The rules of the game(s) are organized in a modular format; i.e., semi-independent sections on specific aspects of game play. SIMULATIONS PUBLICATIONS INC., 34 E 22nd Street, New York, N.Y. 10010
The Modules

1. The Units

General Rule: Each half-inch square board playing piece represents a military unit or installation. The numbers and symbols on each "unit" give information as to the strength, mobility, size, national and type of organization represented. In most cases, standard contemporary military symbolism has been used. In different scenarios, however, the identity and the meaning of a given counter may change in order to adapt it to the era being game.

Identity Number: The most typical general counter-type is the ground combat unit. The diagram below gives the meaning of the various rankings:

- **United Type** (infantry)
  - **Number of Units:** 
  - **Mobility:** 
  - **Movement Allowance:**

Definition of Combat Strength: The relative attacking and defending strength of the unit expressed in terms of "strength-points." Type "A" units are considered to be "murderers," and their "strength-points" are equal to the number of enemy "battle-ready" units they can destroy in a single attack. The number of "strength-points" assigned to a given unit is not necessarily a true representation of its relative strength, but rather a convenient numerical equivalent of the unit's actual combat power. However, it is important to note that a unit's "strength-points" are a measure of its combat potential only and do not take into account such factors as terrain, weather, or other environmental conditions that may affect the outcome of a battle.

2. The Randomizer

How to Use the Randomizer: The four sets of counters (each set running from 1 to 10) constitute the Randomizer. A method of providing random choices for the generation of events. The other probability tables incorporated in the rules are also based on four sets of number-chips and places them in a square, wide-mouth container. Each time an attack is made (or a random number is otherwise required to be selected), the Attacking Player draws one sheet from the Randomizer and displays it to all Players.

After he takes the action indicated by the number, the Attacker returns the sheet to the container and shakes it slightly. Players should draw the number-chips quickly and should not feel around for one that they can identify by touch.

Note: Due to a typographical error, an underscore was omitted from the number "80" and number "89" chips, which is required in order that they can be distinguished from each other. We ask Players to mark these chips for themselves (in waterproof ink). The Kit will apologize for this inconvenience.

3. Terrain Effects

Terrain has become more decisive since the early days of World War II. Armies are so dependent on their wheeled transport that certain areas have become so far inaccessible to military forces that they form, as it were, a "no-man's land" to any powerful enemy. This is particularly true when this motorization is combined with rail movement.

The effects of terrain on combat have not changed that much: the high ground is still very much in favor. Terrain is divided into three basic types: Plain, Mountain, and Desert. Mountain and Desert units are not as well suited to the terrain as those in plains, and desert units are even less so. Desert or mountainous terrain covers thousands of square miles and it is inefficient to treat it as clear terrain, unless otherwise dictated by the scenario.

General Rule: The various terrain features on the map affect movement and combat. The effect on movement is usually in terms of causing units to expend a greater or lesser number of Movement Points in order to traverse a given hex. Combat effects usually take the form of multiplying or dividing the basic combat strength of the units involved.

*Terrain Notes: Most (but not all) of the terrain features will be found on the legend of Map Sheet #1. The Desert/Badlands terrain in Peacocks (W/P) is identical. Desert or Badlands (but not both simultaneously) are expected to be clear terrain, unless otherwise dictated by the scenario. Units pay the entry cost dictated by the worst terrain predominantly covering a hex, regardless of whether or not they paid the cost on the hex side. Units moving in on the highway, however, are considered to be on a road and gain the bonus. Units moving on the highway the highway entry costs regardless of any other terrain. Desert units which cover the hex side are traversed by the highway. The effects of terrain on air and naval units will be found in the air and naval modules.*

4. Ground Movement (G/M)

1. A Player calculates the effect of terrain on his units moving in most cases. The type of terrain which covers a hex is determined by the hex side which is being traversed. By a particular type of terrain if all or part of the length of the hex-side is covered by the terrain symbol. Exception: A desert or badlands is considered to be a road and/or railroad hex-side if it is crossed at any point by a road/train line.

2. If an ambiguous case should present itself, then the hex side should be considered as the type of terrain least favorable to the moving unit.

3. The Movement Point cost of traversing a given type of hex-side is called the entry-cost.

4. When moving along the coastline, units may only traverse those hex-sides crossed by coastlines. For a hex-side to be considered "sea" it must be completely covered by sea.

5. Air units are not affected by terrain with respect to movement.

6. Ground Combat Cases:

   a. A Player determines the defensive advantage terrain confers upon his units by noting what type of terrain symbol is contained within the hex in question. For combat purposes a hex is considered to be a given type of terrain if all or any part of it contains terrain feature's symbol. If only a very small part of the hex is covered by a terrain symbol it is still considered to be all of the hex since type of terrain most favorable to the defending units.

7. Terrain factors are cumulative up to the point of tripling the defensive Combat Strength of the defender, but not beyond.

*Terrain Notes: Most (but not all) of the terrain features will be found on the legend of Map Sheet #1. The Desert/Badlands terrain in Peacocks (W/P) is identical. Desert or Badlands (but not both simultaneously) are expected to be clear terrain, unless otherwise dictated by the scenario. Units pay the entry cost dictated by the worst terrain predominantly covering a hex, regardless of whether or not they paid the cost on the hex side. Units moving in on the highway, however, are considered to be on a road and gain the bonus. Units moving on the highway the highway entry costs regardless of any other terrain. Desert units which cover the hex side are traversed by the highway. The effects of terrain on air and naval units will be found in the air and naval modules.*

5. Terrain Effects Chart (Ground Units)

<table>
<thead>
<tr>
<th>Type of Terrain</th>
<th>Effect on Movement Points</th>
<th>Effect on Combat Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>Beach</td>
<td>- Normal</td>
<td>- Normal</td>
</tr>
<tr>
<td>Mountain</td>
<td>- Prohibited</td>
<td>- Doubled</td>
</tr>
<tr>
<td>Desert</td>
<td>- Normal</td>
<td>- Normal</td>
</tr>
<tr>
<td>Forest</td>
<td>- Normal</td>
<td>- Normal</td>
</tr>
<tr>
<td>River</td>
<td>- Normal</td>
<td>- Normal</td>
</tr>
<tr>
<td>Riverbank</td>
<td>- Normal</td>
<td>- Normal</td>
</tr>
<tr>
<td>Lake/Swamp</td>
<td>- Normal</td>
<td>- Normal</td>
</tr>
<tr>
<td>City</td>
<td>- Normal</td>
<td>- Normal</td>
</tr>
<tr>
<td>Primary Highway</td>
<td>- Normal</td>
<td>- Normal</td>
</tr>
<tr>
<td>Secondary Highway</td>
<td>- Normal</td>
<td>- Normal</td>
</tr>
</tbody>
</table>

*Notes: Units may not move through or attack through hex sides. Units are doubled on defense only if all attacking units are attacking from the same side. Units which are not attacked are potentially doubled but are not actually doubled. Armored units are never entitled to double strength. The above values are normal for terrain which is COMpletely covered by lake or sea.*
MOVENT

General Rules: During the Movement Phase of a Player Turn, the Player may move all, or none, of his units within the limits of his Individual Movement Allowance, without regard to any special restrictions placed upon him by terrain, sequence-of-play or specific rule limitations.

Procedure: Each unit-counter is moved individually. Basically, units expend one Movement Point for each clear terrain hex entered.

Causes:
1. During any one Movement Phase a player may move all, some or none of his units.
2. Each unit moved may be moved as little or as much as the Player desires within the limits of its particular Movement Allowance.
3. Units must follow the hexagon pattern when moving, tracing the path of movement through a line of connected hexes, moving in any direction or combination of directions.
4. Players may only move their own units. When a given Player is moving his units, other Players may not move their units.

WEATHER

General Rule: The Weather Module applies only to Late Modern Scenarios. The map is divided (like the field) into eight Weather Zones which are titled according to the province to which each hex belongs. The categories are, for example, "Weather Zone DEF." Weather Zones act in three primary areas of activity or "environments:"

- Ground - Land unit mobility and visibility
- Visibility - Air unit effectiveness
- Visibility - Air unit effectiveness

Procedure: Upon the beginning of each turn, a unit rolls a die for every hex in his Weather Indicator. The roll is compared to the Weather Zone to determine if the unit is affected by the weather or not.

WEATHER EFFECTS CHART

<table>
<thead>
<tr>
<th>MOVENT</th>
<th>COMBAT</th>
</tr>
</thead>
<tbody>
<tr>
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</tr>
<tr>
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</tr>
<tr>
<td>2</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td></td>
</tr>
</tbody>
</table>


1. Once a unit has been moved and the Player has taken his hand from the counter, it may not be moved again during that Movement Phase. Note: it retraces its move, change it or retract it without the permission of all the other Players.
2. Movement Points are non-transferable and -non-accumulating, i.e., unused Movement Points cannot be "given" to another unit. This allows for another Movement Phase. The proper way to think of Movement Points is as a "storage" of points that a Player has earned or earned in the box and the type of unit. See TERRAIN EFFECTS, Module #6.
3. Friendly units may move into or through hexes occupied by Fuzzy units. (NOTE: there are certain specific exceptions to this case, as will be noted in certain Modules or Scenarios).
4. Friendly units may move into or through hexes occupied by other Friendly units. (NOTE: there are certain exceptions and limitations to this case as will be noted in certain Modules or Scenarios).
5. Land units may never move through Peak or Lake hexes.

5.1 WEATHER

CHART

WEATHER EFFECTS CHART

<table>
<thead>
<tr>
<th>MOVEMENT</th>
<th>COMBAT</th>
</tr>
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<tr>
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<tr>
<td>2</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td></td>
</tr>
</tbody>
</table>


6.1 SEQUENCE OF PLAY (Single Phasing)

General Rule: STRATEGY I is played in turns. The Single Phasing Sequence of Play, each Game-Turn consists of 2 or more Players (depending, of course, on the number of Players participating). Each Player-Turn consists of 2 Phases: a Movement Phase and a Combat Phase. Additional new moves of certain Game-Turns have been played as determined by the individual Scenario in question, in conjunction with the Time Module (#7) as an initiative takes place which, in itself, does not constitute a Game-Turn but, rather, signals the beginning of a new "year."

Play proceeds in strict accordance with the outline given below:

A. First Interphase
1. Game-Year Preparation (as per scenario).
   a. Collect Taxes.
   b. Raise and position troops as directed.

B. First Game-Turn
1. First Movement-Turn
   a. Movement Phase: First Player moves his units as he desires.
   b. Combat Phase: First Player executes attacks (if any) against enemy units.

2. Second Movement-Turn
   a. Movement Phase: Second Player moves his units as desired.
   b. Combat Phase: Second Player executes attacks (if any) against enemy units.

3. Third, Fourth, Fifth Player, etc., follow same sequence for their units; each player, too, his units and attacking enemy units in order until all Game-Turns are completed on Player-Turn apiece.

4. Indicate the passage of one Game-Year on the Game-Year Log. The next Game-Year begins.

C. Second and Subsequent Game-Turns: Repeat steps 1-4 until the number of Game-Turns which constitute a normal game year have been completed.

D. Second Interphase (if applicable)

1. Players determine whether to extend the game beyond the Game-Year indicated on the Scenario Extension Module (Module #3).

2. If Game-Year is extended, repeat steps 1-4 for the extra Game-Turns. (Note: 4th Game-Year produces the All-Weather Module [4].)

3. If Game-Year is not extended, move to winter quarters" e as per the Scenario.

E. Completion of the Game Year.

Repeat Sections A through D until the number of Game-Years indicated in the Scenario have been completed (or until a victory is achieved).

6.2 SEQUENCE OF PLAY (Multi-Phasing)

STRATEGY II is played in turns. In the Multi-Phasing Sequence of Play Module, each Game-Turn consists of 2 or more Player-Turns (the exact number is dependent upon the number of active players). Each Player-Turn consists of three Phases: Movement Phase, a Combat Phase and a second Movement Phase. Each Phase consists of three segments: the Movement Segment, the Naval Segment and the Ground Segment. In addition, immediately preceding certain Game-Turns (as per the Scenario) there is an Interphase.

The sequence of play proceeds in strict accordance with the outline given below:

A. Interphase
1. Production of units (as per Scenario).

B. First Game-Turn
1. First Movement-Turn
   a. Movement Phase (sections apply
only to First Player’s units). I. Naval Movement Segment - sail naval units. II. Air Movement Segment - fly aircraft to targets. III. Land Movement Segment - move any or all land units (in conventional movement or roll). b. Combat Phase I. Naval Combat - First Player executes all naval attacks against enemy ships and coastal targets. II. Air Combat - First Player executes all air attacks against enemy targets. III. Land Combat - First Player executes all ground unit attacks against enemy units. c. Post-Combat Movement Phase (actions apply only to First Player’s units). I. Naval Movement Segment - execute any naval maneuvers. II. Air Movement Segment - return aircraft to airbases, except interdicting aircraft. III. Land Movement Segment (for those with Movement Allowance of six points and supply units). So roll or non-rollered unit movement allowed.

MODULE #7: EXTENSION

SOMETIMES, despite a normally short campaign season, one side or another would dig deep and pay for troops for a little longer. The Game Extension Modules reflect that practice.

- [X]: -

8.1 OVEREXTENSION

General Rule: When playing a Scenario using Module #7.1, Players may openly agree (by majority vote) to extend the Game-Year to fill the extra void of a calendar year. This may only be done in the case of the Game-Year, as prescribed by the Scenario, being six Game-Months.

Procedure: At the end of the regular Game-Year, and before units are quartered for the winter (Module #7.3A), Players vote on whether to extend the Game-Year.

Cases:
1. At least Game-Years as are desired may be extended in a given game. The extension option may be taken for a vote at the end of each regular Game-Year.
2. The ten-credit cost of "fielding" which-ever units are employed in the extended portion of the Game-Year is the same as the cost incurred for the first six months (the regular Game-Year). See Taxation Module #11 and Cost of Units Module #11.

8.2 GAME-YEARS

General Rule: At the end of any given Game-Year, when using Module #7.1, Players may secretly desire to extend the Game-Year for an additional six months.

Procedure: At the end of the regular Game-Year, the Controller secretly records his decision concerning extension on a slip of paper. If any one Player votes to extend, the Controller informs him to present himself at the start of the following Game-Year until one or more Players exercise the option. The Controller then reads the slip of paper to all other Players.

Cases:
1. Players voluntarily participating in an extension may field any part or all of their army in which they wish.
2. Players involuntarily participating in an extension may only field those units of their initial Order of Battle (flying) or the remainder thereof if any units were previously destroyed, which units are only fielded if enemy units cross friendly borders or if RVs units approach within twenty hexes of a friendly coastal city or island.
3. New units may be purchased during the extension.

Units employed during the extension by the control not brought up for upgrade must be paid for (in Tax Credits). All units including those of the Initial Order of Battle are "fielded" at the Tax Credit cost of "built" units during the normal Game-Year.

TIME/CONTINUOUS GAME-MONTHS

General Rule: Each Game-Year represents thirty days of real time (i.e., a Game-Month). There are twelve Game-Months per Game-Year. Play is continuous (usually Modules #7.1 and #7.2). The number of Game-Years in a given game is determined by the Scenario (or is open-ended).

8.3 EXTENSION

SOMETIMES, despite a normally short campaign season, one side or another would dig deep and pay for troops for a little longer. The Game Extension Modules reflect that practice.

- [X]: -

ACTIVE ZONES OF CONTROL

General Rule: The six hexagons immediately surrounding a given unit (or stack of units) constitute that unit’s Zone of Control. The Zone of Control has an inhibiting effect upon enemy movement and combat. Hexes upon which a Zone of Control is being exerted are called controlled hexes.

Cases:
1. Friendly units must stop and move no further in that phase (or move further) if they encounter the first enemy controlled hex they encounter.
2. Friendly units may not move directly from one enemy controlledhex to an adjacent enemy controlled hex. In order to enter such an adjacent enemy controlled hex, the friendly unit would first have to move to an uncontrolled hex and then move to the controlled hexes (which could be accomplished in the same Movement Phase).
3. Enemy Zones of Control affect enemy hexes occupied by friendly units. A friendly unit attempting to pass through a hex occupied by another friendly unit would have to stop upon entry into an enemy Zone of Control.
4. Friendly units are in enemy controlledhexes at the start of the Friendly Combat Phase may attack all enemy units exerting those Zones of Control. If a player is left with fewer than six Friendly Player to determine which of his units will attack which enemy units (as long as all Enemy Units exerting Zones of Control upon friendly units are attacked in some fashion and as long as all Friendly Units exerting Zones of Control participate in one of the zones of Control). This Case will be modified.
5. In late-Modern Scenarios, an attack by the friendly units constitutes a fulfillment of the requirement that a given enemy unit (or stack of units) be attacked if such enemy units are exerting Zones of Control upon friendly Ground Combat units.
6. The following units (subject to modifications as per individual Scenarios) do NOT exert Zones of Control: Artillery, Air, Air units, Naval units, Supply and Depot units, Administrative/Structure and Air Installations (fortresses, airbases and production sites).
7. Zones of Control do not extend through the sides of hexes covered by “peaks” of mountains.
8. Zones of Control do not extend to Sea hexes or across hex sides completely at sea.
9. Zones of Control do extend across rivers.
10. The Zones of Control of Ground units do not affect the Ground Combat of any Non-Enemy Air units.

NOTE: See also Field Zone of Control Module #7.1, and Ridgeline of Zone Control Module #7.4.

SIMULTANEOUS ZONES OF CONTROL

General Rule: The six hexagons immediately surrounding a given unit (or stack of units) constitute that unit’s Zone of Control. Simultaneous Zones of Control have an inhibiting effect upon enemy movement but do not affect enemy combat. Hexes upon which a unit is exerting its Simultaneous Zones of Control are called controlled hexes.

Cases:
1. Friendly units must stop and move no further during that phase (or move further) if they encounter controlled hexes.
2. Friendly units which begin their Movement Phase in an Enemy controlled hex may not move through or occupy a hex which is under enemy control. To do so would result in enemy controlled hexes. This movement is subject to the rules of the Area of Influence (AOI) box on page 39. Units positioned outside of the AOI box are not subject to the rules of the Area of Influence (AOI) box on page 39.

3. Enemy Zones of Control affect hexes occupied by friendly units. If a friendly unit wishes to move through an enemy controlled hex occupied by another friendly unit, the unit occupying the hex would be required to stop upon entering the occupied hex. If no incoming friendly units are present, the friendly unit would be required to stop at the enemy controlled hex. Movement through an enemy controlled hex occupied by another friendly unit would be allowed only if the hex is not occupied by a stationary friendly unit.

4. Unlike the Active Zone of Control Module #1.1. Semi-Active Zones of control do not require attack upon adjacent enemy units. If a unit attacks an adjacent enemy unit, the attack is only effective as the distance of the Player whose Combat Phase is in progress.

5. If attacks are made, not every adjacent enemy occupied hex need be attacked. Some enemy occupied hexes may be attacked and others, even though they are adjacent to the attacking units, may be ignored.

6. The following units (subject to modification as per individual season) by themselves are in the Active Zones of Control: Air units, Naval units, Supply Depot units, Administrative/leader units and installations, fortifications, Airbases and Production Centers.

7. The Zones of Control of Ground units do not affect the movement of Air units.

8. Enemy Ground units (or stack of units) are not controlled in any manner with regard to movement through hexes controlled by hexes occupied by an enemy unit, even though hexes are completely controlled by Sea.

9. Zones of Control do extend across rivers.

9.3 IMAGINARY ZONES (Non-Controlling) General Rule: The six hexes surrounding a given hex (or stack of units) are not controlled in any manner with regard to movement through hexes occupied by a friendly unit, even though hexes are actually occupied by friendly units present in the same Movement Phase.

9.4 FLOOD ZONES General Rule: This Module is used with either Module #1.1 or #1.2. Friendly units may move through enemy controlled hexes by expending additional Movement Points above and beyond the normal cost for the terrain being crossed.

1.1 MOVING UNITS FOR PRODUCTION UNITS For some nations, producing a military unit is a simple affair composed of assembling the components for the unit. For others, the unit is so complex that production requires a massive infrastructure and a large degree of specialization. In either case, the installation is being expanded within the hexagon.

10.1 NATIONAL AND PROFESSIONAL ARMIES General Rule: Units are normally produced in Production Centers, which may be placed anywhere in the Home Provinces of the Player. All Production Centers must be placed in a Production Center. All markets must be placed in a Production Center. The Production Center must be located in a place if Haval units are desired. Production Centers must be placed in cities.

10.2 LEVEE IN MASK General Rule: Production occurs at Production Centers, which may be placed anywhere in the Home Provinces of the Player. All Production Centers must be placed in a Production Center. All markets must be placed in a Production Center. The Production Center must be located in a place if Haval units are desired. Production Centers must be placed in cities.

10.3 MASS PRODUCTION General Rule: Each Player is assigned a Production Center, which may be placed anywhere in the Home Provinces of the Player. All Production Centers must be placed in a Production Center. All markets must be placed in a Production Center. The Production Center must be located in a place if Haval units are desired. Production Centers must be placed in cities.
1. Each Player is assigned certain Production Factors which must be distributed among the Production Centers, the exact allocation being at the option of the opening Player, at the start of the game. Therefore, production factors may not be redistributed or otherwise adjusted. The Production factor available for each country in each Scenario are available whenever production occurs, in addition to those saved from prior production.

2. The excess of Production Factors left at the end of production may be distributed among the Production Centers.

3. The production of units is based on three factors: economic, economic, Production factors and time. All of which are set forth on the Cost of Units Chart, Module #11.

4. The economic elements of unit production which are to be used depend on the method of production indicated on the production chart (SHADOW #81). 11.

5. When captured Production Centers may not be used by the capturing Player, or if captured Raw Materials are used by the capturing Player, half of the Player's Raw Materials are captured by the owning Player, half of the Player's Raw Materials are captured by the owning Player, half of the Player's Raw Materials are captured by the owning Player, half of the Player's Raw Materials are captured by the owning Player. If an enemy action results in the destruction of a Player, all or part of the Player's Raw Materials may be captured by the Player of the surrounding Players, or the surrounding Players may be captured by the Player of the surrounding Players.

6. If the given economic factors have been expanded to include the production of Extra Production Centers, the economic factors and the economic factors of the Player in question must be added to the Player's original economic factors. Extra Production Centers are not to be captured by the Player in question, nor may they be captured by the Player of the surrounding Players. Extra Production Centers are not to be captured by the Player in question, nor may they be captured by the Player of the surrounding Players. Extra Production Centers are not to be captured by the Player in question, nor may they be captured by the Player of the surrounding Players. Extra Production Centers are not to be captured by the Player in question, nor may they be captured by the Player of the surrounding Players.
### Submodule 11.3: Costs of Units, Modern

<table>
<thead>
<tr>
<th>Type</th>
<th>Food Fuel</th>
<th>Heavy Light Tax</th>
<th>Total Credits</th>
<th>Food Factors</th>
<th>Turns to Produce</th>
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<tbody>
<tr>
<td><em>Arm</em></td>
<td>5</td>
<td>3</td>
<td>6</td>
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**Notice:** Elements indicated with an asterisk (*) apply in games where Advanced Tax Credits are used. When this option is used, units may only be built with Advanced Tax Credits.

### Submodule 11.4: Supply

1. **General Rule:** In order to employ its full movement allowance and combat strength, a unit must be "supplied." A unit is deemed to be in a supplied state when it is five movement points (or less) from a mobile supply unit or depot unit.

### Submodule 11.5: Strategic Mobilization

- Heavy Fleets may not be built in Madagascar in as much as they would cost 350 FMs and 50 Tax Credits, and would take 30 turns to complete.
In supply and depot units may not participate in a attack (although they may participate in a defense). A supply unit which is being used to Combat Supply a defense does not need to be in as much as part of the defensive Combat Strength even if it has to be in the center of a unit in order to be effective against an attack. A depot unit in the same situation in the same defense is mobile and a depot unit of a defense is mobile and a depot unit of a defense does not need to be in aid of combat.

15. When air attacks may originate from airbases which are in General Supply, a mobile supply unit is not needed for air combat.

16. Naval units need only General Supply, not Combat Supply.

17. Supply units moving at the road march rate (twice the normal Movement Allowance) or by railroad, cannot be used to supply units.

18. A unit cannot trace a supply line through a position within the reach of friendly or administrative units being present in the zone (MOBILE #3).

**MOBILE #122

**SUPPORT/STACKING**

In some of the Scenarios in the ancient, medieval and early modern periods, the conditions under which land units may be stacked or be adjacent to each other are dependent upon the ability to live off the land or forage.

**General Rule:** Friendly land units may not stack unless one unit (a) has been comprehensively provisioned, or (b) one another unless a supply unit is present and the other unit is considered as "supplied" (see MOBILE #11). Moving through friendly units impairs a Movement Point penalty upon other friendly units unless accompanied by a supply unit (1-4).

1. Supply units themselves, as well as Lead-up (1-4) are not subject to any of the following foraging/racking rules.

2. Supply units are not expended or "used-up" in order to support and supply combat (attacking or defending) unless otherwise modified by the Scenario.

3. A maximum of three land units (of any size or type excepting supply or leader units) may stack together (unless otherwise modified by the Scenario).

4. Friendly land units may only move in a stack together if (a) there is a supply unit in the same hex or (b) they are in a city or fortification. In all forage/stacking situations, a city or fortification may be considered as the equivalent of a stationary supply unit.

5. Friendly land units may remain adjacent to one another even if one of them is stacked with a supply unit.
If, due to Enemy attack, a unit in a mountain hex loses its accompanying supply unit while the unit did not move out of the mountains (or have a new supply unit sent to it), then the unit is eliminated at the end of its next Movement Phase after such Enemy attack has put it out of supply.

Up to three friendly units may stack in a city or fortification. If required, a supply unit may stack in a given hex. If three friendly units stack in a given hex, then the unit is eliminated at the end of its next Movement Phase after such Enemy attack has put it out of supply.

**BASIC MECHANISMS**

**STACKING**

**General Rule:** Up to three large ground units may stack in a given hex. If there are three such units in a given hex, then the unit is eliminated at the end of its next Movement Phase after such Enemy attack has put it out of supply.

**2. Stack limits apply during the Movement Phase.** Units may not enter or pass through Friendly stacks to do so would violate the stack limits.

**The four major kinds of units (Air, Naval, Ground, and Artillery) do not affect each other's stacking limits nor do Air units in flight contribute to the count of Air units on the ground.**

**Installations** are defined as Fortress, Aircraft, or Fountain Center units.

**Players may not examine the contents of Enemy stacks unless Friendly units are adjacent to such stacks at the start of the Friendly Player's Movement Phase.**

**CLASS STACKING**

**General Rule:** More than one Friendly unit may be stacked in a given hex. The exact number of units permitted to stack in the same hex is dependent upon their type, size, combat, and terrain value.

**Description:** For stacking purposes, units are divided into six Classes. Units stack in a given hex by Class. More than one class may be stacked in the same hex Class I (Naval): Transports, Submarines, Submarine Flotillas, Light Flotillas, Carriers, Heavy Flotillas. Class II (Air): Fighter Divisions, Light Bomber Divisions, Heavy Bomber Divisions, Air Transport Divisions. Class III (Ground): Infantry, Artillery, Armor,.tactical: all Heavy Infantry, Artillery, Armored Forces. Class IV (Artillery): Administrative, Medical, Supply, and Support. Class I (Transport): Production Centers, Fortifications, and Special Fortifications.

The following chart expresses the maximum number of stacking Points (SP) per Class (as indicated by the small dots on the right-hand edge of each counter) which can be placed in a given hex:

<table>
<thead>
<tr>
<th>Class</th>
<th>SP</th>
</tr>
</thead>
<tbody>
<tr>
<td>I</td>
<td>8</td>
</tr>
<tr>
<td>II</td>
<td>4, 2</td>
</tr>
<tr>
<td>III</td>
<td>2, 1</td>
</tr>
<tr>
<td>IV</td>
<td>0, 0</td>
</tr>
<tr>
<td>V</td>
<td>2</td>
</tr>
<tr>
<td>VI</td>
<td>1</td>
</tr>
</tbody>
</table>

There are no more than one of each type per class per hex.

**SUMMARY**

1. The stacking of units of one class in a hex does not affect the stacking of other units of another class in the same hex.

2. Units in installations (airbases, fortresses) are placed UNDER the transporting unit.

3. Units being transported by air or sea units are placed OVER the transporting unit.

4. Class III and IV units should be placed 3000 SPF of (when this would not be in contradiction of Cases 2 and 3).

5. Stacking limits for Class III to V apply during the Movement Phase, as well as during the Combat Phase. When a unit wishes to move into a hex in which the stacking limits would be exceeded if it did so, then it must make a capability to additional Movement Points equal to the amount by which it violates the limits for its class. This provision does not apply to units using Rail Movement.

Example: If there were seven stacking points of Class III units in a hex and a three stacking Point unit were to pass through them, the unit passing through would expend additional Movement Points upon entering the hex in which the seven Ground Strengths are.

6. Players may not examine the contents of Enemy stacks unless they have had units adjacent to the Enemy stacks at the beginning of the Movement Phase. Players may not examine the contents of Enemy Stacks during a Combat Phase until after they have made an attack upon such stacks. EXCEPTION: Players may not examine what happens to the units within such stacks in a hex (treatment as a single combat-action). If a hex contains more than one class of units (treat it as a Single Combat Action), then this Player must choose from these classes what he wishes to attack, and ignore the others.

7. Defending units may refuse combat by voluntarily retreating one or more combat units. Such a refusal may not be made if the defending unit is being attacked on opposite sides of more than one defender, greater or on the Combat Results Table #3 (or its equivalent in Combat Result Table #4) or if the defending unit is surrounded by Enemy units or Enemy Zones of Control.

Before executing his attacks, the Player must determine which of his units are attacking which of the Enemy units.

**GENERAL**

**General Rule:** During the Combat Phase of a Player's turn, the Player may attack any or all of the Enemy units which the Player has units adjacent to. Basically the Player is attacking the combined Strength Points of the Attacking Units. The comparison is stated as a capability to attaining Points-to-Defending Points. The ratio (or n/g) is rounded off in favor of the DEFENDER in order to conform to those found listed across the top of the Combat Results Table (MEASURE: #, #, #, #, #, #. The Attacking Player whose Combat Phase it is selects at random, one of the ten, numbered Randomizer Chips and reads the result-line number it indicates on the Combat Results Table. The Players then take whatever action is indicated.

**Cases:**

1. Combat takes place only during the Combat Phase of a Player's turn. Only the Player whose unit may initiate an attack. He and his units are designated the Attacker. The Attacking units are designated the Defender (not as a term of combat action in any case). The large combat action in this case is the actual aggressor).

2. Each separate combat situation requiring a separate draw for the Randomizer called a combat-action. An Attacking Player may make several combat-actions in a single Combat Phase, in whatever order he desires.

3. No attacking unit may participate in more than one combat-action per Combat Phase.

4. Only those Defending units which are attacked and only by those attacking units directly adjacent are considered.

5. Proceed to SUMMULUS #1.1c (FRAGMENTED) or #1k (CONSTRUCTIVE)

**SUMMULUS #1.1a: FRAGMENTED GROUND COMBAT**

**Cases:**

1. A given defending unit (or stack of units) may be attacked more than once per Combat Phase if each combat-action is made against a different unit (or stack of units)

2. A single attack of attacking units may combine their Combat Strengths into one total value if all are attacking a single defending unit.

3. A single attack of attacking units may divide the attack into two or more separate combat-actions if attacking two or more defending units, each of which is on a separate hex.

4. No single unit may at any time divide its Combat Strength into two or more parts in order to participate in more than one combat action.

5. Multiple stacks (or individual units) attacking a single defending unit stack from several different hexes must separate each attack originating from each hexagon into separate combat-actions. In other words, multiple hexes may not combine their Combat Strengths.

6. Each stack of defenders must be the subject of an individual attack, i.e., each attacking unit must make a separate attack on each defending force; the attacker may choose the order of attacks.

7. If forced to by Active Zones of Control, a single attacking unit may attack defending forces in separate hexes which are not adjacent to each other (treatment as a single combat-action). If a hex contains more than one class of units (treat it as a single combat-action) then he must choose from these classes what he wishes to attack, and ignore the others.

8. Defending units may refuse combat by voluntarily retreating one or more combat units. Such a refusal may not be made if the defending unit is being attacked on opposite sides of more than one defender, greater or on the Combat Results Table #3 (or its equivalent in Combat Result Table #4) or if the defending unit is surrounded by Enemy units or Enemy Zones of Control.

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MODERN COMBAT RESULT TABLE

Following the First World War, the assas-
sination of the Archduke and the weight of
war began and has lasted to the present
time of considering combat. Historically, it
became impossible for smaller countries
to maintain a credible defense against
those countries with greater re-
sources and greater ambitions, thus,
when strategic considerations began to
swing the balance of military strength
toward the major powers, the small
country, by taking advantage of ter-
ritory and weapons, just to keep the peace
they would hold out, but without outside
help. The small military that could
not win was foretold. Technology has a
cumulative nature, and the small country
may grow along with the larger combat
forces. In effect, this is the Combat Result
Factors for units and there are rewards on both attack and


defense.

COMBAT RESULT FACTOR

Each Player receives a Combat Result Factor in the initial order of battle for
certain Scenarios. Where this element is
greater than a single factor, the Combat Result Table is used to be assigned to
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See also, the Terrain Mod. for the
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14.2

PRE-AIR RECONNAISSANCE

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deploy along the same battle line as was established at the end of the prior Spring Year.

6. In conquering provinces which constitute another attack on those provinces, each of them must be fully conquered in a Game-Year (or at least in a portion of one Game-Year if an enemy retreats towards the border of the province to withdraw to the borders of the province on which the new force is being concentrated). This does not apply to the reconquest of one or more provinces in the province where they are located and any Eney Fleyer seeking to conquer

GRUNNBDY, June USAL HILL COUNCIL

As chaotic as things become during the Feddal period, there was still a consci-

OAKS AND EARLY SAIL

General Rule: Players may sail their fleyers onto any of the coastline land bases and in land bases located at least two hexes from the main line. Flayest fleyers are represented by the Fleyer Attack counters as Naval units (Note 1). Assume that if the Flayest fleyer attacks the opposite side, not on the same side, the attack is not against the same side. In any case, all fleyers must engage in combat and carry land units.

Note 1: All sea hexes cost the same number of movement points to travel through as land hexes. If the terrain is mountainous, however, the cost of travel through the sea hexes will be increased.

2. Naval units may not sail off the edge of the world (remember - 16 tiles). If the scenario is transcontinental, fleyers may cross the white borders at no cost.

3. Flayest move at a cost of one Movement Point for each navigable hex entered. When traveling on river tiles, move the fleyer continuously along the river tile. Counting each two hexes traveled upon as the equivalent of one Movement Point for a river tile, the flayest must be placed on a hex with at least two of its sides covered by the river sides before the flayest can advance upon the river. Fleyers moving in the last hex of a river cannot enter the river.

4. Fleyers have an advantage of control with respect to Eney fleyers but not with respect to the new fleyers that infest the sea hexes. However, the Eney fleyers cannot become naval units through the fleyer's action in attacking the river tile. Land units may attack fleyers in the river, however. If the fleyer is in a river tile, any attack Land units in two sides with two sides in the river. However, the fleyer may not attack fleyers at sea or on a lake unless they, themselves, attack fleyers in a river tile.

5. Fleyers may carry any type of fleyer unit to which they are adjacent, including land units on coastline hexes but not with themselves on the land.

6. Fleyers, for the purposes of Combat Re-

XAVEL

Once the level of technology of a society dictated its naval policy. Up until the construction of the first commercial sail, ships on a large scale (the Seventeenth Century) were the norm in naval battles. Most naval commands were conducted in this manner, either for the simple fact that the navigational instruments had not yet been developed enough to enable ships on a smaller scale to cross the night of the land. Because the ships were large and slow, they usually stayed fairly close to land, where they were relatively safe and secure. The design of sailing ships changed over the years due to the political changes in the various parts of the world. Some countries would take advantage of any advantage that a faster, smaller, and more maneuverable ship could give them. The Spanish armada could sail on speed only for a few days before it could not continue any further due to the wind and the weight of the ship.

The design of sailing ships was also influenced by the political changes in the various parts of the world. Some countries would take advantage of any advantage that a faster, smaller, and more maneuverable ship could give them. The Spanish armada could sail on speed only for a few days before it could not continue any further due to the wind and the weight of the ship.

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12. Case #3 of MODULE #17.4 applies.
13. Fleets may only be built at Production Centers in the Home Province at the approximate cost of tax credits and production fees. Fleet development centers used to produce fleets must be in ports.

OIL AND STEEL
General Rule: Players conduct naval operations in the Home Province and Com-
bat Segments of their respective Player Towns in their Province's coastal sea areas. No Zone of Control is exerted into different sea zones nor are there any Zones of Control exerted in intermediate or far seaways.

5. Shipyard (Subfleet) attack surface ships: a) moving into the same sea as surface ships b) Surface ships not yet to be attacked by the Subfleet. In both procedures, if the targets are normal surface ships and they are being attacked by a Subfleet under the Shipyard attack, the Subfleet must search for the targets prior to all other attacks.

SUBFLEET SEARCH: ENEMY FLEETS IN INTER-
MEDIATE OR HIGH SEAS
Immediate: Randomizer pick of 1-4 High: Randomizer pick of 1 or 2
Subfleets exert no Zone of Control.

Each Surface Naval unit represents a fleet against Subfleets: a) moving into the same sea as surface ships b) Surface ships not yet to be attacked by another Subfleet. In both procedures, the targets are normal surface ships and they are being attacked by an opposing Subfleet under the Shipyard attack, the Subfleet must search for the targets prior to all other attacks.

10. Subfleets may not be attacked; they may only take losses as the result of their own actions, by actions of other Subfleets, or by actions of the defending surface units.

11. There is no shore bombardment or inter-

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3. Each fleet has two different strength strengths- strengths that are weaker than the value of the unit while the second represents the sub-

4. Surface fleets exert a Semi-Active Zone of Control in coastal sea areas: other fleets within the unit's Zone of Con-
trol must stop and either Player has the option to eliminate the attacker or to stand firm if they wish. Under no circum-
stances may units proceed through other units (exception: attack by Submarines - see note 4 or Zones of Control). No Zone of Control is exerted into different sea zones nor are there any Zones of Control exerted in intermediate or far seaways.

5. One fleet or stack of fleets may only attack a unit or units in one other sea. At least one or more units against one unit or stack may combine their attack strengths into one strength for computing odds. Strengths are com-
pounded independently of other units and a chit is drawn from the Randomizer. The odds of success for each Submarine and Combat Submarines to Surface Combat are as fol-

6. Each zone of control does not extend from one Sea Zone to another, nor may units in one Sea Zone control another Sea Zone. There are no Zones of Control in High Sea areas (they control the sea they occupy). In order to engage enemy fleets in High Seas, one of the conditions must be met: (a) both fleets are in combat; or (b) the Player wishing to at-
tack has a Surface Naval unit not engaged in combat.

Aud: Attacking units equal to at least one half of the defending stack (attacks out of combat) are engaged in combat. If that is not equal to half of the defending stack, two (equivalent to the attacker by the Stack Strength) then all units in both stacks are engaged.

Surface Combat: A given Naval Combat Fleet may only attack one Enemy occupied Subfleet or one Stack of units equal to the Stack Strength of the defending surface units are totaled into making the Stack Strength and the odds calculated and rounded off. Just as in Figure the number of units in a stack is reduced by a chit from the Randomizer. The results are read from the Surface Combat Table. The following scenarios for Surface Submarine and Surface to Surface combat:

DE: One defending unit is eliminated (the weakest unit in the stack of units, if it is not a Stack combat they are engaged). Remainder of the units in defending stack are engaged (attacks out of combat). If no Combat units are defending, then the Transport unit of the attacker's stack is engaged. Remainder of the units in defending stack are engaged (attacks out of combat). If no Combat units are defending, then the Transport unit of the attacker's stack is engaged. Remainder of the units in defending stack are engaged (attacks out of combat).

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<table>
<thead>
<tr>
<th>TYPE</th>
<th>FREQ.</th>
<th>DIAL/BUZZER</th>
<th>ENG.</th>
<th>SEA HEX</th>
<th>SEARCHING</th>
<th>REQUIRED</th>
</tr>
</thead>
<tbody>
<tr>
<td>Narrow channel</td>
<td>Carrier Fit</td>
<td>1 to 9</td>
<td>1 to 9</td>
<td>Light</td>
<td>1 to 7</td>
<td>1 to 8</td>
</tr>
<tr>
<td>Sea Hex Small Inter</td>
<td>Carrier Fit</td>
<td>1 to 9</td>
<td>1 to 9</td>
<td>Light</td>
<td>1 to 7</td>
<td>1 to 8</td>
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ASW SEARCH CHART (also SURFACET SEARCH CHART)

10. Submarine Movement: Subflotl's may pass through any Sea hex containing Enemy units without violating any Enemy Subflotl's Search area, even if it is under Immediate Search Co. (32) or if it is being observed by any other Surveillance System. Subflotl's may enter any Sea hex containing Enemy units as long as they are not engaged in combat. Subflotl's may re-enter any Sea hex previously occupied by an Enemy Subflotl's.

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</table>
11. Invasions Supply: The assault force is responsible for providing the necessary supplies for the operation. This includes food, water, medical supplies, and other necessary items for the troops. The supply force should be sufficient to support the troops for an extended period of time.

12. Beachhead Overwatch: Units may withdraw from an established beachhead by following a specific route to the rear. This route should be secured by a company of security forces. The withdrawal should be conducted quickly to avoid any potential threats.

13. Mines: Light Floats and Submersible Floats may be used to lay mines in the water. These devices can be placed at various depths and locations to create obstacles for enemy ships and boats.

14. Minefield Command: Minefields are under the control of Minefield Command. They are responsible for the placement, activation, and destruction of minefields. The minefield commander must be aware of the location and type of minefields to prevent accidents.

15. Naval Actions: Naval actions are coordinated with ground forces to achieve a common objective. These actions may include the destruction of enemy ships, the interception of enemy communications, and the protection of friendly forces.

16. Amphibious Assault: Attack Troops, in coordination with the Movement Force, will conduct an amphibious assault on the enemy beachhead. This assault will be coordinated with the Movement Force to ensure a successful landing.

17. Assault Force: The assault force is responsible for the initial assault on the enemy beachhead. It will be coordinated with the Movement Force to ensure a successful landing.

18. Beachhead: Once the enemy beachhead is secured, the Movement Force will continue to push inland. The Movement Force should be supported by air and naval gunfire to ensure a successful advance.

19. Naval Actions: Naval actions are coordinated with ground forces to achieve a common objective. These actions may include the destruction of enemy ships, the interception of enemy communications, and the protection of friendly forces.

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41. Naval Actions: Naval actions are coordinated with ground forces to achieve a common objective. These actions may include the destruction of enemy ships, the interception of enemy communications, and the protection of friendly forces.
other function or purpose. Naval Combat units caught in ports which are sealed by enemy units may stay on or withdraw from the port. (In their very next movement Segment) or else they are considered lost. Transports caught alone in isolated ports, with neither protection nor watch, may be sunk. A transport is a port which is protected by enemy Surface Combat units. A transport that is "outside the line of action" of a port is any port or at least 50 nautical miles from any port. Naval units may not sail up rivers.

NAVAL UNITS MAY NOT BE PLACED ON HIXES COVERED BY THE廠商 IN THE PROCESS OF BEING PLACED ON GROUND OR IN DEFENSE MOVEMENTS OR MAIN BEING PLACED IN A PORT HEx.

SIEGE AND ASSAULT

A siege in the early days of gunpowder and before was generally little more than the question of who gave up first - the besieger or besieged. Sometimes the besieger could better down the walls and storm the garrison. Other times the garrison would give up first. Sometimes, when the besiegers were on the attack, the besiegers would be able to destroy the fort. When the besiegers were able to destroy the fort a free gift came to the besieged, and the besieged might simply be starved out or forced to surrender. The skill and morale of the besieged might take the countryside back from the besiegers.

SIEGE STRATEGIES

Siege strategies can be divided into two categories: those that involve the use of siege engines and those that do not. Siege engines are large, powerful weapons that can be used to batter down the walls of a fort. Examples of siege engines include the mangonel and the trebuchet. These weapons are effective against walls, but they are not effective against the soldiers who are inside the walls. For this reason, siege engines are often used to create breaches in the walls of a fort, which can then be entered by the besiegers.

Another category of siege strategies involves the use of mines and tunnels. These strategies are effective against the soldiers who are inside the fort, but they are not effective against the walls. For this reason, siege strategies that involve the use of mines and tunnels are often used in conjunction with siege engines.

In summary, siege strategies can be divided into two categories: those that involve the use of siege engines and those that do not. Siege engines are effective against walls, but they are not effective against the soldiers who are inside the walls. For this reason, siege engines are often used to create breaches in the walls of a fort, which can then be entered by the besiegers.

18

WARRIOR

WEAPONS

Weapons are classified into two main categories: projectile weapons and bladed weapons. Projectile weapons include firearms, such as muskets and rifles, as well as bows and arrows. Bladed weapons include swords, daggers, and axes. Every warrior has a set of weapons that they are skilled with, and these weapons are used to different degrees depending on the situation.

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DEPLOYMENT

Warfare is a luxury, for the most part, in the period covered in STRATEGY I. Soldiers have to be fed and cared for in other ways that have come into being, not only with the advent of sociology, but with the development of the credit system. In any event, no one can afford to be caught off guard. The line of sight is, therefore, to the future. Our soldiers must be trained to function under conditions of uncertainty. The war must be fought in such a way that the enemy is not allowed to have the advantage of surprise. The enemy must be kept guessing. This is achieved by using a combination of tactics that are designed to keep the enemy off balance and prevent them from gaining an advantage. The tactics include the use of feints, ambushes, and surprise attacks. The goal is to keep the enemy guessing and to make them work hard to find out what the next move will be.
Deviation

General Rule: A ship, or part thereof, does not wish to hold a city or province for the possession of which it may wish to devastate cities to deny other fleets the normal ability to collect taxes.

Reason:
1. To devastate a town, simply pass through it, announcing that it is in the path of the fleet, and that the fleet will not return.

2. Land units expend additional Movement Points to destroy normal units, an additional layer of vulnerability is present.

3. Taxes may not be collected at the next Iterphase following devastation of a city.

General Rule: At the beginning of each Game Year, except as otherwise indicated, all ships may negotiate with other ships for the hiring of troops. Any price may be agreed upon in the fleet, and the hiring fee is due.

Reason:
1. Naval warships are deployed by the fleet, and the hiring fee is due.

2. The end of the Game Year, units revert to the control of the owning Player and must be renegotiated for.

3. If the hiring Player successfully renegotiates for hired units, they are deployed in the fleet at that point in the iteration and the conditions set forth by the hiring Player.

4. If not hired, they are automatically removed from the fleet and must be redeployed by the hiring Player.

5. When mercenaries and owned troops are involved in the fleet, the conditions set forth by the hiring Player must be met.

Defection

During the nearly continuous warfare that a growing empire is immersed in for at least two centuries, the legionaries of the Roman Republic were a composite of long-term professionals, legionaries, citizen-soldiers, and ill-affluents who lost their way from their farms. As long as these soldiers, who boasted to the Roman little had was done; but eventually the great leaders of the first Century BC began requiring personal oaths of allegiance. The law of the land was always bound to the Roman army, and even those who were not legionaries, or who were not born in Italy, were bound to the Roman army. The Republic was always bound to the Roman army, and even those who were not legionaries, or who were not born in Italy, were bound to the Roman army. The Republic was always bound to the Roman army, and even those who were not legionaries, or who were not born in Italy, were bound to the Roman army. The Republic was always bound to the Roman army, and even those who were not legionaries, or who were not born in Italy, were bound to the Roman army. The Republic was always bound to the Roman army, and even those who were not legionaries, or who were not born in Italy, were bound to the Roman army. The Republic was always bound to the Roman army, and even those who were not legionaries, or who were not born in Italy, were bound to the Roman army. The Republic was always bound to the Roman army, and even those who were not legionaries, or who were not born in Italy, were bound to the Roman army. The Republic was always bound to the Roman army, and even those who were not legionaries, or who were not born in Italy, were bound to the Roman army. The Republic was always bound to the Roman army, and even those who were not legionaries, or who were not born in Italy, were bound to the Roman army. The Republic was always bound to the Roman army, and even those who were not legionaries, or who were not born in Italy, were bound to the Roman army. The Republic was always bound to the Roman army, and even those who were not legionaries, or who were not born in Italy, were bound to the Roman army. The Republic was always bound to the Roman army, and even those who were not legionary
272 DISEASE

General Rule: If one-half or more of the citizens in a given province are besieged continuously for one game year (i.e., the siege is not broken during any Game Turn), the disease breaks out in the province. A city in "extremis" when15 sorrowed by the route of a disease, takes on a single formula of Control where none of the provinces therein are more than three shores distant.

1. No Taxes may be collected in provinces of any city the year following the outbreak of disease.
2. In Scenarios involving fyrd, only one-half of the fyrd is available the year following the outbreak of disease.
3. If the conditions set forth in the General Rule persist for a second year, Disease is present for the second year. Disease is present for only one year and a repetition of the requirements which caused it to break out is necessary to continue disease for any subsequent years.

28 DRAFT RIGS

In the usual course of events, the armies were made up, at various periods, of volunteers, conscripts, slaves, sons of fortune and/or non-volunteers. The Romans devised a fairly equitable system of draft but that was abandoned during the Dark Ages to be replaced by press-gangs, which prevailed to the early modern period. This is what, as we know it, is the western man's draft system. When it was used to raise large amounts of troops, it was known as "enrolling" which forced a country to garrison its own cities against its choice, as if they were an occupied enemy people.

General Rule: When using the Draft in Scenarios, each city for which it is used is made to raise an inexperience infantry unit. (This unit is known as a "draft unit" and is drafted being compared to the chart below.)

Drafting may only be done in home provinces.

If, as a result of attempting to draft, a riot breaks out, the chart, set forth below, specifies the number of units and types which must be sent to the city in which the riot has occurred to garrison it. These troops must be maintained in the city for the same Game Year in which the riot occurs.

Drafting is done at the same time as province budgets are made.

Those units sent to garrison a city in riot must be the nearest units of the required type to the city, regardless of whether a riot occurs and they must be sent by the nearest route to that city.

If only one inexperienced infantry unit may be raised per city during a draft, none of the other requirements are raised regardless of whether a riot occurs.

As indicated in the chart below, if a riot occurs, it may affect the amount of taxes collectable in that Same Year.

29 RAILROADS

Railroads revolutionized the strategic movement of warfares. Armies could now be moved and supplied with unprecedented rap-

The question is whether it is possible to move an army by rail into the battlefield when modern mass armies would not have been possible. Railroads were a major advantage in the movement of huge numbers of troops to the front. They were easier to repair and could carry more troops.

For example, assuming motorized transport a gravel road is 1000 tons a day of supply, an asphalt highway 8,500 tons and a concrete highway 9,400 tons. Assuming a five-ton load (average) per truck, you need 200 trucks a day for the gravel road, 1,150 for the asphalt and 1,440 for the concrete road. A single line railroad can carry 4,500 tons a day (in ten trains, each with one locomotive and twenty cars). A double line railroad is much more efficient, carrying 9,000 tons a day (thirty trains of twenty cars each). Railroads are also much faster than trucks, with each truck needing a driver. A typical train could, by the early 20th Century, cover 400 miles a day. A train carrying 900 tons needed a crew of only five men - that's one man per every five to ten cars.

In addition, trains consumed much less fuel. Of course, it is easier to build roads than to build railroads. Recently, also, improvements in motors and the carrying capacity of aircraft have diminished the value of railroads somewhat. But, in a strategic sense, they are still exclusive today.

General Rule: In Scenarios where this Module is used, the solid and dotted lines on the map are considered Primary and Secondary Railroads (in addition to representing Primary and Secondary Roads). Rallways are maintained by rail through the expenditure of Rail Capacity Points (unlike other roads). Players are allocated a certain number of Rail Points per Player, as indicated in their Initial Orders of Battle in a given Scenario.

Cases:
1. Railroads may not be accumulated from Player-Turn to Player-Turn. They may be sold-off only at the Game Turn, when there is an overland rail between their counties in which the railroad would operate. railroad.
2. Players may only be expended one Railline for each corps or corps-equivalent transported by rail in a given Movement Phase. A corps or corps-equivalent is defined as any land unit or a line with a three dot symbol on its right-hand edge representing such combination as equals three dots.
3. Units moving by rail may be moved any distances along the railroad in the same Movement Phase regardless of terrain or of Movement Allowance of the units being moved.
4. If, at any point along the route of travel, a unit is transported over a Secondary Railroad, then an additional Railline point is required for each corps or corps-equivalent. NOTE: Railines may be broken down at each stop (i.e., the players may use the rail to transport less-than-corps-equivalent units.
5. Units travel by rail only in the first Movement Phase of any Game Turn, before the movement of land units. Units with a Movement Allowance equal to or more than 2 pay an "entouring-detraining" cost of four Movement Points for the rail line they use on their Movement Phase in which they use rail travel.
6. Units may not begin or end their rail movement in Enemy controlled areas, nor do they enter Enemy controlled areas after detraining in the same Movement Phase (they must or must not stay on the rail line on the Movement Phase in which they detrain). Player agrees to allow travel upon his province's railroads when the province in which the railroad line is in hostile, unsecured provinces may not be used for other purposes by any of the cities through which the rail route travels are garrisoned. The general area may be any friendly unit, including installations.
7. The rail lines in a hostile province are considered secured (for all uses) when more than one-third of the province are occupied by the invading force. Rail lines in a hostile province turn after an Administrative unit has been placed (and remaining in one of the conquered cities. Players receive one supplemental Railline for each hour an allow-
8. Players may use railroads in advance of their own provinces. If the line is not complete before the next Game Turn, Players may only use enclosed Depot units and/or garrisoned cities.

30 ALLIANCE

When strong national states were around, they tended to rely on national armies, rather than on local or regional armies. An alli-

General Rule: One Player may ally with another and place none or all of his troops under the command of any other Player, if he so desires, for any length of time.

Cases:
1. Troops under the command of another Player's alliance may normally be placed under the command of another Player, if he so desires, for any length of time.
2. While control of a given unit may be assigned or withdrawn during any Game Turn, only the Player controlling the unit at the start of the Game Turn may withdraw it. Thus, if the Player controlling the unit at the start of the Game Turn assigns control to Player A in the latter's game, Player A, in the latter's game, may not reassign control to Player B in the former's game, prior to the start of the Player Turn of the new com-
3. Units under the control of any may only be moved during the turn of the controlling Player.

31 PARISIANS

Propaganda to the contrary notwithstanding, the peoples of World War II contain many conflicts since then is that if an In-

General Rule: For each Production Interval of one Parisian player, there is a single Production Interval for all Parisian players. This unit is placed anywhere in the same province as the Player who places it. The province owner is the original owner of the province.

- Parisiarn units have an inactive Zone of Control.
- If, as a result of treaties, an occupied province, a Parisian province, is removed from the map, then any Parisian units created to that point are removed from the same map.
32

AIRFORCES

General Rules: Players may conduct air operations during the Strike segments of their turn and any of their opponent's turn. Air-to-Ground bombardment is resolved using theBombardment Results Table. Air-to-Air combat is resolved using the Combat Results Table.

Procedure: Air units take off from Airbases in the Air Movement Segment of the opponent's turn. They are flown to the hex containing the target and placed along on top of the enemy counter(s). During the Air Segment of the Combat Phase, the air units execute their combat actions and then, during the second Air Movement Segment, fly back to and land at their base of origin. Their flight path need not be a straight line as long as they do not exceed their total Range Allowance in any one Player Turn.

Casualties:
1. Air units must be in Airbase counters. Counters on the ground are placed under the Airbase counters. Only one hex of air units may be based in a single Airbase. Only those that take off may and only those may land at the base during the second Air Movement Segment.

2. Air units that return to the same base from which they took off suffer 1 Point of Damage. Only those that take on General Supply may fly back to bases not in General Supply.

3. The Range Allowance is the total (vertical and horizontal) range of the air units. Air units do not suffer any movement penalties to their Range Allowance as long as they do not exceed their range limitations or fly outside mission limits.

4. Air-to-Ground or Air-to-Air combat action is resolved in a fashion similar to that of Ground Combat. Units that take part in combat may use their Combat Points, as resolved using the Randomizer in conjunction with the Combat Results Table. (See Bombardment Results Table or Combat Results Table).

5. Notice that air units have the Combat Strength of bombardment. The combat strength number is the unit's air-to-ground value or bombardment value if the unit is in the air-to-air Combat Strength of aerial strengths.

6. Air units may be assigned one of six basic missions per owning Player Turn: (a) BOMBARDMENT: Creation of Enemy Ground and Sea targets. (b) INTRODUCTION: Slaughter of Enemy movement and supply. (c) BASE STAGE: Attacking of Enemy airfields. (d) COMBAT AIR PATROL: Protection of surface units (CAP). (e) COMBAT AIR ASSAULT: Transporting ground units, supplies, or troops. (f) TRANSPORTATION: Relocation of air unit.

7. All types of air units (Heavy Bombers, Light Bombers, Fighters and Air Transports) may perform all of the above missions except as follows:
   - Heavy Bombers: No intercept, CAP
   - Light Bombers: No interception, CAP
   - Fighters: No intercept, CAP
   - Air Transports: No bombardment, CAP or interception

Bombardment: Bombing missions (employing the Bombardment Results Table) may be conducted against the following targets:

- a. Ground Units (including supply units).
- b. Naval Units (excluding Subfleets).
- c. Airbases (land any air units in them).
- d. Depot units.
- e. Production Centers.
- f. Cities.
- g. Port Facilities.
- h. Resource Centers (R&Ms, Materials), only.
- i. Rail Capacity (by attacking Administra-

The possible results on the Bombardment Results Table (0, X, XX) have different effects upon the different target systems as outlined in the Bombardment Effects Chart.

<table>
<thead>
<tr>
<th>Bombardment</th>
<th>Bombardment Results Table (0, X, XX)</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Units immobilized for enemy Player Turn</td>
</tr>
<tr>
<td>X</td>
<td>Units Disrupted for remainder of others</td>
</tr>
<tr>
<td>XX</td>
<td>Units Disrupted for remainder of others</td>
</tr>
</tbody>
</table>

rail to rail with no effect, no resources or bales.

Rail Capacity: Rail trains in various courts (railways) are needed to transport units or resources. Rail trains in various courts (railways) are needed to transport units or resources.
19

NOTE: Air units are never destroyed or disrupted by the attack of targets. High AA Strength only has the effect of reducing the effects of certain interception missions. Other types of interception units such as interception forces or interception fleets are not acted upon by AA Strength. The effects of AA Strength are reflected in the text of this section. For example in the case of fortifications the AA Strength represents the thickness of the concrete.

10. The AA Strength of units (i.e., all non-attack units) is dependent upon being in General Supply, Combat Supply (Supply units) need not be assigned for AA purposes. Attacks upon units that are assigned non-attacking units are augmented by adding "1" to the Randomizer result of the attacking air units.

11. The AA Strength of the various types of targets within the same hex are, generally, the same strength characteristics. i.e., they are not trolled into one combined AA Strength. The following are exceptions to the above statement:
(a) Two AA units always add their AA Strength to that of any target which affects their hex, no matter how many targets in that hex may be under attack in the same hex.
(b) Cities also add their one point of AA Strength to the defense of any target in the same hex.
(c) Fort units in port and their AA Strength to the defense of the harbor.

NOTE: No other units (including artillery units) will ever be trolled against a target that was already a target when steamed together in a hex.

12. Disrupted targets have their AA Strength out in half (Fraction count)

13. To avoid any possible confusion strength or condition defines, at any time, with an不曾 small unit (i.e., a single "1") and AA Strength or "T." If attacked alone on a hex, however, its AA Strength is the same as if it were a small unit.

14. Bombing attacks against Group units (including Supply units, Depot, Artillery units) and non-attacking units which are located in Forest, Mountain or Badlands will always receive an ineffective attack (i.e., no excess or unoccupied except Hex base hexes).

15. Enemy units travelling through a hex under interception by ten or more Enemy Bomber/Point Points. General Supply Lines may not be traced through "bridge" hexes (full lines crossing channel) which are under interception by ten or more Enemy Bomber/Point Points.

16. When interdicting a forest hex, the first five Bomber Points of the interdicting force which are assigned to intercept that forest (i.e., interception purposes). In other words, if an interdicting force, with a total of six bomber points consists of only five (or less) points, then there is no chance to interdict its target. The base Force is larger than five Bomber Points, they always add to the amount by which it exceeds five can be brought to bear.

17. Enemy air units which are not through interdicting units without penalty or effects.

21. Enemy air units which successfully destroy or drive off interceptors reduce the effects of interception. The placements of all interceptors and interception forces are of the attacker. The interceptors must act upon the intercepting air units in the countercurrent of the Interdictor’s Phase. If the counter-interdicting Player's attack is successful, the interceptors re-exert their effect for the remainder of the counter-interdicting Player's Turn. Such counter-interception missions are initiated in the countercurrent of the interdicting Player’s First Air Movement Segment. Only one counter-interception unit may be used. NOTE: a Forceme warning for your Hex or Aircraft point will not stop your counter-interceptor but if they do not immediately reduce the interception mission; only after a successful combat action must the counter-interdictor destroy the interception of the interceptors.

22. The presence of an Enemy Flak unit dismounts the effective Anti-Aircraft points of five Bomber Points if the Interdicting force (see page 59), the small Flak unit must have its Flak up to at least 3 points to do anything. The Flak can have this nullifying effect. This effect as in addition to the effect of forests.

23. Units in Air Movement Segment (i.e., flying in 480km bases) are under Enemy interception must must be reduced by the interception interceptors if they wish to fly out of or onto that hex. This attack is made immediately at the option of the intercepting Player. Unit’s mission order during the current Turn that cannot be interfered with by any missions against the Enemy units over Flying 480km bases from those Airbases without first suffering an attack by the interception force.

24. Coastal sea hexes and Interception sea bases may be interdicted in a manner similar to land hexes. A unit in a sea hex in the same hex (i.e., Female units entering, leaving or passing through such hex) is treated as (a) if within 50km of its Total Movement Allowance (in addition to its normal movement rate) (b) move at the normal rate of 5 per Turn (c) may be landed by the Interdicting units. EXCEPTION: Transport aircraft and All Movement Segment ships that can be loaded onto Female units as these ships are good at this job. EXCEPT: Interdiction of an Enemy Flak unit by the interception mission during the same Player Turn in which the interception mission may make another attack that the same hex.

16. Interception: Interception missions are initiated by the Air Movement Segment, assigning Air Units not flown in the last Turn and by the Fleet in the first Turn. The Player assigns interception missions to each unit (i.e., Light Bomber) which is not under the protection of an immediate Embark by the Interdicting air units. Missions are added to the interception list and leave there then (up in the air unit) the beginning of the next Turn (i.e., Light Bomber Unit assigned to an interceptive mission during the same Player Turn (in which case they could not fly another interception mission that Turn). Interception missions may be activated by the interception饵 (i.e., by the interception list, occupied or unoccupied except Hex base hexes).

17. Enemy Groups travelling through a hex under interception by ten or more Enemy Bomber/Point Points. General Supply Lines may not be traced through "bridge" hexes (full lines crossing channel) which are under interception by ten or more Enemy Bomber/Point Points.

18. General Supply Lines may not be traced through a hex under interception by ten or more Enemy Bomber/Point Points. General Supply Lines may not be traced through "bridge" hexes (full lines crossing channel) which are under interception by ten or more Enemy Bomber/Point Points.

20. When interdicting a forest hex, the first five Bomber Points of the Interdicting force may be assigned to intercept the forest (i.e., interception purposes). In other words, if an interdicting force, with a total of six bomber points consists of only five (or less) points, then there is no chance to interdict its target. The base Force is larger than five Bomber Points, they always add to the amount by which it exceeds five can be brought to bear.

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20. General Supply Lines may not be traced through a hex under interception by ten or more Enemy Bomber/Point Points. General Supply Lines may not be traced through "bridge" hexes (full lines crossing channel) which are under interception by ten or more Enemy Bomber/Point Points.
33. Enemy Air units flying into or through a box containing Friendly air units on CAP may make use of CAP as a means of avoiding a CAP attack by the CAP units. This attack may be initiated by any CAP unit, or by any CAP unit on intercept.

34. Units must fly through CAP boxes on intercept, not on CAP, and if they do not wish to be attacked by the CAP units they must make an intercept by any CAP unit, or by any CAP unit on intercept.

35. Enemy units may fly through CAP boxes on intercept, not on CAP, and if they do not wish to be attacked by the CAP units they must make an intercept by any CAP unit, or by any CAP unit on intercept.

36. Units may fly into a box containing the CAP in the air and avoid a CAP attack by the CAP units if they make an intercept by any CAP unit, or by any CAP unit on intercept. Units executing CAP missions may not make use of CAP as a means of avoiding a CAP attack by the CAP units. Units executing CAP missions must make an intercept by any CAP unit, or by any CAP unit on intercept.

37. Units may not fly into a box containing the CAP in the air and avoid a CAP attack by the CAP units if they make an intercept by any CAP unit, or by any CAP unit on intercept.
NAVAL AIRCRAFTS

Cases:
1. Players owning Carrier Fleet units (4-499) may sight Bandeau or fighter units (or one of each) on each Carrier Fleet. These counter units constitute the Naval Air Force and only those specific aircraft types (as identified by their Identity-numbers) may operate from Carrier Fleets. The specific aircraft type is equivalent to the unit's Identity-number.
2. Naval Air units may be based in land bases but Regular Air Force units may not be based in a Naval Port. In other words, Naval Air units may perform Shuttle missions or be transferred from land bases to Carrier Fleets. Carrier Fleets can load and unload the aircraft units (as described by their Identity-numbers) which may operate from Carrier Fleets. The specific aircraft type is equivalent to the unit's Identity-number.
3. Naval Air units may perform all missions open to their type of aircraft (F and J). In addition, they have special characteristics not possessed by Regular Air Force units:
   (a) Naval Air units double their Bombardment Strength when attacking Enemy Naval Surface units in port, on the Open Sea, or in the Narrow Channel or Sea (see Naval Module). This is, in reality, doubling the number of Combat attacks in which they participate by reason of the Narrow Channel rule.
   (b) Naval Air units can effect Grand-Sea-Search attacks (see Naval Module).
4. Carrier Fleets may move in the first Naval Movement Segment when launched planes in their first Air Segment. They may also move in the first Naval Movement Segment if the planes launched in the first Naval Movement Segment are released during the next Naval Movement Segment of the subsequent Turn. In other words, a Carrier Fleet may not move in a Movement Phase unless it has a release or retrieve plane. Exception: a Naval CAP over the open sea does not have this rule. Release or retrieve planes are not permitted for the attack on the Transport Airports (see Naval Module).
5. Subflotillas must be designated as carrying a nuclear weapon before sailing; they may be fired during the Naval Movement Segment. If the Subflotilla is destroyed, the nuclear weapon is lost. If fired, it has the range of an IKB.
6. The Tactical Level Rule must be used with nuclear weapons in play.

AIR FORCES

Each Player starts the game with a squad of aircraft in his Carrier Fleet. The unit symbols for aircraft units are as shown in the Game Rule. The aircraft can be used by the Player and his Carrier Fleet. The aircraft can be used in the air, on the ground, or in the sea. The aircraft can be used for various purposes, such as air defense, air attack, sea patrol, and ground attack. The aircraft can be used to support the Carrier Fleet in various ways, such as providing air cover for the Carrier Fleet, providing air support for the Carrier Fleet, and providing air reconnaissance for the Carrier Fleet.

1. To fire the aircraft, the Player must move the aircraft in the air or on the ground. The aircraft can be used to attack ground targets, air targets, or sea targets. The aircraft can be used to support the Carrier Fleet in various ways, such as providing air cover for the Carrier Fleet, providing air support for the Carrier Fleet, and providing air reconnaissance for the Carrier Fleet.

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six of the allied and neutral provinces which have been designated as objectives and if an enemy major power and/or its allies gain control of three of your des-
ignated provinces, this constitutes an act of war.

2. Each Player chooses his designated pro-
vinces, under Case A(10), at the begin-
ing of the game. They may, at any time, disclose their objectives to one another in the interests of preventing Armageddon.

**GUERRILLAS**

364 General Rule: Guerrillas may be produced by any major power, and may move anywhere on the Game Map, freely, with the exception of Enemy major country pro-
vinces.

**Cases:**

1. Guerrilla units may operate in any province.

2. Guerrillas are also produced in unoccupied neutral countries. One is placed on the Game Map for each occupied city each Production Interval of the Player who is moving the neutral country's units. They are no longer produced once the neutral becomes an ally. Guerrillas may move freely among any but major country pro-
vinces.

A major country gets to move the guerril-
las it produces or that are produced in a neutral country, the units of which are being moved by the major power. The occ-
upying power does not affect the surviving guerrillas, nor are they considered neutral country units.

**DIPLOMACY SUGGESTIONS**

**STRATEGY** I has certain elements of diplo-
matic diplomacy incorporated into it (e.g., con-
sequences, partisan alliances, aide-de-
camp, etc.). However, this should not be consti-
tuted as a limitation on a player's actions. Virtually any rule may be added to make the game more appealing to two or more players agree to.

The most common of these agreements will generally involve some common plan of action; i.e., Player A tells Player B to head north and vice versa. This is not an agreement that any future moves will be made that two or more players agree to.

- The most common of these agreements will generally involve some common plan of action; i.e., Player A tells Player B to head north and vice versa. This is not an agreement that any future moves will be made that two or more players agree to.

When an ally has more than 50% of its citi-
ese occupied by an Enemy, it is no longer consid-
ed an ally. If an ally is considered an ally, it no longer moves its unit either in or out of its province.

4. These units are always in General Supply.

**NEUTRALS**

General Rule: Certain provinces are de-
signated as neutrals. Their units are dis-
tributed evenly among the cities, each Player agreeing to the distribution. Each province is treated as a separate neutral country. Neutrals may not move out of their own province, nor may any neutral countries be invaded by neutrals units or transferring major city units to a neutral.

1. Neutral units are not moved until the country is invaded. However, if an enemy major country, its ally or its guerilla, the neutral units are moved by the enemy major powers (if more than one Enemy major power, choose the one to move the units by using the Randomizer).

2. When a neutral country is fully occupied, i.e., all the citi-
es have been occupied, the neutral becomes an ally of the occupying power and all the citi-
es rules then apply. Any remaining neutral units are removed at this point.

3. Neutral units are always in General Sup-
ply.

**Suggested Format for Chart to use in keeping account of various elements in production of units, illustrating Germany in World War II (1940) Scenario**

**FIRST TURN**

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| | 8 | T | 5
| | 5 | A | 1
| | 4 | L | 2
| | 3 | C | 9
| | 2 | H | 1
| | 1 | Q | 2
| Transport | 1 | 1 | 1
| Transport | 2 | 1 | 1
| RECOMMENDS | (see Next Production Interval) | 1 | 1

| NEXT PRODUCTION INTERVAL | 2 | 1 | 1

The above procedure takes place at every Production Interval which is six game turns in Cold War * and varies by country according to the Initial Order of Battle, under Production Interval.
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*DE* indicates automatic no retreat.
The Scenarios

In this section we will discuss some of the scenarios that are available in the game. Each scenario is designed to be played on a specific map and features a unique set of objectives and conditions. The scenarios range from the ancient to the modern era, and each one offers a different challenge to the player. We will go through each scenario in detail, discussing the rules and strategies involved in playing them.

Ancient

Scenario 1: The Ancients

* Ancient Egypt

This scenario is set in ancient Egypt and features a number of unique gameplay elements. The player will control a variety of units, including infantry, cavalry, and siege weapons, and will need to use these units strategically to overcome the opponent's defenses. The scenario features a number of historical landmarks and buildings, which will need to be captured or defended.

Scenario 2: The Spartans

* The Spartans

This scenario is set in ancient Greece and features a number of unique gameplay elements. The player will control a variety of units, including infantry, cavalry, and siege weapons, and will need to use these units strategically to overcome the opponent's defenses. The scenario features a number of historical landmarks and buildings, which will need to be captured or defended.

Scenario 3: The Romans

* The Romans

This scenario is set in ancient Rome and features a number of unique gameplay elements. The player will control a variety of units, including infantry, cavalry, and siege weapons, and will need to use these units strategically to overcome the opponent's defenses. The scenario features a number of historical landmarks and buildings, which will need to be captured or defended.

Important

The Scenarios section offers an overview of the various scenarios available in the game. Each scenario is designed to be played on a specific map and features a unique set of objectives and conditions. The scenarios range from the ancient to the modern era, and each one offers a different challenge to the player. We will go through each scenario in detail, discussing the rules and strategies involved in playing them.

The scenarios are divided into three main categories: the Ancients, the Spartans, and the Romans. Each category features a number of unique scenarios, each with its own set of objectives and conditions. The scenarios are designed to offer a challenging and engaging experience, with a variety of gameplay elements to keep players engaged.

The Ancients category includes scenarios set in ancient Egypt, ancient Greece, and ancient Rome. Each scenario features a unique set of rules and conditions, and offers a different challenge to the player. The Ancients category is designed to offer a historical and educational experience, with a focus on the ancient civilizations and their cultures.

The Spartans category includes scenarios set in ancient Greece. These scenarios feature a number of unique gameplay elements, including infantry, cavalry, and siege weapons, and offer a different challenge to the player. The Spartans category is designed to offer a challenging and engaging experience, with a focus on the ancient Greek armies and their strategies.

The Romans category includes scenarios set in ancient Rome. These scenarios feature a number of unique gameplay elements, including infantry, cavalry, and siege weapons, and offer a different challenge to the player. The Romans category is designed to offer a challenging and engaging experience, with a focus on the ancient Roman armies and their strategies.

In summary, the Scenarios section offers a wide range of scenarios to choose from, each with its own set of objectives and conditions. Whether you are looking for a historical and educational experience, or a challenging and engaging challenge, the Scenarios section has something to offer. Enjoy!
The image contains a page with text and tables, possibly from a historical or educational document. The page appears to be from a section titled "early modern." The content includes various tables and diagrams, which seem to be related to historical events or data. Due to the complexity and density of information, a detailed transcription is not provided here. The page contains numerical data, placeholders, and possibly names or identifiers. The text is formatted in a structured manner, typical of an educational textbook or reference material. The layout suggests it might be part of a larger series or a specific section focused on a particular period or topic.
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See pg 10
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