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

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

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

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

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

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

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

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

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

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<table>
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<tr>
<th>Unit Size</th>
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</thead>
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Artillery Unit

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Barrage Strength

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Unit Types

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</tr>
<tr>
<td>Artillery</td>
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</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)** is the relative ability of an Artillery unit to add to the Defense Strength of Friendly units, and is expressed in terms of FPF Strength Points.

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

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

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

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

If any of these parts are missing or damaged, please write:
Customer Service
Simulations Publications, Inc.
44 East 23rd Street,
New York, New York 10010

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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 pieces 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 their respective Initial Deployment Charts. These charts tell the strengths of each unit which is in play (on the map) during the First Game-Turn. Unit values are listed as follows: Attack Strength - Defense Strength - Movement Allowance. For artillery units: 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 govern the sequence. 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 Mulden and Wurzburg this Phase is used to implement the Nuclear Weapons Rules. In Chinese Farm and Gelaun this Phase is used to implement the SAM Suppression Rules.

2. FIRST PLAYER-TURN
   A. Movement Phase: The Phasing Player may move all, some or none of his units as he desires within the limits and restrictions of the rules of Movement, Zones of Control, Terrain Effects and Exclusive Rules of the game. The Phasing Player may bring Reinforcements onto the map as allowed by his Reinforcement Schedule and the Reinforcement Rules. The non-Phasing Player may not move his units.
   B. Combat Phase: The Phasing Player uses his units to attack the non-Phasing Player's units. The Phasing Player may order his attacks in any order he desires. Each attack follows the subsequence following where appropriate.

[5.0] MOVEMENT
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: Movement is done one at a time, tracing a path of contiguous hexes through the hex grid. 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 still-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
[6.31] 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.
[6.32] Units do not pay any additional Movement Points to enter an Enemy-controlled hex.
[6.33] 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.
[6.34] Zones of Control extend into all types of terrain hexes and across all types of terrain hexides (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 or being made in the Combat Phase. Example: If thirteen Strength Points were attacking a unit with four Strength Points in a town hex, the Combat Differential would be +9. Because the defender is in a town hex, before resolving the attack, the attacker shifts two columns to the left (from the +5-6.1 column to the +4-5 column).

Having determined the proper column on the Active Combat Results Table (7.03), the attacker rolls the die. The result indicates a line which is cross-indexed with the proper column. The intersection of line and column yields a Combat Result. This should be immediately applied to the involved units, before going on to resolve any other combat. Separate combat may be resolved in any order that the attacker wishes, as long as all combat is 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 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 with more than one Enemy unit, it must attack all those adjacent 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 unity. 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 from which they are centered 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 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. Retreats may not take place across prohibited hexides (see Terrain Effects Chart).

A = Attacker Retreats one hex.
B = 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, 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 no exchanges take place if 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.

[7.7] HOW TO RETREAT

When the Combat Result requires a Player's units (be retreated, the Owning Player must immediately move those units the indicated number of hexes away from their current 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 neglect 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 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 obligated hexes, 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 the 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 vacant hexes behind it called the Path of Retreat or Retreat Path (this includes hexes vacated pursuant to 7.75). Any or all Friendly victorious units which participated in the combat and were adjacent to the retreated unit are allowed to advance along the Enemy Path of Retreat.
[7.92] 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 remain adjacent and move attacked in that Phase (see 7.14), even if their advance replaces 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 retarded 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 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.
### [7.63] Active Combat Results Table

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

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>-7</th>
<th>-6,5</th>
<th>-4,3</th>
<th>-2</th>
<th>-1</th>
<th>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>D2</td>
<td>D3</td>
<td>D3</td>
<td>D3</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>A1</td>
<td>D2</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>A1</td>
<td>Br</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>Ae</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>Ex</td>
<td>D3</td>
<td>D3</td>
</tr>
<tr>
<td>6</td>
<td>Ae</td>
<td>Ae</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>Ex</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 Roll</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>D4</td>
<td>De</td>
</tr>
<tr>
<td>2</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>Br</td>
<td>D1</td>
<td>D1</td>
<td>D2</td>
<td>D2</td>
<td>D3</td>
<td>D3</td>
<td>D4</td>
</tr>
<tr>
<td>3</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>Br</td>
<td>D1</td>
<td>D1</td>
<td>D2</td>
<td>D2</td>
<td>D3</td>
<td>D3</td>
</tr>
<tr>
<td>4</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>A1</td>
<td>Br</td>
<td>Br</td>
<td>D1</td>
<td>D1</td>
<td>D2</td>
<td>D2</td>
<td>D3</td>
</tr>
<tr>
<td>5</td>
<td>Ae</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>D2</td>
<td>D1</td>
</tr>
<tr>
<td>6</td>
<td>Ae</td>
<td>Ae</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>D1</td>
</tr>
</tbody>
</table>

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

### [5.4] Terrain Effects Chart

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

<table>
<thead>
<tr>
<th>Terrain</th>
<th>Movement Points (MP) to Enter (or Cross)</th>
<th>Effect on Combat</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear Hex</td>
<td>1 MP</td>
<td>No effect</td>
</tr>
<tr>
<td>Mixed Hex</td>
<td>2 MP</td>
<td>No effect</td>
</tr>
<tr>
<td>Sand Hex</td>
<td>3 MP</td>
<td>No effect</td>
</tr>
<tr>
<td>Broken Hex</td>
<td>3 MP</td>
<td>Shift 2</td>
</tr>
<tr>
<td>Rough Hex</td>
<td>4 MP</td>
<td>Shift 3</td>
</tr>
<tr>
<td>Mountain Hex</td>
<td>6 MP</td>
<td>Shift 3</td>
</tr>
<tr>
<td>Woods Hex</td>
<td>2 MP</td>
<td>Shift 2</td>
</tr>
<tr>
<td>Grove Hex</td>
<td>2 MP</td>
<td>Shift 1</td>
</tr>
<tr>
<td>Trail Hex</td>
<td>1 MP; negates effect of other terrain in hex if entered through trail hexside</td>
<td>No effect; depends upon other terrain in hex</td>
</tr>
<tr>
<td>Road Hex</td>
<td>½ MP; negates effect of other terrain in hex if entered through road hexside</td>
<td>No effect; depends upon other terrain in hex</td>
</tr>
<tr>
<td>Town Hex</td>
<td>1 MP</td>
<td>Shift 2</td>
</tr>
<tr>
<td>Fortified Hex</td>
<td>No additional MP</td>
<td>Defender doubled in hex; Shift 3</td>
</tr>
<tr>
<td>Anti-Tank Ditch</td>
<td>2 MP additional</td>
<td>Shift 1</td>
</tr>
<tr>
<td>River/Canal Hexside</td>
<td>3 MP additional</td>
<td>Shift 2</td>
</tr>
<tr>
<td>Lake Hexside</td>
<td>May not cross</td>
<td>Not allowed</td>
</tr>
<tr>
<td>Escarpment Hexside</td>
<td>May only cross at road or trail hexsides</td>
<td>May only attack across road or trail hexsides</td>
</tr>
<tr>
<td>Bridge Hexside</td>
<td>No additional MP</td>
<td>Shift 1</td>
</tr>
</tbody>
</table>
[14.5] USE OF SAM SUPPRESSION TABLE
The Israeli Player totals the number of Ground Support Points allocated to the SAM target hex and rolls the die. He then compares the die roll to the SAM Suppression Table. The results are applied immediately. This must be done for each SAM unit under SAM Suppression attack.

[14.4] SAM SUPPRESSION TABLE

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

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

[13.3] SAM RESOLUTION TABLE

Number of Israeli Ground Support Points

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

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

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

[15.1] NUCLEAR WEAPONS CHART

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

[15.22] In order to detonate a Nuclear Weapon, find the proper Weapon Type column, and determine the hex in which the Weapon is to be detonated (the Impact Hex). Each unit within range is subject to attack on the Active Combat Results Table. Find the distance in hexes from the Impact Hex to the unit in question and cross-reference this to find the Combat Differential Column at which the unit is attacked.
QUADRIGAME
ERRATA
(as of 19 Sept. '76)

As a result of post-publication playtesting, the following errata and addenda have been assembled to clarify and correct the various errors and ambiguities in the game components of Blue & Gray, Modern Battles, Napoleon at War, Island War, Blue & Gray II, and Westwall. The errata follow the sequence of the various rules folders.

BLUE AND GRAY
Standard Rules
[9.01] CLARIFICATION A unit is doubled on defense as long as all adjacent attacking units attack across ford or bridge hexes. The participation of non-adjacent units has no effect on this. A unit being attacked solely by artillery is doubled as long as the line of sight of the artillery fire crosses a ford or bridge hexside, a creek hexside, or an impossible hex.

Antietam
[14.2] CORRECTION Rodes brigade should be deployed in hex 1214 (not 1114).
[17.2] OMISSION CONFEDERATE DECISIVE VICTORY: 1 to 1.5 or less.

Cemetery Hill
[15.31] CORRECTION All references to hex 2212 should be to hex 2212. All references to hex 2231 should be to hex 2230.
[15.52] CORRECTION All references to hex 2201 should be to hex 2101.

Chickamauga
[16.1] CORRECTION Either Player may exit his units from the map via hexes 0101 and 0111.
[17.31] CORRECTION The Confederates may not be able to trace a road from hex 0101 or 0111 for a Line of Communications.

MODERN BATTLES
Golan
[12.12] CLARIFICATION The additional Movement Point cost for the anti-tank ditch on Game-Turn 1 and 2 is not negated by roads and trails running through the hexside.
[20.12] CLARIFICATION The Israeli Player deploys his units first.
[20.13] CORRECTION Only 1 (3-5-8) should be included in the Syrian Reserve.

Mukden
[11.0] CORRECTION All references to mountain hexes should be to rough hexes. Note also that a unit with a Movement Allowance of four or less must expend two additional Movement Points to cross a river hexside.
[14.13] CLARIFICATION This is the only time during the Game-Turn that the Chinese Player may voluntarily create Guerrillas.
[14.14] ADDITION Guerrillas are also formed from Chinese units destroyed by nuclear weapons.
[16.21] CLARIFICATION City hexes are considered road hexes for purposes of supply.

[19.1] CLARIFICATION The effect of anti-tank units is computed at the instant of combat. Therefore, an anti-tank unit may be eliminated before that combat is resolved.

NAPOLeON AT WAR
Battle of Nations
[15.52] CORRECTION The following units should appear on Game-Turn Three on hex 2915 (not hex 0125): 11-4 (1Gd); 11-4 (2Gd).
The following units should appear on Game-Turn Twelve on hex 0108 (not hex 2901): 8-4 (21); 7-4 (24); 7-4 (26); 7-4 (27).

ISLAND WAR
Standard Rules
[5.13] CLARIFICATION During any Friendly Movement Phase a unit may always move one hex, regardless of the number of Movement Points it has to expend, except when prohibited from exiting a hex by the rules concerning Enemy Zones of Control.
[7.21] CLARIFICATION Barraging Artillery and/or Ground Support Points do not fulfill the requirement of attacking Enemy units in Friendly Zones of Control. However, when adjacent to an Enemy unit, Artillery units must still participate in an attack against an adjacent Enemy unit.
[7.62] OMISSION e = no result. All units remain in place.
[9.11] CLARIFICATION Ground Support Points may be used for Barrage and FP in the same Game-Turn.

Counter Mix (CLARIFICATION) in Leyte, all U.S. units are Army units. In Bloody Ridge, Okinawa, and Saipan the light green U.S. units are Marines: the dark olive units are Army units.

Leyte
[12.3] OMISSION If any hex of Henderson Field is occupied by a Japanese unit, the U.S. Player immediately loses his Ground Support Points. The Points are returned to the U.S. Player on the Game-Turn following that in which all the hexes of Henderson Field are reconquered by U.S. units.
[14.0] CORRECTION] The Japanese Player wins by occupying any two or more hexes of Henderson Field with any of his units at the end of any two consecutive Japanese Combat Phases.

[15.2] CLARIFICATION There are two Japanese units (1/230, 2/230) listed in the Scenario II Initial Deployment which are not listed on the Turn Record/Reinforcement Track, nor are they included in the counter mix. They should be included in the game, but not in the Initial Deployment for the Scenario. Instead, they appear as reinforcements on Game-Turn 21. Use any eliminated Japanese (2-2-10) infantry units or simply make them up from the blank counters.

[16.14] OMISSION The U.S. Player receives 5 Points for the occupation of each hex listed.
[18.1] CHANGE GAME-TURN TWO: Units scheduled to enter on (S) Beach hexes should instead enter on (E) Beach hexes.

Turn Records/Reinforcement Track (CORRECTION) Oct. 22: U.S. 5-5-5 enters on (E) Beach hexes are infantry units; Oct. 30: U.S. 5-5-5 is an infantry unit; Nov. 3: Japanese 4-6-5 should be "x 3".

Counter Mix (DELETION) U.S. 304 Artillery Battalion (2-3-5-1) does not appear in the game.

Map (OMISSION) The town of Limon is in hex 2503.

Okinawa
[12.2] CLARIFICATION U.S. units entering the game by invasion are simply placed in any vacant clear terrain coastal hex. Such units do not count towards the six unit U.S. limit outlined in (14.14), (18.12) CLARIFICATION The town of Yonabaru referred to in this deployment is composed of hexes 1912, 2012, and 2013. It should not be confused with another town also named Yonabaru, in hex 2310. The '1-2-5-1-6' unit deploying anywhere south of the Primary Line should be a '1-2-15-1-6'.
[18.22] CORRECTION The 2(1-1-0) units should be 2(1-1-10) units.

Saipan
[12.11] CORRECTION The second sentence should read: "One unit of any type may be taken for each remaining vacant Beachhead Marker during each Turn after the First Game-Turn."
[14.12] CLARIFICATION Note that all U.S. units must attack on Game-Turn One, because they begin their Combat Phase in Enemy Zones of Control.

BLUE & GRAY II
Hooker & Lee
[16.31] ERROR Correct exit hex number is 2101, not 2017.

FREDERICKSBURG
Map (CLARIFICATION) The hexside is treated as a stream hexside for all purposes (the break in the line indicates the extent of the Canal).

BATTLE OF THE WILDERNESS
[17.21] CLARIFICATION This case should be taken literally: Union units which begin the game in non-road/trail Forest hexes surrounded by Forest hexes may not move on the first day, except into an Enemy Zone of Control.

WESTWALL
Arnhem
[12.0] CLARIFICATION Highway Bridges are non-RR bridges over rivers. Canal Bridges are non-RR bridges over canals.
[18.22] ADDITION The German BrDf (2-2-7) must be placed in hex 2621.

Map (CLARIFICATION) Hексside 2120-2121 is a Canal Bridge for all purposes.

Bastogne
[15.17] AND [15.37] CLARIFICATION The Player with the highest Victory Point total at the end of the game wins.
MODERN BATTLES

Mukden
EXCLUSIVE RULES

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[12.0] REINFORCEMENTS

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

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

CASES:
[12.1] MOVEMENT OF REINFORCEMENTS
[12.11] Reinforcements are presumed to be poised adjacent to the map. When placed on the map, a Reinforcing unit expends Movement Points to enter the entry hex according to the Terrain Effects Chart. In almost all cases, the Reinforcements are entered onto a hex which has a road leading off the map; these units expend Movement Points at the road movement rate to enter the map.
[12.12] 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.
[12.13] As each unit enters the map, it will pay the cost for entering the entry hex, plus any additional cost for any hypothetical clear terrain hexes that it would have to traverse to reach the entry hex. If units are entering on a road hex, they are considered to be moving through hypothetical road hexes until they reach the map. Example: The lead unit in the column would pay 1 Movement Point to enter the map, the second unit would pay 1 Movement Point to enter the map, the third, 1 1/2 Movement Points, etc.
[12.14] 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.

[12.2] RESTRICTIONS
[12.21] 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).
[12.22] If, and only if, a scheduled entry hex is occupied by an Enemy unit (or a Friendly unit in an Enemy Zone of Control), the Reinforcing unit may enter the nearest unblocked mapedge hex to the scheduled hex, in the direction of the nearest Friendly unit.
[12.23] A Player may deliberately withhold Reinforcements from Game-Turn to Game-Turn, bringing them into play (if at all) on some later Turn.
[12.24] Regardless of whether a Reinforcement is brought into play on its scheduled Turn, it must appear in its scheduled hex or alternate (see 12.22).
[12.25] 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.

[13.0] 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:
[13.1] RESTRICTIONS
[13.11] Once a unit exits the map it may not return.
[13.12] Exit units are not considered eliminated (but see Case 13.13) and are kept separated from eliminated units.
[13.13] A unit may not exit the map as a result of combat. If it does so then it is eliminated. Units may only exit the map during the Owning Player’s Movement Phase.

[14.0] GUERRILLAS

COMMENTARY:
The Chinese have oriented much of their military doctrine towards guerrilla warfare. Most Chinese units, especially the Militia, have a strong guerrilla function.

[14.1] GUERRILLA UNIT CREATION
[14.11] Guerrilla units are represented by inverted Chinese units. Guerrilla units have Attack Strengths and Movement Allowances of zero, and a Defense Strength of two, regardless of what their strength was before they were inverted.
[14.12] Guerrilla units may be created by inverting any Chinese Militia (1-1-3) or other infantry unit; They may be created as a result of combat, or voluntarily by the Chinese Player, even if in the Zone of Control of a Soviet unit.
[14.13] To voluntarily convert a Militia, regular Infantry or Paratroop unit to a Guerrilla unit, the Chinese Player announces he is doing so at the end of any Chinese Movement Phase. He then inverts any units he wishes to become Guerrillas. The conversion to guerrilla status is permanent and cannot be reversed.
[14.14] Chinese units can also become Guerrillas automatically as a result of combat. Whenever a Chinese Militia, regular Infantry or Paratroop unit is destroyed as a result of combat and it is not surrounded by Soviet units or Zones of Control, it is not destroyed, but rather it remains in the hex it occupied and is inverted, becoming a Guerrilla unit.

[14.2] GUERRILLA UNITS EFFECT ON COMBAT
[14.21] Guerrilla units attacked by Soviet units, which are not surrounded by Soviet units or Zones of Control, are effected only by Combat Results of D and Ex. All other results have no effect. Guerrilla units surrounded by Soviet units or Zones of Control are unaffected by D1 or D2

[11.0] TERRAIN MODIFICATIONS
In all Scenarios, all units with a Movement Allowance of four or less may treat all woods, mountain, and grove hexes as clear terrain, for movement purposes only. They also expend one Movement Point to cross Road Hexes.
Results. Soviet units attacking Guerrilla units in any situation are subject to all Combat Results.

[14.22] Guerrilla units do not exert a Zone of Control. They do, however, exert a Zone of Delay into all adjacent hexes. For Soviet units to enter a hex in a Zone of Delay requires the expenditure of two additional Movement Points. This effect is cumulative. If a hex is in the Zone of Delay of more than one Guerrilla unit, Soviet units may not retreat into a Zone of Delay hex, nor may they trace supply through such hexes. Zones of Delay have no other effects. Soviet units may not enter a hex containing a Guerrilla unit.

[14.23] Guerrilla units receive the benefits of terrain in combat in the same manner as regular units.

[15.0] COMBAT RESULTS

TABLE SELECTION

GENERAL RULE:
After the odds have been computed for an attack, but before the Defending Player has committed his FPF artillery and aircraft, the Attacking Player must announce whether this particular attack will be resolved on the Active Combat Results Table or the Mobile Combat Results Table. The attacker always has a choice of which CRT to use in a particular attack. He may use different CRT’s in each different attack in any particular Turn. He is never compelled to use any one CRT and always has full choice as to which one he will use.

[16.0] SUPPLY

GENERAL RULE:
On the plains of Manchuria, logistics are a vital consideration, even in small-scale actions. Supply effects a unit’s ability to move and to fight. Units are said to be either supplied or “unsupplied” for movement and attack. The state of supply is dependent on the unit’s tracing an uninterrupted route to a supply source.

[16.1] SUPPLY PROCEDURE

[16.11] Units trace Supply to Supply Sources by counting hexagons through the hexagonal grid. Supply state for movement purposes is determined at the start of the Phasing Player’s Movement Phase, and holds for that unit for the entire Movement Phase. A unit which is judged unsupplied is unsupplied for the entire Movement Phase, even if at some point in its movement the unit may reach a position where it could trace supply. A unit judged to be in supply at the start of the Movement Phase is supplied for the entire Movement Phase, even if it moves out of supply.

[16.12] Supplies for combat is determined in the same manner, but it is determined at the start of the Phasing Player’s Combat Phase, and holds for that unit for the entire Combat Phase following.

[16.2] SOVIET SUPPLY

[16.21] The Soviet Supply Sources are the road hexes on the north edge of the map, namely hexes 1201, 2001, 2401 and 2501. To be in supply, a Soviet unit must trace a supply line, of which no more than eleven hexes may be non-road hexes, to one of these Supply Sources. The supply line may consist of any number of road hexes.

[16.22] The Soviet Player may not trace his supply line through hexes containing Chinese units, Zones of Control, or Zones of Delay.

[16.23] All Soviet units, except Paratroop units, not in supply have their Attack Strength reduced by 50% (losing fractions) and their Movement Allowance reduced to six.

[16.24] Soviet Paratroop units are always considered in supply (by airdrop) and are not subject to any of the above restrictions.


[16.3] CHINESE SUPPLY

[16.31] The Chinese Supply Sources are: Any city hex, any hex on the south edge of the map, and any hex on the east or west edges of the map south of the Hun-Ho River. To be in supply, a Chinese unit must trace a supply line of any length to one of these Supply Sources.

[16.32] The Chinese Player may not trace his supply route through hexes containing Soviet units or Zones of Control.

[16.33] Chinese Artillery, Anti-Tank (0-2-9), Armored and Armored Cavalry (2-3-9) units not in supply have their Movement Allowance and Attack Strength reduced by 50% (losing fractions). All other unsupplied Chinese units have their Attack Strength reduced by one.

[16.34] Chinese Guerrilla units (units functioning as Guerrillas) and the Gunboat unit are always considered in supply and are not subject to the above restrictions.


[17.0] PARATROOPs

COMMENTARY:
The Soviets maintain the world’s largest airborne force, to compensate for their weakness in airborne units. Soviet combat doctrine emphasizes both the strategic and tactical role of paratroops, especially in blocking retreat routes, and securing vital objectives.

[17.1] USE OF PARATROOPs

[17.11] The Soviet Player may airdrop his three Paratroop units only before his Movement Phase on Game-Turn One. It is assumed to be the only time transport aircraft are available.

[17.12] Before the Soviet Player moves any other units on Game-Turn One, he places each of his three Paratroop units on the hex he wishes it to land on. Paratroop units may land on any hex on the mappsheet, except for hexes containing Chinese units or grove hexes.

[17.13] After the Soviet Player has placed each Paratroop unit in its designated landing hex, he rolls the die for each Paratroop unit. A die roll of 1 or 2, if the Paratroop unit is landing on a clear terrain hex, or a die roll of 1, 2, 3, 4 or 5 on any other type of hex, means that the Paratroop unit has scattered. Once a unit is determined to have scattered, the die is rolled again for each scattering unit. A die roll of 1 means the Paratroop unit lands in the hex directly north of its originally intended landing hex, as a result of scattering. A die roll of 2 means the unit scatters to the next hex to the right (clockwise) of the hex directly north of the landing hex, and so on.

[17.14] If, due to scattering, a Paratroop unit ends up overstacked or in a grove hex, it is destroyed. If a Paratroop unit ends up in a Chinese Zone of Control, it must attack the Chinese unit it is adjacent to during the subsequent Soviet Combat Phase. If, due to scattering, a Soviet Paratroop unit lands in the same hex as a Chinese unit, it must attack immediately, before any more Paratroop dropping or movement is resolved. The Soviet Player may not use Ground Support Points to aid this sort of attack. The attack is resolved normally, according to usual combat procedures, except that if the Paratroop unit is forced to retreat, it is destroyed instead.

[17.15] Paratroop units may not move, except as a result of scattering or combat, on the Game-Turn in which they land.

[18.0] GUNBOATS

GENERAL RULE:
The Chinese Gunboat unit serves a unique role in the game. This unit represents a flotilla of gunboats, one of many used by the Chinese to provide mobile artillery. The Gunboat unit always moves along major river hexides. The Gunboat unit is physically placed on the hex-grid within a hex with the bow of the gunboat silhouette pointed to the river hexide that the unit is located in. Therefore, the Gunboat unit, although located, theoretically, in the river hexide, occupies a hex adjacent to the river hexide it is in.

[18.1] MOVEMENT

[18.11] The Gunboat Movement Allowance is equal to 45 Movement Points. It expends 1 Movement Point per major river hexide entered, regardless of the terrain within the adjacent hexes. The Gunboat unit may only move along major river hexides.

[18.12] No Chinese unit may be stacked with the Gunboat unit.

[18.13] The Gunboat unit exerts a full, normal Zone of Control from the hex it has been placed in. It is affected by Enemy Zones of Control which effect the hex the Gunboat unit has been placed in, in the same manner as regular Artillery units.

[18.2] COMBAT

The Gunboat unit is treated, basically, like any other Artillery unit. Its Defense Strength of two remains unchanged, regardless of the terrain occupied by the Gunboat unit. The Gunboat unit is not affected by any Combat Results except Ae, De and Ex. Any other Results are considered to have no effect.

[19.0] ANTI-TANK UNITS

COMMENTARY:
Only the Chinese Player has Anti-Tank units. These are massed groups of anti-tank guns employed much as the Soviets used them at Kursk. This proved a successful tactic in one of the Sino-Soviet border clashes.

[19.1] EFFECT OF ANTI-TANK UNITS ON COMBAT

Anti-Tank units have an Attack Strength of zero and cannot participate or aid in any attack. Any Soviet Armor (not Armored Infantry) units attacking a hex containing or adjacent to an Anti-Tank unit have their Attack Strength halved (losing fractions) in addition to any normal adjustments of Combat Odds.

[19.2] EFFECT OF ZONES OF CONTROL ANTI-TANK UNITS

Anti-Tank units in an Enemy Zone of Control are not required to attack an adjacent Enemy unit. They may not move out of an Enemy Zone of Control, however. They may not voluntarily enter an Enemy controlled hex.
[20.0] NUCLEAR WEAPONS  
[Optional Rule]  

GENERAL RULE:  
Only the Soviet Player may use Nuclear Weapons. He may only use them during the "Battle for Asia" Scenario. The use of Nuclear Weapons is a two Game-Turn procedure, involving plotting and detonation.  

PROCEDURE:  
During the Special Weapons InterPhase, the Soviet Player writes down (plots) the hex number(s) and weapon size(s) of Nuclear Attacks to be made in the subsequent Game-Turn's Special Weapons InterPhase. After plotting, the Soviet Player detonates Nuclear Attacks plotted in the previous Game-Turn. These Attacks are made in any order that the Soviet Player wishes, one at a time. All effects of one Nuclear Attack are applied immediately before proceeding to other Nuclear Attacks.  

CASES:  
[20.1] NUCLEAR WEAPONS CHART  
(see separate sheet)  
[20.2] HOW TO USE  
THE NUCLEAR WEAPONS CHART  
[20.21] The Weapon Type identifies the yield of the Nuclear Weapon in thousands of tons of TNT. Soviet Available shows the number of each type of weapon the Soviet Player may use throughout the Battle for Asia Scenario.  
[20.22] 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.  

[20.3] EFFECTS OF NUCLEAR WEAPONS  
[20.31] 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 the 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.  
[20.32] 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 Special Weapons InterPhase.  

[20.4] RESTRICTIONS  
[20.41] The Soviet Player may not plot or detonate more than three Nuclear Weapons in a single Special Weapons InterPhase.  
[20.42] The Soviet Player may not make more Nuclear Attacks in the course of the game than he has Weapons shown on the Nuclear Weapons Chart.  
[20.43] The Soviet Player may not 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 +2 differential). The Soviet Player must attack those Friendly units at +2 on the Active Combat Results Table.  
[20.44] If the Soviet 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 reploted or reused on subsequent Game-Turns.  
[20.46] Nuclear Attacks have unlimited Range; they may be plotted anywhere on the map within the above restrictions.  
[20.47] For each Soviet Nuclear Weapon used, the Soviet Victory Conditions are increased by one unit. For example, if the Soviets use two Nuclear Weapons, they would have to have eight units or more units in supply south of the Sha-Ho to meet the Victory Conditions of the first Scenario (21.18). For Victory purposes, the 50kt Weapon counts as two weapons.  
[20.48] Those Nuclear Weapons marked with an asterisk (*) on the Nuclear Weapons Chart may not be used in Mukden.  

[21.0] SCENARIOS: HOW TO SET UP AND PLAY THE GAME  

GENERAL RULE:  
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 hexes; Special Rules in effect for that particular Scenario; the length (in Game-Turns) of the Scenario; and the special Victory Conditions of that Scenario.  

[21.1] BASIC SCENARIO  
THE BATTLE FOR ASIA  
[21.11] HISTORICAL NOTES  
This Scenario postulates a Soviet breakthrough of the Chinese frontier defenses and a drive deep into the industrial heart of Manchuria. The Chinese have screened the vital city of Mukden (Shenyang) with a force of mobile and infantry units. A mobile Chinese counterforce force can come up. The Soviets seek not only to clear Mukden, but to continue their drive into China.  
[21.12] SOVIET INITIAL ORDER OF BATTLE  
All Soviet units enter from any road hex on the north edge of the mapboard (1201, 2001, 2401, 2501). The Soviets receive the following units:  
\[3-2-1, 3-2-2, 1\] \(\frac{1}{2} - 1-1\) \(\frac{1}{2} - 0-9\), \(3-3-2-1, 2\).  

[21.13] CHINESE INITIAL ORDER OF BATTLE  
The following Chinese units may be placed, during the initial set-up, anywhere on the map, except for the 0001 and 0002 hex rows, where no Chinese units may be placed in initial set-up. No Chinese unit may be converted to Guerrilla status during the initial set-up. The Gunboat Botilia must be deployed in accordance with the Gunboat Rules (18.0).  

[21.14] SOVIET REINFORCEMENT SCHEDULE  
Soviet Reinforcements arrive on hex 1201, 2001, 2401 or 2501.  

On Game-Turn Two:  
\[3\] \(\frac{3}{2} - 2-2, 2\) \(6-1-2\), \(1\) \(3-3-1-7\) \(1-9\), \(1\) \(4-0-8\) \(1-9\).  

On Game-Turn Three:  
\(1\) \(7-2-7\) \(1-9\), \(1\) \(3-1-1-1\) \(1-9\), \(1\) \(4-0-8\) \(1-9\), \(1\) \(3-1-7\) \(1-9\), \(3\) \(3-2-12\), \(6\) \(1-2\) \(1-2\), \(1\) \(4-1-8\) \(1-9\).  

Soviet Ground Support Points  
Game-Turns One through Eight: 10 each  
On Game-Turn Nine: 8  
Game-Turns Ten through Thirteen: 7 each.  

[21.15] CHINESE REINFORCEMENT SCHEDULE  
On Game-Turns Two through Four:  
Chinese Reinforcements may arrive on any hex of the city of Mukden not occupied by a Soviet unit or Zone of Control; any hex on the south edge of the map, and any hex on the east or west edges of the map south of the Hun-Ho River.  
On Game-Turns Five through Seven:  
Chinese Reinforcements arrive as Turns 2-4, except that no Chinese units may arrive in Mukden.  
On Game-Turn Eight:  
Chinese Reinforcements may only arrive on the south edge of the map, unless 25 or more hexes on the south edge of the map have been covered by Soviet units or Zones of Control. In this case, they may enter under the same conditions as the Game-Turn 5-7 Reinforcements.  
On Game-Turn Two: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10.  
On Game-Turn Three: 3, 2, 3-1, 2, 3, 4, 5, 2-7, 1-9.  
On Game-Turn Four: 3, 2, 3-1, 2, 3-1-7, 2, 2-9.  
On Game-Turn Five: 3, 2, 3, 2-9, 3-1-7, 1-9.  
On Game-Turn Six: 3, 2, 3-1, 2, 3, 2-9, 3-3-1-9.  
Game-Turn Eight: 3, 2, 3-1, 2, 3-3-1-9, 3-3-1-9, 3-3-1-9, 3-3-1-9, 3-3-1-9.  
Chinese Ground Support Points:  
On Game-Turn Eight: 8  
On Game-Turn Nine: 3.  

[21.16] SPECIAL RULES  
1.  
The Soviet Player is the First Player.  
2.  
The Chinese Player deploys his units first.  

[21.17] GAME LENGTH  
The Scenario length is 13 Game-Turns.  

[21.18] VICTORY CONDITIONS  
For the Soviet Player to win, he must, at the end of the game, have six or more units in supply south of the Sha-Ho River or have ten units in supply more than eight hexes south of the Hun-Ho River or have exited four Soviet units with a Movement Allowance of twelve from a road hex on the south edge of the mapboard (hexes 0033, 0333, and 2934) and have the appropriate exit hex in supply at the end of the game.  
For the Chinese Player to win, he must prevent the Soviet Player from accomplishing his Victory Conditions.  

[21.2] THE SIEGE OF MUKDEN  

[21.21] HISTORICAL NOTES  
Here Soviet objectives are more limited and they are simply concerned with taking Mukden, which the Chinese, of course, are defending. This Scenario postulates a non-nuclear invasion of China. It is possible that this invasion would not go well, although it would doubtlessly break through the frontier defenses. Here the Chinese have thrown an army into Mukden by river and rail, hoping to hold off until reinforcements arrive to counterattack. Here Mukden becomes a "Stalingrad" to a Russian who has not broken through as easily as he has hoped.
[21.22] SOVIET INITIAL ORDER OF BATTLE
Soviet units may be set up anywhere in hexrows 0004-0001, inclusive.
(3-4-2-12), (9-1-2-12), (3-3-2-12), (2-0-4-8-1-9), (1-5-1-7-1-9), (1-3-1-1-1-9), (1-7-2-7-1-9), (1-4-1-8-1-9).

[21.23] CHINESE INITIAL ORDER OF BATTLE
Units may be set up in any hex of the city of Mukden. The Gumun unit may be placed anywhere in accordance with the Gunman Rules (18.0).
(2-2-3), (3-3-3-5-1-9), (1-5-2-7-1-9), (1-5-3-5-2-45), (3-5-2-43), (1-3-2-3-1-9).

[21.24] SOVIET REINFORCEMENT SCHEDULE
Ground Support Points:
On Game-Turn One: 1
On Game-Turn Two: 2
On Game-Turn Three: 10
On Game-Turn Four: 4
On Game-Turn Five: 2
On Game-Turn Six: 2.

[21.25] CHINESE REINFORCEMENT SCHEDULE
The Chinese Player receives the following units on any hex of his choice, three or more hexes south of any Hun-Hohexes. An exception to this is the Chinese Militia units, which arrive on any hex of the city of Mukden not in Soviet Zone of Control or occupied by a Soviet unit.
On Game-Turn Two: 1(2-2-3), 1(1-1-3), 1(2-2-9).
On Game-Turn Three: 1(2-2-3), 1(3-3-5-1-9), 1(1-1-3).
On Game-Turn Four: 1(2-2-3), 1(2-3-9), 1(1-1-3).
On Game-Turn Five: 1(5-2-7-1-9), 1(3-2-4), 1(1-1-3).
On Game-Turn Six: 1(3-3-2-1-9), 1(1-1-3).
On Game-Turn Seven: 1(3-3-9), 1(1-1-3).
On Game-Turn Eight: 1(3-2-4), 1(3-2-1-9), 1(1-1-3).
On Game-Turn Nine: 1(3-2-4), 1(1-1-3).
On Game-Turn Ten: 1(1-1-3).

[21.26] SPECIAL RULE
The Soviet Player is the First Player.

[21.27] GAME LENGTH
The Scenario length is ten Game-Turns.

[21.28] VICTORY CONDITIONS
The Soviet Player wins if there are ten or less Chinese units in Mukden city at the end of the Soviet Player's Attack Phase on Game-Turn Ten. The Chinese Player wins if the Soviet Player does not fulfill his Victory Conditions.

[21.3] GUERRILLA
[21.31] HISTORICAL NOTES
This Scenario postulates a successful Soviet invasion of Manchuria, with the Chinese main forces being pushed back to Peking or beyond. Here Soviet garrison forces try to supress Chinese partisan activity attempting to interdict supplies and disrupt rear-area operations.

[21.32] SOVIET INITIAL ORDER OF BATTLE
Units may be set up in any road or city hex or in any hex adjacent to a road or city hex that is not adjacent to or containing a Chinese unit. (3-3-2-12), (6-2-12), (1-3-1-7-1-9), (1-4-0-8-1-9), (3-4-2-12).

[21.33] CHINESE INITIAL ORDER OF BATTLE
Units may be set up in any mountain hex; or in any hex adjacent to a mountain hex that does not contain a road. (1-3-1-3), (2-3-2-1-9).

[21.34] SOVIET REINFORCEMENT SCHEDULE
Soviet Ground Support Points:
On Game-Turn One through Ten: 5 each.

[21.35] CHINESE REINFORCEMENT SCHEDULE
The Chinese Player receives no Reinforcements in this Scenario.

[21.36] SPECIAL RULES
1. The Chinese Player is the First Player and sets up first.
2. A bridge may be destroyed by the Chinese Player at the end of a Turn if he has a unit adjacent to the bridge hexside and there is no Soviet unit adjacent to the same bridge hexside. Once a bridge is destroyed, it is treated as a normal river hexside.
3. For the transformation purposes, the map is deemed to be made up of nine roads, running as follows: 915 to 2911, 1518 to 2913, 1518 to 2934, 1518 to 1033, 0116 and 0815 to 0833, 0105 to 1112, 1201 to 1313, 2001 to 1612, 2501 to 1712. To interdict a road, the Chinese Player must have at least four units on or adjacent to hexes of this road at the end of the game.

[21.37] GAME LENGTH
The Scenario length is ten Game-Turns.

[21.38] VICTORY CONDITIONS
Victory in this Scenario is decided on Points. Each Player gets Points in a different manner. The Chinese Player receives the following Points at the end of the game:
10 Points for each Soviet unit destroyed.
8 Points for each airfield hex moved through at least once by a Chinese unit. Airfield hexes are: 1608, 0714, 1317, 1816, 2714, 2330.
5 Points for each bridge destroyed.
20 Points for each one of the nine roads interdicted by the Chinese Player at the end of the game.
The Soviet Player receives the following Points at the end of the game:
4 Points for each (1-1-3) unit destroyed.
8 Points for each (3-3-2-1-9) unit destroyed.
15 Points for each Guerrilla headquarters hex moved through during the game (each Guerrilla headquarters may be moved through only once per each game for victory purposes). Guerrilla headquarters hexes are: 2625, 2624, 2923, 2620, 2308, 2906.
At the end of the game, both Players total their Victory Points and compare the sums. If the sums are equal, the game is a draw. If one Player has a one (or more) to one superiority in Points, he has won a Marginal Victory. If one Player has a two (or more) to one superiority in Points, he has won a Subtractive Victory. If one Player has a four (or more) to superiority, he has scored an Overwhelming Victory.

[22.0] GAME NOTES
A war between the USSR and China would not only be a clash between ideologies, but between widely differing conceptions of strategy and tactics.

The Soviet army in Mukden is a hard-hitting maneuver army. It is well supplied with air and artillery support. In the first Scenario, they have paratroops to seize vital objectives. All the fuel and ammunition for their form of warfare must be carried from the USSR, hence the vulnerable Soviet supply line in the game. To succeed in Mukden, especially the first Scenario, the Soviet Player must duplicate the blitzkrieg tactics the Soviets learned from the Germans. He must not spread his forces too widely. If he does so, he will go nowhere. He must concentrate with air and artillery support on a sector of the Chinese front about three units wide, and blow it open. A few elimination and "D4" results will open a hole the Chinese cannot fill, due to their limited maneuverability. Then he must keep moving and drive on his objectives. He should not hold his armored spearheads back to mop up Chinese in the rear. He must use "keil und kessel" tactics, encircle and bypass resistance, and take the objective. Watch out for the Chinese counterattack in Scenario One, however. It can be decisive. In Scenario Two, the blitzkrieg grinds to a halt, but the basic concepts still apply. Attack where the Chinese are weak, isolate and mop up their strongpoints. Here, especially, the Soviets must rely on air and artillery to dig the Chinese out of the rubble. In the Third Scenario, the Soviets are on the defensive. Their superior mobility allows them to use part of their force as a mobile reserve against guerrilla attacks while other units attack headquarters. A static defense of bridges and airfields will almost certainly result in defeat. The guerrilla is a wily opponent, and to survive the Soviet Player must be both mobile and aggressive, while keeping an eye out for his supplies.

The Chinese Player must not think in terms of a conventional western-style defense or attack, although he can do this with great effect in the latter Turns of the First Scenario. The Chinese Player, in the First Scenario, must expend both distance and troops carefully, but he must remember that China is a big place and his resources are limited. If he fights too far forward, he will be defeated in detail by the Soviets. If, on the other hand, he gives up too much ground too early, the Soviets will be in defensive positions waiting for the reinforcements. He should try and infiltrate at least a proportion of his force into the Soviet rear. Use the Guerrilla rule wherever possible. The chance to leave a guerrilla unit on a Soviet supply line should not be passed up in any Scenario. In the First Scenario, he must simply delay and weaken the Soviets until his reinforcements come in to counterattack — just holding the line will not give the Chinese Player victory. The Second Scenario requires tenacious defensive fighting and judicious employment of reserves. He should try and pin the Soviets before they break into the city, thus channelling their advance. As in the First Scenario, the "specialized" units, such as the gunboat and anti-tank units, are most helpful. The Third Scenario is great fun for the Chinese Player, but he must balance off the troops assigned to various objectives with those needed for defense of his headquarters hexes.

Mukden is more than two armies fighting. It is a test between two rival traditions of tactics. If the Soviet Player cannot conduct a correct armored attack, he will win, while a properly done conventional - guerrilla operation will give the Chinese Player victory. The game lies in the interaction between the two.

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