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

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

[2.0] GAME EQUIPMENT
[2.1] THE GAME MAP
Each of the 22”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 Untriad Units.

[2.3.1] How to Read the Units

Non-Artillery Unit

Unit Designation: Unit Type

<table>
<thead>
<tr>
<th>Attack Strength</th>
<th>Movement Allowance</th>
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<table>
<thead>
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<th>Defense Strength</th>
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Artillery Unit

Unit Designation: Unit Type

<table>
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<table>
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[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: Quadrigrame

<table>
<thead>
<tr>
<th>Game Map</th>
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Customer Service
Simulations Publications, Inc.
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 strength 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 in 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 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 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 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 Enemy 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 units, 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 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 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

DI, 2, or 3 = 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.

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.

[7.71] In retracting 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 retracting unit may not cross a prohibited hexside (see Terrain Effects Chart).

[7.73] Where possible a retracting unit must retreat into and through vacant hexes. If no other route is available, the retracting 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 retracting 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 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.
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.
## MODERN BATTLES II
### CHARTS & TABLES

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

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**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)

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

<table>
<thead>
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<th>Period</th>
<th>A</th>
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<th>C</th>
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<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.

### 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 side</td>
</tr>
</tbody>
</table>

**Terrain (Games)**

- Road (B,Y,D,J) ½ MP; negates effect on other terrain in hex if entered through road hex-side
- Town (B,Y,D,J) 1 MP
- City (B,D,J) 3 MP Shift 3; J map hex 3012 (Old City) Shift 4
- Lake, Sea (D,J) May not cross Not allowed
- DMZ (D) 3 MP Shift 1 in addition to other shifts
- Stream (D) +1 MP No Effect
- River (B,Y,D,J) See Section 12.0
- Bridge (B,J) No additional MP Shift 1
- Border No Effect No Effect

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

<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>Br</td>
<td>Ex</td>
<td>Ax</td>
<td>D2</td>
<td>D3</td>
<td>D3</td>
<td>D3</td>
<td>D2</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>D3</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>Ax</td>
<td>D2</td>
<td>D3</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>D3</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

<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>D1</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>D4</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>D2</td>
<td>D3</td>
<td>D3</td>
<td>D3</td>
<td>D4</td>
</tr>
<tr>
<td>5</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>
<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 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 7.1). Units may not retreat across prohibited hexes (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.
Yugoslavia
The Battles for Zagreb, 1979
EXCLUSIVE RULES

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12.0 RIVER CROSSINGS
12.1 Movement
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16.1 Special Characteristics
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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 Croats, Yugoslav’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.

[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.

[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.

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 ½ Movement Point to enter the map, the second 1 MP, the third 1½ 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)3-2301, with die roll of 5, means three Mechanized units with Movement Allowance of 12 may enter on hex 2301 on Game-Turn Eight.
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. Exited 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 defenses 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 9 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 road hexside. 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 available to each Player is not fixed by the Scenario Instructions. Instead, each Scenario lists each Game-Turn by one of seven letter-codes. At the end of each Movement Phase, the Phasing Player rolls a die and consults the Ground Support Table. The result is 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 paradropped. A parachute 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 parachute. He places up to three parachute units which have not previously been paradropped 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 paradropping unit. A roll of 1 or 2 if the unit is dropping into Clear terrain, or 1 through 5 if into Rough or Broken means the unit scatters. A die is rolled again for each scattering unit. A result of 1 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 FP 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 FP or Ground Support FP of an allied nationality. Exception: American and Italian FP may support each other's units, and NATO Ground Support FP may support both.
[20.12] If two units of allied nationalities are attacked in one combat (see Case 7.23) FP and Ground Support FP of both nationalities may be added. FP 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 setup 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), (3-2-1-2)43, (3-2-1-2)52, (3-2-1-2)73, (3-1-1)3. 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, (3-1-1-1)92, (4-4-0-1)92. 35th Guards and 102nd Guards Motorized Rifle Divisions.

These units enter anywhere on the south map-edge. Turn Three: (T-12), (M-12)6, (3-1-1-1)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), (1-2-7-2)12, (2-3-2-2)30. 2nd Cavalry Regiment.

Turn Six: Variable: (T-12), (M-12)2, (1-2-7-2)12, 1st Brigade, 8th Mechanized Division.

Turn Eight: Variable: (T-12), (M-12)3, (1-2-7-2)12, (2-1-7-1)12, (2-1-3-1)12. 2nd
[21.16] Soviet Reinforcement Schedule
Available for Paradrop: (P-49). 103rd Guards parachute Division.
Turn Four: (T-12), (M-123), (5-1-7-1/91), (4-0-8-1/91). 7th Tank Division — enter on east map-edge between 3907 and 3921 inclusive.

Scenario Length is 16 Game-Turns. Turn 1-4: D; 5-7: E; 8-10: F; 11-12: G

[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 Yugoslav). If neither Player has exclusive control of any Zagreb hex or no Player can trace a clear path to his map-edge, then 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.

[21.20] RELIEF COLUMN
HISTORICAL NOTES
After taking Zagreb, the Soviets paused to mop up. A large Yugoslav pocket in the mountains north of Zagreb was being compressed, but the guerrillas were still active in the hills, on the roads, and in the city. Then the dormant NATO army swung eastward from Ljubljana and Trieste, catching the Soviets strung out and weak.

[21.21] Yugoslav Initial Order of Battle
Place a unit of the specified type in each hex listed.
T-12: 1705.
3-2-2/1-4: 1805.
3-3-7/1-9: 1605.
[21.22] NATO Initial Order of Battle
P-4: 1706.

[21.23] Soviet Initial Order of Battle
M-12: 0209, 0223, 0410, 0522, 0611, 0619, 0713, 0715, 0717, 1203, 1206, 1309, 1609, 1711, 1713, 1909, 1912, 2108.
T-12: 1413, 1512, 1614.
P-4: 1502, 1801, 2103, 2205.
3-1-7/1-9: 0725, 0907, 2210.
4-4-8/1-9: 0709, 1913, 2408.
7-2-7/1-9: 0909.
5-3-7/1-9: 1613.

[21.24] Yugoslav Reinforcement Schedule
None.

[21.25] NATO Reinforcement Schedule
These units enter on the west map-edge between 0111 and 0122.

Turn One: (T-12), (M-126), (C-121), (1-7-2/2-123), (2-7-1-121).

Turn Four: (T-12), (1-123), (2-3-2-2-301), (1-2-7-1-121), (1-83), (1-2-5-1-91).

[21.26] Soviet Reinforcement Schedule
Available for Paradrop: (P-43).

Turn Three/Variable: (M-123) — enter on hex 1101.

[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. 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 any of 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 or greater: Marginal Victory (inconclusive)
1-0 or greater: Draw

[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-126), (C-121), (1-2-7-2-123), (2-7-1-121).

[21.35] Yugoslav Reinforcement Schedule
Available for Paradrop: (P-41).

These units enter anywhere on the west map-edge. Turn Eleven/Variable: (C-123), (1-2-7-2-123), (2-3-2-2-301). Turn Twelve/Variable: (I-83), (1-2-5-1-91).
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 Player. 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, (1-2-12M)6, (3-1-7-1/9)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, (3-3-12M)4-6, (3-3-12M)1, (1-2-7-2-12)3, (1-2-7/1-9)1.

Infantry Division: (3-2-12T)2, (2-2-81)8, (3-3-12M)1, (1-2-5-1/9)3, (2-2-7/1-9)1.

Airborne Division: (2-2-4P)9, (1-1-9C)1, (1-2-5-1/9)3, (2-2-2-3)0. (All units canPara drop normally.)

Armored Cavalry Regiment: (3-3-12C)3, (1-2-7-2-12)1, (2-2-2-3)0.

[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, (1-2-8)6, (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)9-12, (1-2-7-1/9)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: (2-2-12M)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).

DESIGN CREDITS

Game Design: Phil Kosnett


Game Development: James F. Dunnigan, Phil Kosnett

Production: Manfred F. Milikahn, Larry Catalani, Kate Higgins, Stephanie Mauer, Bob Ryer
### Battle for JERUSALEM

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