Allowance. Units may be assigned specific set-up hexes or Players may be instructed to choose the set-up 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 outline 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

In Bundeswehr, this Phase is used to implement the Nuclear Weapons 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 sequence following where appropriate.

[5.0] MOVEMENT

GENERAL RULE:

During the Movement Phase, the Phasing Player may move as many or as few of his units as he desires. The units may be moved in any direction or combination of directions.

PROCEDURE:

Units are moved one at a time, tracing a path of contiguous hexes through the hex grid. As each unit enters a hex the unit pays one or more Movement Points from its Movement Allowance.

CASES:

[5.1] 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 ½ Movement Point, 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 enter the 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

[6.11] All units exert a Zone of Control at all times, regardless of the Phase or the Player-Turn, during the entire Game-Turn. The presence of Zones of Control is never affected by other units, Enemy or Friendly.

[6.12] Units do not pay any additional Movement Points to enter an Enemy-controlled hex.

[6.13] There are only two ways to exit a hex in an Enemy Zone of Control: Either by retreat or advance as a result of combat, or by removal of the Enemy unit exerting the Zone of Control as a result of combat.

[6.14] Zones of Control extend into all types of terrain hexes and across all types of terrain hexsides (except those prohibited to 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 effect on each other; both Zones co-exist and the hex is mutually controlled by both Players.

[6.22] There is no additional effect 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 Suport 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 within the same 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 to the +4 column to the +4-5 column).

Having determined the proper column on the Active Combat Results Table (Table 7.63), 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
7.11 Every non-Phasing unit that has a Phasing unit adjacent to it must be attacked by some Phasing unit during the same 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.
7.12 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.
7.13 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).
7.14 No unit may attack more than once per Combat Phase, and no Enemy unit may be attacked more than once per Combat Phase.
7.15 Non-Artillery units may only attack if in a hex adjacent to the defending units.

7.2 MULTIPLE UNIT AND MULTI-Hex COMBAT
7.21 If a Phasing Player's unit is in the Zone of Control of more than one Enemy unit, it must attack all the units which are not engaged by some other attacking unit.
7.22 Units in two or more different 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.
7.23 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 unitary. That is, a unit's Strength may not be divided among different combats, either for attack or defense.

7.4 EFFECTS OF TERRAIN
7.41 Defending units, only, benefit from the terrain in the hex they occupy and/or that hex's perimeter hexides. Terrain in hexes occupied by attacking units has no effect on combat.
7.42 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.
7.43 Terrain benefits for combat are not cumulative. A defending unit always benefits only from the most advantageous terrain. Example: A unit in a rough terrain behind a river hexside would benefit from the rough terrain only.
7.44 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 DIVERSSIONARY ATTACKS
7.51 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.
7.52 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
7.61 There are two different Combat Results Tables in the Modern QuadriGame; 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.
7.62 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.

7.63 ACTIVE COMBAT RESULTS TABLE
(See separate sheet.)

7.64 MOBILE 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.

7.65 Explanation of Results
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 hexides (see Terrain Effects Chart).
A1 = 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.
Ae = 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 advance 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.
Az = 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 units 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.

7.7 HOW TO RETREAT
When the Combat Result requires a Player's unit(s) be retreated, the Owning Player must immediately move those units the indicated number of hexes away from their combat position. This movement is not normal movement and is subject to the following restrictions. If the unit is unable to retreat within these restrictions, it is eliminated instead.
7.71 In retreating a unit may initially leave an Enemy controlled hex; thereafter it may not enter an Enemy controlled hex. Friendly units do not negate Enemy Zones of Control for purposes of retreat.
7.72 A retreating unit may not cross a prohibited hexside (see Terrain Effects Chart).
7.73 Where possible a retreating unit must retreat into and through vacant hexes. If no other route is available, the remaining unit may move through Friendly occupied hexes, displacing every Friendly unit whose hex it moves into or through (see 7.8).
7.74 In all cases the retreating unit must terminate its retreat the Combat Result-indicated number of hexes away from its former combat position. If it cannot, and can retreat only a portion of a number of units is indicated, it is eliminated in the last hex to which it is able to retreat. The retreat path (see 7.91) terminates in the hex a unit is eliminated in.
[7.8] DISPLACEMENT
[7.81] 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.
[7.82] If the displacement would cause any of the displaced units to be eliminated, the retreating unit is eliminated instead. Displaced units can themselves 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.
[7.83] 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
[7.91] Whenever an Enemy unit is forced to retreat (or is eliminated) as a result of combat it will leave a path of vacated 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.
[7.92] The advancing victorious units may cease advancing at any hex along the Path of Retreat.
[7.93] Advancing victorious units may ignore Enemy Zones of Control.
[7.94] 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.
[7.95] An advancing unit may not stray from the Path of Retreat.
[7.96] 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 neither attack nor 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 has not yet been resolved.

[7.97] 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
[8.11] 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.
[8.12] 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.
[8.13] 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).
[8.14] 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.
[8.15] 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
[8.21] 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.
[8.22] 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
[8.31] 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.
[8.32] 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.
[8.33] Artillery units attacking from an adjacent hex must suffer all the Combat Results of their attacks.

[8.4] FINAL PROTECTIVE FIRE
[8.41] A non-Phasing Artillery unit, which has not 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.

[8.42] The friendly defending unit receiving Final Protective Fire must be in range of the Artillery unit providing the FFP. 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].
[8.43] FPF Strength Points are simply added to the Defense Strength of the unit receiving Final Protective Fire.
[8.44] When an Artillery unit supplies FPF it neither benefits nor suffers from the Combat Result.
[8.45] 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
[8.61] 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).
[8.62] 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
[9.11] One Ground Support Point equals one Artillery Strength Point (both Barrage and FPF).
[9.12] 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.
[9.13] Ground Support Points have unlimited range. They may attack any Enemy unit on the map.
[9.14] 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.

[9.15] 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.
### [17.1] GROUND SUPPORT TABLE [YUGOSLAVIA]

<table>
<thead>
<tr>
<th>Period</th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>E</th>
<th>F</th>
<th>G</th>
</tr>
</thead>
<tbody>
<tr>
<td>DIE</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>*9/0</td>
<td>*9/0</td>
<td>*9/0</td>
<td>*7/0</td>
<td>*7/0</td>
<td>5/0</td>
<td>8/0</td>
</tr>
<tr>
<td>2</td>
<td>*9/0</td>
<td>*9/0</td>
<td>*7/0</td>
<td>5/3</td>
<td>*3/0</td>
<td>0/0</td>
<td>4/0</td>
</tr>
<tr>
<td>3</td>
<td>*9/0</td>
<td>*9/0</td>
<td>7/3</td>
<td>4/4</td>
<td>0/0</td>
<td>0/0</td>
<td>0/0</td>
</tr>
<tr>
<td>4</td>
<td>*9/0</td>
<td>7/0</td>
<td>5/5</td>
<td>0/0</td>
<td>0/0</td>
<td>0/0</td>
<td>0/0</td>
</tr>
<tr>
<td>5</td>
<td>*7/0</td>
<td>7/0</td>
<td>0/0</td>
<td>3/5</td>
<td>0/3*</td>
<td>0/3</td>
<td>0/3</td>
</tr>
<tr>
<td>6</td>
<td>3/0</td>
<td>3/1</td>
<td>3/7</td>
<td>0/7*</td>
<td>0/7*</td>
<td>0/5*</td>
<td>0/9*</td>
</tr>
</tbody>
</table>

**Soviet GS Points/NATO GS Points**

**KEY:**
- ### = Soviet/NATO Ground Support Points for current Player-Turn
- * = Player may drop paratroops if he is the Phasing Player (see Section 18.0)

### TERRAIN EFFECTS CHART

<table>
<thead>
<tr>
<th>Terrain (Games)</th>
<th>Movement Points (MP) to Enter (or cross)</th>
<th>Effects on Combat</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear (B,Y,D,J)</td>
<td>1 MP</td>
<td>No Effect</td>
</tr>
<tr>
<td>Mixed (B,J)</td>
<td>1 MP</td>
<td>Shift 1</td>
</tr>
<tr>
<td>Broken (Y,D,J)</td>
<td>3 MP</td>
<td>Shift 2</td>
</tr>
<tr>
<td>Rough (Y,D,J)</td>
<td>4 MP</td>
<td>Shift 3</td>
</tr>
<tr>
<td>Mountain (D,J)</td>
<td>6 MP</td>
<td>Shift 3; J map hex 2811 (Mount Scopus) Shift 4</td>
</tr>
<tr>
<td>Woods (B,Y)</td>
<td>2 MP</td>
<td>Shift 2</td>
</tr>
<tr>
<td>Grove (B,Y,D,J)</td>
<td>2 MP</td>
<td>Shift 1</td>
</tr>
<tr>
<td>Trail (D,J)</td>
<td>1 MP; negates effect of other terrain in hex if entered through trail hex-side</td>
<td>No Effect; depends on other terrain in hex</td>
</tr>
</tbody>
</table>

**Terrain (Games)**

<table>
<thead>
<tr>
<th>Terrain (Games)</th>
<th>Movement Points (MP) to Enter (or cross)</th>
<th>Effects on Combat</th>
</tr>
</thead>
<tbody>
<tr>
<td>Road (B,Y,D,J)</td>
<td>½ MP; negates effect on other terrain in hex if entered through road hex-side</td>
<td>No Effect; depends on other terrain in hex</td>
</tr>
<tr>
<td>Town (B,Y,D,J)</td>
<td>1 MP</td>
<td>Shift 2</td>
</tr>
<tr>
<td>City (B,D,J)</td>
<td>3 MP</td>
<td>Shift 3; J map hex 3012 (Old City) Shift 4</td>
</tr>
<tr>
<td>Lake, Sea (D,J)</td>
<td>May not cross</td>
<td>Not allowed</td>
</tr>
<tr>
<td>DMZ (D)</td>
<td>3 MP</td>
<td>Shift 1 in addition to other shifts</td>
</tr>
<tr>
<td>Stream (D)</td>
<td>+1 MP</td>
<td>No Effect</td>
</tr>
<tr>
<td>River (B,Y,D,J)</td>
<td>See Section 12.0</td>
<td>See Section 12.0</td>
</tr>
<tr>
<td>Bridge (B,J)</td>
<td>No additional MP</td>
<td>Shift 1</td>
</tr>
<tr>
<td>Border</td>
<td>No Effect</td>
<td>No Effect</td>
</tr>
</tbody>
</table>

**B = Bundeswehr; Y = Yugoslavia; D = DMZ; J = Jerusalem**
[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>0</td>
<td>0-1</td>
<td>0-2</td>
<td>0-3</td>
<td>0-4</td>
<td>+12</td>
<td></td>
</tr>
<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>NATO 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.

[7.63] ACTIVE COMBAT RESULTS TABLE

Combat Differential (Attacking Strength minus Defending Strength)

<table>
<thead>
<tr>
<th>DIE</th>
<th>-7</th>
<th>-6,5</th>
<th>-4,3</th>
<th>-2</th>
<th>-1</th>
<th>0</th>
<th>+1</th>
<th>+2,3</th>
<th>+4,5</th>
<th>+6,8</th>
<th>+9,11</th>
<th>+12</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>Br</td>
<td>Ex</td>
<td>Ax</td>
<td>D2</td>
<td>D3</td>
<td>D4</td>
<td>D4</td>
<td>D4</td>
<td>D4</td>
</tr>
<tr>
<td>2</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>Ex</td>
<td>Ax</td>
<td>D2</td>
<td>D2</td>
<td>D3</td>
<td>D3</td>
<td>D3</td>
<td>D4</td>
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<tr>
<td>3</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>Ex</td>
<td>Ax</td>
<td>D2</td>
<td>D3</td>
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<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>Ex</td>
<td>Ax</td>
<td>D2</td>
<td>D3</td>
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<td>A1</td>
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<td>6</td>
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<td>Ae</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
</tr>
</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</th>
<th>-7</th>
<th>-6,5</th>
<th>-4,3</th>
<th>-2</th>
<th>-1</th>
<th>0</th>
<th>+1</th>
<th>+2,3</th>
<th>+4,5</th>
<th>+6,8</th>
<th>+9,11</th>
<th>+12</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>Br</td>
<td>Br</td>
<td>D1</td>
<td>D2</td>
<td>D2</td>
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<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>Br</td>
<td>Br</td>
<td>D1</td>
<td>D1</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."

[7.97] Example: A defeated unit retreating three hexes may be followed by up to three victorious units in its Retreat Path.

[7.65] Explanation of Combat Results Tables

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 hexsides (see Terrain Effects Chart).

A1 = 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.

Ae = 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. The remaining attacking unit may advance 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.

Ax = 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.
MODERN BATTLES II

Yugoslavia

The Battles for Zagreb, 1979

EXCLUSIVE RULES

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10.0 INTRODUCTION

Yugoslavia is a battalion/regimental-level game of combat in northern Yugoslavia in the late 1970's. Soviet, Yugoslav, American, and Italian units participate in four scenarios postulating different political and military situations, including a civil war between the Serbians and Croatians, Yugoslavia's two most prominent ethnic groups. The game map centers on Zagreb, Yugoslavia's second largest city, capital of Croatia, and a crucial road nexus in the mountainous north of the country. Note: the phrase "NATO" is used to refer to American and Italian units.

11.0 UNTRIED UNIT STRENGTH

GENERAL RULE:
All units except Artillery and Helicopter units are Untried. This means that when Untried units are deployed on the map, they are placed on the side of the counter that shows only a capital "U" (instead of combat strengths) and the unit's Movement Allowance. Neither Player will know the exact value of an Untried unit until the unit is about to engage in combat.

PROCEDURE:
Once the Untried units are placed and play begins, units remain in their Untried state until they are involved in combat. Once a unit has been committed to combat — after the allocation of all Barrage, Final Protective Fire, and Ground Support Points — the true strength of the unit is revealed by flipping the counter over to its combat side. The moment of revelation comes at the instant of combat — neither Player may see what the actual strengths of the units are until it is time to throw the die for the particular combat. Once the units have been committed to combat, they may not be withdrawn, even if — because of the revealed strengths — the combat has now become unfavorable to the Phasing Player. Reinforcements always enter the map in their Untried state. (Note: some units have strengths of zero. These units are normal in every way, and are not — as in some SPI games — automatically removed from the map upon being revealed. A unit with a Strength of 0 equals strength of 1 for Exchange purposes; see case 7.65.)

12.0 RIVER CROSSINGS

CASES:
12.1 MOVEMENT
There are no bridges; they are considered destroyed by bombing or demolition. A unit crossing a river hexside always expends three additional Movement Points (Exception: see Case 16.1).

12.2 RETREATS
Only units with Movement Allowances of 4, 8, or 30 may retreat across a river hexside as a result of combat. Other units are eliminated if they have no other retreat path.

13.0 REINFORCEMENTS

GENERAL RULE:
Each Player receives Reinforcements. These appear during the Owning Player's Movement Phase. The Reinforcement Schedule states the Game-Turn of appearance, the number of units, the type/Movement Allowance, and the specific hex or map edge on which they enter.

PROCEDURE:
During his Movement Phase, the Owning Player places reinforcement units in the scheduled hexes or hex of the scheduled map-edge. The Owning Player may place them at any time during his Movement Phase.

CASES:
13.1 MOVEMENT OF REINFORCEMENTS
[13.11] When placed on the map, a Reinforcement unit expends Movement Points equal to the cost of the hex to enter the map. If the unit is placed in a hex which has a road leading off the map, the unit expends Movement Points at the road rate to enter (see Case 15.11).

[13.12] More than one unit may enter on the same hex in one Player-Turn. These units are deployed off-map, one behind the other, with the lead unit poised adjacent to the entry hex. If this hex is a road hex, a hypothetical road is presumed to extend off-map. As each unit enters the map it pays the cost for entering the entry hex, plus any additional clear terrain it would have to traverse to reach the entry hex, or road hexes traversed if the entry hex is a road hex. Example: the lead unit would pay \(\frac{1}{2}\) Movement Point to enter the map, the second 1 MP, the third \(\frac{3}{2}\) MP, etc.

[13.13] Once on the map, Reinforcements may be moved normally. The Owning Player may sequence the arrival of his Reinforcements with the movement of his already present units in any order he sees fit.

13.2 RESTRICTIONS ON REINFORCEMENTS
[13.21] Reinforcements may not enter Enemy-occupied hexes. A Reinforcement unit may enter an Enemy-controlled hex, but must stop.

[13.22] 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 Reinforcement may enter by the unblocked map edge hex nearest to the scheduled hex, in the direction of the nearest Friendly unit.

[13.23] A Player may deliberately withhold Reinforcements, bringing them into play (if at all) on any later Game-Turn. Regardless of whether a Reinforcement is brought into play on its scheduled Game-Turn, it must appear on its scheduled hex or alternate.

13.3 VARIABLE REINFORCEMENTS

Sometimes a set of Reinforcements is listed as Variable. In the Movement Phase for which it is listed, a die is rolled for the entire set of Reinforcements. A die result of 1 means the Reinforcements may enter that scheduled Game-Turn. A 2, 3, or 4 means they may enter the next Game-Turn. A 5 means they enter two Game-Turns later. A 6 means they never enter at all (the units are committed elsewhere and do not count as eliminated).

Example: a Reinforcement listing of Turn Six/Variable. (M-12)2301, with die roll of 5, means three Mechanized units with Movement Allowance of 12 may enter on hex 2301 on Game-Turn Eight.

14.0 EXITING FROM 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:
[14.1] RESTRICTIONS
[14.11] Once a unit exits the map it may not return.
[14.12] Units may only exit the map during the owning Player's Movement Phase. Exiting units are not considered eliminated. Units exiting as a result of combat are eliminated.

[15.0] TERRAIN MODIFICATIONS

COMMENTARY:
A crucial part of Yugoslavia's defense is the 3,000,000-strong militia, which is to wage offensive guerrilla warfare in the mountains. In addition, it will assist the Army by raiding, ambushing, harassing, and delaying the enemy: hence cases 15.11 and 15.12.

CASES:
[15.1] MOVEMENT
[15.11] Unless a specific exception is made in a Scenario, Soviet units may not move at the Road Movement Rate. They move according to the other terrain in the hex.
[15.12] Unless a specific exception is made in a Scenario, Soviet units with a Movement Allowance of 9 or more expend 6 Movement Points to enter a town hex. Soviet units with fewer than 9 Movement Points expend 4 Movement Points to enter a town hex.
[15.13] All units with Movement Allowances of 4 treat all terrain as Clear terrain for Movement purposes only. They also expend one MP to cross a roadhex. Units with Movement Allowances of 8 expend only 2 MP's to move through Broken and Rough hexes.

[16.0] HELICOPTERS

CASES:
[16.1] SPECIAL CHARACTERISTICS
[16.11] The single American Helicopter unit pays 1 Movement Point to enter each hex, regardless of terrain. It does not pay three Movement Points to cross a river hexside, and it may retreat across river hexsides.
[16.12] Artillery units may not attack the Helicopter unit unless adjacent to it. Ground Support may attack the Helicopter unit.
[16.13] The Helicopter unit may freely move through hexes in Enemy Zones of Control during the NATO Movement Phase. It may not move through Enemy-occupied hexes, nor may it retreat as a result of combat through an Enemy Zone of Control.
[16.14] In all other ways, the Helicopter unit is treated as a normal unit.

[17.0] GROUND SUPPORT DETERMINATION

GENERAL RULE:
The number of Ground Support Points for the Soviet and NATO Players for the Combat Phase of the Player-Turn. There are never any Yugoslav Ground Support Points. Note: Rule 9.15 is not in effect; GS Points are used for Barrage or FP in one Combat Phase and are determined again for the next one.

CASES:
[17.1] GROUND SUPPORT TABLE (see chart sheet)

[18.0] PARATROOPS

GENERAL RULE:
Both the NATO and Soviet Players have parachute units. They never enter the map via the normal reinforcement process. Instead, they are paratropped. A paratroop may only be made during a Player-Turn in which the Phasing Player achieves an asterisk (*) on the Ground Support Table (see Section 17.0), and only by the Phasing Player.

CASES:
[18.1] MECHANICS OF PARATROOP
[18.11] Between the Movement Phase and Combat Phase, if the Phasing Player has achieved a (*) on the Ground Support Table, he may announce a paratroop. He places up to three parachute units which have not previously been paratropped on the map on any clear, broken, or rough terrain hexes not occupied by a Friendly or Enemy unit.
[18.12] The Phasing Player rolls a die for each paratrooping unit. A roll of 1 or 2 if the unit is dropping into Clear terrain, or 1 through 5 if it into Rough or Broken means the unit scatters. A die is rolled again for each paratrooping unit. A result of 6 means the unit is placed in the hex directly to the north of the target hex, 2 the hex to the northeast of the target hex, and so on, clockwise.
[18.13] If a parachute unit lands on a Friendly- or Enemy-occupied hex, or a town, grove, or woods hex, it is eliminated.
[18.14] Parachute units may move on the Game-Turn they land only as a result of combat, as they land after the Movement Phase.

[19.0] COMBAT RESULTS

TABLE SELECTION

GENERAL RULE:
After the Phasing Player commits his units, Barrage, and Ground Support to an attack, but before the non-Phasing Player commits any FPF and true strengths are revealed, the Phasing Player announces his choice of either Active or Mobile CRT for the resolution of the attack. The Phasing Player always has full choice of which CRT to use in a particular attack in any particular Game-Turn.

[20.0] INTERNATIONAL COOPERATION

GENERAL RULE:
In the Scenarios the units of different countries will be allied in various ways. Allied units are considered friendly (they may move through each other's ZOC's, attack together, etc.) but certain restrictions are imposed upon allied units.

CASES:
[20.1] RESTRICTIONS
[20.11] Units of one nationality may not receive FPF or Ground Support FPF of an allied nationality. Exception: American and Italian FPF may support each other's units, and NATO Ground Support FPF may support both.
[20.12] If two units of allied nationalities are attacked in one combat (see Case 7.23) FPF and Ground Support FPF of both nationalities may be added. FPF traces range (see Case 8.42) to the unit of the same nationality.

[21.0] SCENARIOS

GENERAL RULE:
There are four Scenarios. The instructions for each Scenario include Historical Notes, detailing briefly the events and circumstances of the Scenario, each country's Initial Order of Battle and set-up instructions; each country's Reinforcement Schedule, the Ground Support Schedule and Scenario Length (in Game-Turns); Special Rules in effect for the Scenario; and Victory Conditions for the Scenario.

Units always begin with the Untried side showing (except units without Untried strength, of course). Units are listed by type/Movement Allowance, with letters used to indicate type: T = Tank, M = Mechanized, I - Infantry, P = Parachute, C = Cavalry. Artillery and Helicopters are listed by strengths. Example: (T-12)3 means three Tank units with Movement Allowance of 12.

CASES:
[21.1] THRUST FOR ZAGREB

HISTORICAL NOTES

Since 1945 the Soviets had constantly tried to bring Yugoslavia under control. After Tito died the Soviet KGB intelligence agency instigated an unsuccessful coup. In reprisal the new Yugoslav government turned to NATO for support. Concerned, the Soviets invaded to salvage the deteriorating situation. Expecting weak resistance and a weaker NATO response, the Soviets found savage defense from the Army and guerrillas. Worse, by the time the Soviets broke through into the Sava Valley, a NATO force was fast approaching.

[21.11] Yugoslav Initial Order of Battle

These units set up anywhere but the four easternmost hex rows. (1-8)12, (T-12)3, (3-2-2)1-41, (3-3-2-1)91, (3-1-7)1-91, (3-1-1)1-91. 2nd Infantry Division, reinforced.

[21.12] NATO Initial Order of Battle

None.


These units set up in the three easternmost hex rows. (M-12)18, (3-1-7)1-92, (4-0)8-1-92. 35th Guards and 102nd Guards Motorized Rifle Divisions.


These units enter anywhere on the south map edge. Turn Three: (T-12)2, (M-12)6, (3-1-7)1-91, (3-0-8)1-91. 1st Armored Division.

[21.15] NATO Reinforcement Schedule

Available for Paratroop: (P-4)1. 1/509 Airborne. These units enter anywhere on the west map edge. Turn Five: (C-12)5, (1-2-7-2)1-12, (2-3-2)2-301. 2nd Cavalry Regiment, Turn Six: Variable (T-12)2, (M-12)22, (1-2-7-2)1-12, 1st Brigade, 8th Mechanized Division.

[21.16] Eight: Variable: (T-12)1, (M-12)3, (1-2-7-2)1-12, (2-1-7-2)1-12, (2-1-3)1-12. 2nd
Bde, 8th Mech Division, plus Corps Artillery, Turn Eleven/Variable: (T-12), (M-12), (1-2-7/2-12), (2-1-7/12). 3rd Bde, 8th Mech Division, Turn Twelve/Variable: (I-83), (1-2-5/1-9). Julia Mountain Bde.

[21.16] Soviet Reinforcement Schedule Available for Paradrop: (P-49), 103rd Guards Parachute Division. Turn Four: (T-12), (M-12), (5-1-7/1-91), (4-6-8/1-91). 5th Tank Division — enter on east map-edge between 3907 and 3922 inclusive. Turn Six/Variable: (3-1-7/1-91), (2-7-2/1-71). Arny Artillery — enter on east map-edge between 3907 and 3922 inclusive. Turn Seven/Variable: (M-12), 1st Regiment/97th Guards Motorized Rifle Division — enter on hex 2301.


[21.18] Special Rules 1. The First Player controls the Soviet units, Second Player the NATO and Yugoslav units. 2. The Soviet Player sets up second and moves first.

[21.19] Victory Conditions The City of Zagreb consists of 19 hexes. At the end of the game, the side that controls or occupies the most Zagreb hexes wins. If a hex is unoccupied and both Players’ Zones of Control extend into it, then neither Player may count the hex. To count a hex a Player must be able to trace a path of road hexes unblocked by enemy units or ZOC’s from the Zagreb hex to a friendly map-edge (east for Soviets, west for NATO, south for Yugoslavia). If neither Player has exclusive control of any Zagreb hexes, or neither Player can trace a clear path to his map-edge, or both control the same number of hexes, the game is a draw. If one Player controls any Zagreb hexes, and only he can trace a path to his map-edge, then that Player wins.


[21.25] NATO Reinforcement Schedule These units enter on the west map-edge between 0111 and 0122. Turn One: (T-12), (M-12), (C-12), (1-2-7/2-12), (2-1-7/12). Turn Four: (T-12), (C-12), (2-3-2/2-301), (1-2-7/2-12). (2-1-1-12), (2-1-7/12), (I-83), (I-2-5-1-91).


[21.27] Ground Support Schedule/Scenario Length Scenario Length is 12 Game-Turns. Turn 1-4: D; 5-7: E; 8-10: F; 11-12: G

[21.28] Special Rules 1. The First Player controls the NATO and Yugoslav units, the Second the Soviet units. 2. The Soviet Player sets up second and moves first.

[21.29] Victory Conditions Control of each Zagreb hex is worth 10 Victory Points (see 21.19). A Player gets Victory Points for the elimination of enemy units: 5 VP’s for any American unit, 3 VP’s for any Italian or Yugoslav unit, 4 VP’s for a Soviet Mechanized or Parachute unit, and 6 VP’s for a Soviet Tank or Artillery unit. Also, the NATO/Yugoslav Player receives 30 VP’s if four or more Yugoslav units can trace a line of hexes from one enemy units or Zones of Control to the west map-edge at the end of the game. The Soviet Player receives 30 VP’s if nine or more Yugoslav units are eliminated. The VP sums are compared according to this ratio schedule: 4:1 or greater: Decisive Victory 2:1 or greater: Substantive Victory 1:5:1 or greater: Marginal Victory (inconclusive) 1:1 or greater: Draw

[21.31] BATTLE FOR ZAGREB (THREE-PLAYER) HISTORICAL NOTES In this Scenario, the Yugoslavs rejected NATO offers of aid, not wanting an Italian invasion any more than a Russian one. They knew they couldn’t defeat both superpowers, but hoped to cause a stalemate leading to a political decision — hopefully a bilateral withdrawal from Yugoslavia. As for NATO, they were concerned with halting Soviet imperialism now and arguing with the Yugoslavs later.

[21.33] Yugoslav Initial Order of Battle Same as 21.11, but may not set up in four westernmost hex rows.

[21.34] NATO Initial Order of Battle These units set up in the three westernmost hex rows. (T-12), (M-12), (1-2-7/2-12), (2-1-7/12-1). Turn Five: (C-12), (1-2-7/2-12), (2-3-2/2-301). Turn Six: (I-83), (I-2-5-1-91). Turn Seven: (T-12), (M-12), (2-1-7/2-12).


[21.37] Yugoslav Reinforcement Schedule Available for Paradrop: (P-49). These units enter anywhere on the west map-edge. Turn Eleven/Variable: (C-12), (1-2-7/2-12), (2-3-2/2-301). Turn Twelve/Variable: (I-83), (I-2-5-1-91).

[21.4] CIVIL WAR HISTORICAL NOTES The increasing tide of Croatian nationalism led to skyrocketing and overseas terrorism in 1976. Tito’s Serb-dominated government suppressed the Croatians sharply. What he died, the Croatians declared an independent Croatian Socialist Republic with capital of Zagreb, and worked furiously at the UN and elsewhere for recognition. The Serbs resisted the superpowers, surprised, exchanged warnings. The Yugoslav Army fragmented, with units declaring loyalty either way or dissolving through desertion. 1st Armored and Second Infantry Divisions were on maneuvers around Zagreb, and as they fought, the superpowers planned intervention — but on whose side?

[21.41] Yugoslav Initial Order of Battle Place a unit of the specified type in each hex listed. I-8: 0621, 0920, 0923, 1513, 1811, 1813, 2204, 2503, 2605, 2816, 3016, 3018. M-12: 2206, 2404, 2417, 2419, 2607, 2620. T-12: 1716, 2406, 2618. 3-8-1/1: 2408. 3-1-1-1: 2421. 3-1-1-1: 2201. 3-2-2/1-4: 2704. 3-1-7/1-9: 0821, 3215.

[21.42] NATO Initial Order of Battle None.

[21.43] Soviet Initial Order of Battle None.

[21.44] Yugoslav Reinforcement Schedule 21.45 NATO Reinforcement Schedule Available for Paradrop: (P-49). These units enter anywhere on the west map-edge. Turn Five: (C-12), (1-2-7/2-12), (2-3-2/2-301). Turn Six: (I-83), (I-2-5-1-91). Turn Seven: (T-12), (M-12), (2-1-7/2-12).

[21.46] Yugoslav Reinforcement Schedule Available for Paradrop: (P-49). These units enter anywhere on the east map-edge. Turn Six: (T-12), (M-12), (3-1-7/1-91), (4-8-1-91).

[21.47] Ground Support Schedule/Scenario Length Scenario Length is 12 Game-Turns. Turn 1-4: None: 5-7: D; 8-10: E; 11-12: G

[21.48] Special Rules 1. The Serbian Player is the First Player. Before Game-Turn One a die is rolled for each Yugoslav unit. 1, 2, or 3 gives that unit to the Serbian Player, 4 or 5 gives it to the Croatian Player. 6 eliminates
the unit. (Serbian and Croatian units may be told apart by facing them in opposite directions.)
2. On Game-Turn One no unit has a Zone of Control and no unit may attack. (This represents a period of confusion and reorganization.)
3. At the start of Game-Turn Three a die is rolled to determine NATO and Soviet alliance. 1, 2, or 3 means the NATO units are controlled by the Serbian Player and the Soviet units controlled by the Croatian. 4, 5, or 6 means the opposite.
4. Rules 15.11 and 15.12 apply to Serbian and Serbian-allied units. Croatian and Croatian-allied units defending in Zagreb hexes receive a benefit of "Shift 4" due to general civilian uprising.
5. The Serbian Player is the first Player.

[21.49] Victory Conditions
The Player controlling more Zagreb hexes (see 21.19) at the end of the game wins. No path to a Friendly map-edge need be traced.

[22.0] THE ARMIES

COMMENTARY:
This information is provided for historical interest and to help you in constructing your own scenarios. The approximate average strengths of the units are given, along with artillery calibers.

CASES:

[22.1]  SOVIET ORGANIZATION

Tank Division: (4-2-12T)3, (1-2-12M)3, (5-1-7/1-9)1, (4-0-8/1-9)1.

Motorized Rifle Division: (3-2-12M)3, (1-2-12M)6, (3-1-7/1-9)1, (4-0-8/1-9)1. (One regiment is more heavily reinforced by divisional tank elements.)

Parachute Division: (2-2-4P)9.

Artillery Division: (5-1-7/1-9)3.

[22.2] AMERICAN ORGANIZATION

Armored or Mechanized Division: (3-2-12T)4-6, (2-3-12M)4-6, (3-3-12M)1, (1-2-7/2-12)3, (2-1-7/1-12)1.

Infantry Division: (3-2-12T)2, (2-2-8)1, (3-3-12M)1, (1-2-5/1-9)3, (2-2-7/1-9)1.

Airborne Division: (2-2-4P)9, (1-1-9)1, (1-2-5/1-9)3, (2-3-2/2-30)2. (All units can paratroop normally.)

Armored Cavalry Regiment: (3-3-12C)3, (1-2-7/2-12)1, (2-3-2/2-30)1.

[22.3] ITALIAN ORGANIZATION

Armored Division: (2-2-12T)5, (1-2-12M)4, (2-2-7/2-12)1.

Infantry Division: (2-2-12T)1, (1-2-12M)2, (2-2-8)1, (2-2-7/1-9)1.

Mountain Brigade: (1-2-8)3-4, (1-2-5/1-9)1.

Parachute Brigade: (2-2-4P)2-3, (1-2-5/1-9)1.

[22.4] YUGOSLAV ORGANIZATION

Armored Division: (3-2-12T)2, (1-2-12M)3-6, (3-1-7/1-9)1, (3-0-8/1-9)1.

Infantry Division: (3-2-12T)1 or (2-1-12T)1, (1-2-8)1-12, (3-1-7/1-9)1, (3-3-7/1-9)1 or (3-3-5/1-9)1.

Infantry Brigade: (1-2-8)3, (1-2-5/1-9)1.

Mountain Brigade: (2-2-4P)3-4, (3-2-2/1-4)1.

[22.5] HUNGARIAN ORGANIZATION

(Soviet Ally)

Tank Division: (3-2-12T)3, (1-2-12M)3, (3-1-7/1-9)1, (4-0-8/1-9)1.

Motorized Rifle Division: (1-2-12M)9, (3-1-7/1-9)1, (4-0-8/1-9)1.

[22.6] ARTILLERY CALIBERS

Soviet: 3-1-7/1-9: 122mm; 5-1-7/1-9: 152mm; 3-1-11/1-9: 130mm; 7-2-7/1-9: 203mm; 4-0-8/1-9: 122mm rocket; 4-1-8/1-9: 200mm rocket.

NATO: 1-2-7/2-12: 155mm; 2-1-7/1-12: 203mm; 2-1-3/1-12: 175mm; 1-2-5/1-9: 2-2-7/1-9 or 2-12: mixed 155mm/203mm.

Yugoslav: 3-3-7/1-9: US-built 155mm; 3-3-5/1-9: US-built 105mm; 3-0-8/1-9: 130mm rocket; 3-2-2/1-4: 120mm mortar (goat-pulled).

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