

# RAPID DEPLOYMENT FORCE™ GAME

## Global Cavalry for the 80's

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### REMOVING THE RULES FROM THIS ISSUE

Open the magazine to the center, bend the staples, lift out the rules, and close the staples.

## INTRODUCTION

The RAPID DEPLOYMENT FORCE™ game is a tactical level simulation of present day and near future combat in the Persian Gulf region of the Middle East. The game includes six scenarios, each representing a separate hypothetical confrontation between the forces of the United States, Soviet Union, Iran, Iraq, and Syria. Each Game-Turn represents 10 minutes of real time; each hex represents 200 meters.

## [1.0] HOW TO PLAY THE GAME

The RAPID DEPLOYMENT FORCE game is primarily a two-player game, though there are some possible three-player scenarios. The game is played in Game-Turns, each of which is divided into two Player-Turns. During each Player-Turn a player may move and attack with his units by moving individual (or stacks of) units through the superimposed hexgrid, and by firing the various weapon systems associated with those units. Players are also required to plan ahead for future actions by issuing commands to their units and having them assume different formations. Morale may suffer as units take losses, forcing them to withdraw from combat. Charts and tables are provided to cover the effects of direct and indirect fire, terrain effects, and so on. Victory is determined by fulfilling the victory conditions as outlined in Section 15.0

## [2.0] GAME EQUIPMENT

### [2.1] Game Map

The game map is a 22"×34" representation of typical Middle Eastern terrain found in Syria and parts of Iran. The map is a real terrain analysis of an area in Syria approximately 20km north of the Jordanian border. A hexagonal grid is printed on the map to regulate movement and placement of the playing pieces. Each hex is given a four-digit number. The first two digits of the number identify a specific hex column (running vertically, north to south); the last two digits identify a specific zig-zag hex row (running horizontally, west to east). The hexes labeled A through J are used to indicate where units enter and exit the map in a scenario.

### [2.2] Game Charts and Tables

Various visual aids are provided with the game to simplify and help illustrate certain game functions. The use of these graphic aids is explained in the various rules sections.

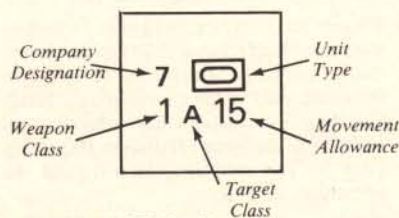
### [2.3] Playing Pieces

There are 200 playing pieces in the game. Many of them are informational counters, including Artillery Impact, Hit, No Act/No Fire markers, etc. All such counters indicate the current status of a given unit or hex. The actual combat units in the game — the infantry and vehicle platoons, air units, HQ's, etc. — are represented by organizational counters. These counters contain information regarding the designation, weapons class, target class, and movement allowance of the represented units. All organizational counters are back-printed with the silhouette of the unit that is represented.

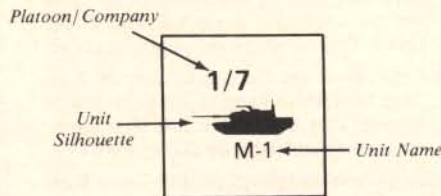
### [2.4] Sample Counters

There are ten types of ground and air units used in the game, which include: Armor, Armored Recon, Artillery, Anti-Tank, Anti-Air, Armored Personnel Carriers (APC's), Infantry, Engineers, Helicopters, and Battalion Headquarters.

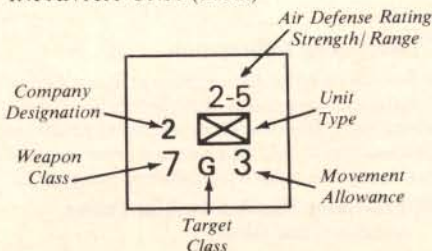
#### ARMOR UNIT (Front)



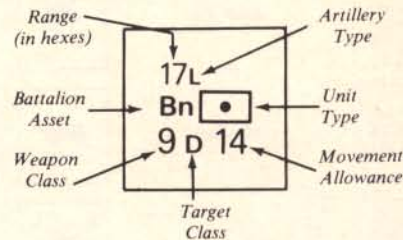
#### ARMOR UNIT (Back)



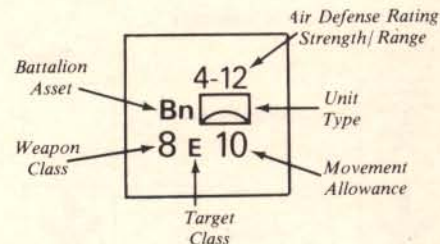
#### INFANTRY UNIT (Front)



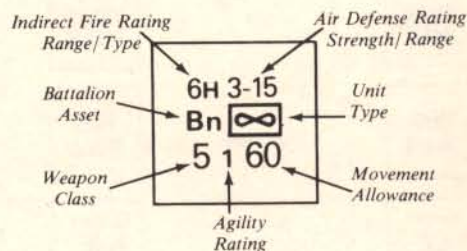
#### ARTILLERY UNIT (Front)



#### ANTI-AIR UNIT (Front)



#### HELICOPTER UNIT (Front)



**Note:** All battalion assets are indicated by a **Bn** on the front of the counter.

### [2.41] Combat Units Summary

Front		Back
8 3 c 12	Armor	3/8 T-55
Bn 4 D 18	Armored Recon	Scorpion
1 9 D 14	Armored Personnel Carrier	3/1 M113
HQ 9 D 14	Battalion HQ	HQ Bn HQ
1 6 G 3	Infantry	1/1 Infantry
Bn 7 G 3	Engineer	Engineer
76M Bn 3 F 20	Artillery	D-30

Front		Back
	Anti-Air	
	Anti-Tank	
	Helicopter	

### [2.42] Game Markers Summary

Front		Back
	Current Formation	
	Suppression	
	Hit	
	Unit Status	
	Air Strike	
	Artillery Impact	
	Game-Turn	
	Game-Turn Phase	

## [3.0] THE PRE-GAME RANDOMIZATION SEQUENCE

### COMMENTARY:

As stated in the Introduction, the RAPID DEPLOYMENT FORCE game contains hypothetical confrontations between various forces in the Middle East. Because these battles are hypothetical, the game has been designed with completely random set-up rules. Each time a scenario is played, it will in most respects contain totally different set-up and victory conditions.

### GENERAL RULES

The Pre-Game Randomization Sequence will determine for each player at the start of a scenario:

- 1) Who will be the first player;
- 2) Which scenario will be played;
- 3) Entry/exit hexes and the axis of advance;

- 4) Orders and victory conditions;
- 5) Battalion HQ rating;
- 6) The formation of entry;
- 7) Number of air strikes and their Game-Turn of availability;
- 8) Movement allowance for Game-Turn One.

In the exact sequence listed above, players will roll the required number of dice and consult the Pre-Game Randomization Tables (3.2), modifying the die results on various tables when specifically stated. Players will be required to keep a written record of each result for reference throughout the scenario. In addition, the location of all Company and Battalion HQ's must be recorded on the same sheet of paper, along with the ammunition expended by helicopters and BM-21's. At first, players may be a bit put off by the required record-keeping, but after a scenario or two has been played out, the hidden information on these sheets will be found to add much to the excitement and tension of the game. The first scenario (16.1) is recommended for players new to the game.

### PROCEDURE:

**Step 1:** Each player rolls one die; the player with the higher die result is the "first" player. If a tie occurs, roll again.

**Step 2:** The "first" player rolls one die; the result will determine the scenario to be played (on a result of one, scenario #1 is played; on a result of two, scenario #2, and so on).

**STOP!** Steps 3 through 8 are now performed separately for each player. The information obtained in the following steps is secret and should not be revealed until the end of each scenario.

**Step 3:** Players roll one die twice and consult the Entry/Exit Hex Table (3.21). Roll once to determine the entry hex and once to determine the exit hex.

**Step 4:** Players roll one die and consult the Orders Table (3.22) to determine the objective of each force and the conditions which will end the game.

**Step 5:** Players roll two dice and consult the Battalion HQ Rating Table (3.23) to determine the rating of each Battalion HQ.

**Step 6:** Players roll two dice and consult the Formation of Entry Table (3.24) to determine the formation in which each force enters the game. Add to the die roll the die result rolled for orders (step 4) and subtract from the die roll the force's Battalion HQ rating (step 5). The modified die will yield the formation of entry.

**Step 7:** Players roll one die twice and consult the Air Strike Table (3.25) to determine: 1) the number of strikes available, and 2) the Game-Turn on which they begin to arrive.

**Step 8:** Players roll one die and consult the First Turn Movement Table (3.26) to determine whether they have full or half their movement points available on Game-Turn One.

Once players have completed the Pre-Game Randomization Sequence scenario instructions, the game is ready to begin.

### CASES:

#### [3.1] Recording Information

The various items of information received during the random set-up process, plus the locations of the Company and Battalion HQ's and the expenditure of ammunition should be kept on a separate piece of paper, which is hidden from the opposing player.

#### [3.2] Pre-Game Randomization Tables

(see charts and tables)

## [4.0] SEQUENCE OF PLAY

### COMMENTARY:

The RAPID DEPLOYMENT FORCE game is played in a series of Game-Turns. During each Game-Turn, the players perform the operations listed in the following Game-Turn Sequence. Each operation must be performed in the order outlined below. The Sequence of Play begins after the Pre-Game Randomization Sequence (3.0) is completed by both players.

### GAME-TURN SEQUENCE

(Phases A and B are not performed in the first Game-Turn)

#### A. Second Player Command Phase

The "second" player determines whether or not his force is eligible to alter formation (see 5.0).

#### B. First Player Indirect Fire Phase

**1. Marker Removal Segment.** The "first" player removes all the Suppression and Artillery Impact markers of his color from the map.

**2. Indirect Fire Resolution Segment.** The "first" player initiates indirect fire and air strike missions, places the appropriate impact markers, and resolves the accuracy and combat results of each initiated mission. Hit and Suppression markers are placed as indicated by the combat results.

#### C. First Player Movement Phase

The Movement Phase is divided into four Segments: 1) *Movement*, 2) *Final Fire*, 3) *Rally*, and 4) *Unit Status*. Each unit (or stack of units) must complete the Movement Segment individually, prior to moving any other units. Once every unit has completed movement, a player may then move on to the Final Fire Segment.

**1. Movement Segment:** The "first" player moves one of his units (or one stack of units) through a path of consecutive hexes across the map. Movement may be interrupted by the effects of indirect or direct fire. A unit which ends its movement in an enemy-occupied hex *must* initiate close assault combat before any other units move.

**STOP!** Repeat Movement Segment for the next unit (or stack) that is to be moved. Do not proceed to the Final Fire Segment until all units have individually completed the Movement Segment.

**2. Final Fire Segment:** Each unit that is still "active" (face up) may now conduct final fire against any enemy unit within a valid line of sight.

**3. Rally Segment:** The "first" player may attempt to rally any of his routed companies.

**4. Unit Status Segment:** The "second" player flips all of his inactive units to their active (face-up) sides.

#### D. First Player Command Phase

The "first" player determines whether or not his force is eligible to alter formation (see 5.0).

#### E. Second Player Indirect Fire Phase

The "second" player executes indirect fire, following the procedure outlined in Phase B: First Player Indirect Fire Phase.

#### F. Second Player Movement Phase

The "second" player executes movement, final fire and rally, and the "first" player unit status, following the procedures outlined in Phase C: First Player Movement Phase.

#### G. End Phase

The Game-Turn marker is advanced one space along the Game-Turn Record Track on the map to indicate the completion of one Game-Turn and the beginning of the next. Note: When a game extends beyond nine Game-Turns, flip the Game-Turn marker to the "Game-Turn +10" side and continue moving it on the Game-Turn Record Track.

## [5.0] FORMATIONS

### GENERAL RULE:

During the Pre-Game Randomization Sequence (see 3.0), each player will receive a starting *formation*. Formations represent the various ways in which a force may be deployed at a given time. Each formation restricts the movement abilities of units by limiting:

- 1) The ability by which a unit may deviate from a force's *axis of advance*.
- 2) The distance by which a unit may be separated from its Company HQ (known as *company frontage*).
- 3) The distance by which a unit may be separated from its Battalion HQ (known as *battalion depth*).
- 4) The ability of company frontages to overlap.

During his Command Phase of each Game-Turn, a player may change the formation of his force after meeting certain requirements. At any one time a force may be in only one of six possible formations: Administrative March, Movement to Contact, Hasty Assault, Deliberate Assault, Hasty Defense, and Deliberate Defense.

### PROCEDURES

**A.** During each Game-Turn, players should record the number of enemy units which are sighted. Sighted units accumulate from turn to turn and are recorded on the Formation Sighting Track (see map) as they are seen. To change formation during a friendly Command Phase, consult the Formation Sighting Track for the number of enemy units sighted, refer to the Formation Change Table (5.49), apply the Battalion HQ rating currently being used, and roll two dice. Depending on the result indicated on the table, the force may or may not be able to change formation.

**B.** To determine the capabilities of a unit in a particular formation refer to the Formation Characteristics Chart (5.48).

**C.** To record the current formation of a force, place the Current Formation marker in the appropriate space on the Formation Track on the game map.

### CASES:

#### [5.1] Axis of Advance

During the Pre-Game Randomization Sequence each player will receive an entry and an exit hex. These two hexes, plus the paved road hexes which connect them, make up the *axis of advance*.

**[5.11]** An axis of advance is an uninterrupted path of paved road hexes connecting a player's own entry and exit hexes. In cases where more than one paved road leads to the exit hex, players should use the shortest and most direct route.

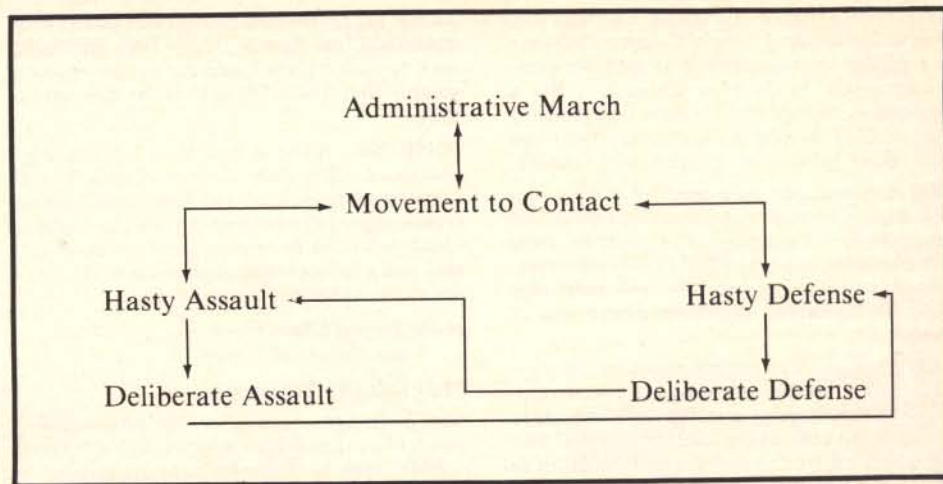
**[5.12]** Each formation specifies a maximum deviation from the force's axis of advance. Deviation is the maximum distance in hexes a unit in a force may be from the nearest hex in the force's axis of advance.

#### [5.2] Company Frontages

Each formation specifies a *company frontage*, and also indicates whether or not Company HQ's are permitted to overlap.

**[5.21]** The company frontage, specified by a particular formation, is the maximum distance in hexes a company unit may be from its company HQ at the end of a friendly Movement Phase. Note that company frontage restrictions apply only to company units, *not* to battalion asset units. Battalion assets (indicated by a **Bn** on the front of the counter) are independent and need not comply with the restrictions of 5.2.

**[5.22]** There are two formations — Administrative March (AM) and Movement to Contact (MC) —



which prohibit the overlap of friendly Company HQ's. This prohibition restricts the relative positions of Company HQ's in the following manner:

1) In **AM** formation (which specifies a company frontage of 2), each friendly Company HQ must be at least 5 hexes (exclusive of the hex from which a player is counting) from every other friendly Company HQ unit.

2) In **MC** formation (which specifies a company frontage of 3) each friendly Company HQ must be at least 7 hexes (exclusive of the hex from which a player is counting) from every other friendly Company HQ.

No other formations restrict company frontage overlap.

**[5.23]** Battalion asset units are independent and may be within any company frontage (note they may also be outside any company frontage). Battalion assets may *not* deviate from the axis of advance more than the current formation allows.

#### [5.3] Battalion Depth

**[5.31]** Battalion depth is the maximum distance in hexes a unit may be from its Battalion HQ at the end of a friendly Movement Phase. If the Battalion HQ has not yet entered the map (or has been eliminated), the force's entry hex is substituted for the Battalion HQ.

**[5.32]** Reconnaissance and helicopter units are exempt from battalion depth restrictions, but must still abide by the rules covering axis of advance.

#### [5.4] Changing Formation

Each player's force must always be in one of the six possible formations, and must abide by all of the restrictions of the formation in which it is currently deployed. A player may attempt to change his force's formation in any friendly Command Phase.

**[5.41]** A force is restricted in its choice of new formation, according to the formation from which it is attempting to change. The diagram in the upper right corner of this page indicates the permissible changes.

**Note:** Some changes can be made in either direction, some changes are one-way only, and some changes are impossible to make directly (e.g., Deliberate Assault to Deliberate Defense).

**[5.42]** In order to attempt a formation change, a force must have sighted at least one enemy unit. The Formation Sighting Track (see map) is used to help players keep an accurate running total of the number of enemy units which have been sighted from turn to turn. The number of units that have been sighted affects the chance of successfully changing formation.

**[5.43]** Once one or more units have been sighted, refer to the Formation Change Table (5.49). Roll

two dice and cross-index the dice result with the Battalion HQ rating. A result of **C** indicates that the force may change formation (subject to 5.41). If the change is successful, the marker on the Formation Change Track is moved to the new formation. If the change attempt is not successful, the force may not change formation in the current Command Phase.

**[5.44]** The command rating column used on the Formation Change Table may be altered, depending on the number of enemy units that have been sighted at the moment the formation change is attempted.

Number of Enemy Units Sighted	Column Shift
1 to 4	none
5 to 9	one to left
10 or more	two to left

**[5.45]** The number of friendly units destroyed at the moment a player is attempting to change formation will modify the die roll. After the formation change die roll has been made, add *or* subtract from the die roll the number of friendly units (not steps) which have been lost (whichever modification benefits the owning player more).

**[5.46]** Indirect fire markers count toward sighting the enemy. If a player has not yet seen an enemy unit but has seen one or more Artillery Impact markers, the sighting player may count these markers as *one* enemy unit and record it on the Formation Sighting Track. Once enemy units are sighted, however, indirect fire markers no longer count towards sighting.

**[5.47]** In order to sight a unit during its Movement Phase, a force must have a valid line of sight to it (see Line of Sight, 7.0).

**[5.48] Formation Characteristics Chart**  
(see charts and tables)

**[5.49] Formation Change Table**  
(see charts and tables)

#### [5.5] Special Formation Rules

**[5.51]** A force in Deliberate Defense formation may not move its Company HQ's more than four hexes per turn. A force in this formation is eligible to receive a special "dug-in" defensive bonus (see Direct Fire, 9.63).

**[5.52]** If a force changes formation in a friendly Command Phase and as a result violates the axis of advance restrictions of its new formation, it must during the friendly Movement Phase be made to conform to the new restrictions as quickly as possible (see 5.64).

#### [5.6] Command Structure

Each unit in the game is either a part of a specific company or is an independent unit.

[5.61] A unit assigned to a specific company may never be farther away from its Company HQ than the company frontage allowed by the force's current formation. In the event a Company HQ is destroyed by enemy fire, all units in that company rout (see 13.1). As long as a Company HQ is capable of taking one more hit, it continues to function.

[5.62] Battalion asset units need not comply with the company frontage restrictions for a given formation as do the company units; however, these units must still comply with battalion depth restrictions. Armored recon and helicopter units may ignore all formation restrictions *except* axis of advance.

[5.63] Battalion HQ's are not placed on the map, but are secretly designated to begin each scenario in a hex with any company unit. The HQ is immune to air strikes and indirect fire until the company unit with which it is moving suffers a hit from direct or indirect fire. At that time, the Battalion HQ is placed on the map and is then vulnerable to direct and indirect fire. The HQ, however, remains immune to air strikes unless 1) it occupies a village, 2) it is in or adjacent to a crossroad hex (a hex with four or more hexsides traversed by road), or 3) an enemy ground unit has a valid line of sight to the hex the HQ occupies. When a Battalion HQ is hit in close assault (see 10.0) or is destroyed, its force may be subjected to the effects of catastrophic morale (see 13.3).

[5.64] A player may never voluntarily have his units violate the force's formation restrictions. If, due to a change in the force's formation, units should violate the formation restrictions at the end of a friendly Command Phase, those units have until the next friendly Command Phase to correct any violation. If the units are still outside the command restrictions at this time, they are routed (see 13.1).

## [6.0] MOVEMENT

### GENERAL RULE:

During each friendly Movement Phase, the phasing player may move as many of his units as he wishes, utilize his direct fire capabilities, initiate close assault combat, rally any of his routed companies, and reactivate any of his inactive units. The movement capability of each unit is measured in terms of movement points, and each unit has a specified Movement Point Allowance. A unit expends movement points at a rate determined by the terrain of each hex the unit enters (see Terrain Effects Chart, 6.16).

### CASES:

#### [6.1] Movement Restrictions

[6.11] A unit may expend movement points up to its printed Movement Point Allowance. Unused movement points may not be saved for use in a later Movement Segment, nor may they be transferred from unit to unit.

[6.12] A unit may be moved only during a friendly Movement Segment. Although there may be some movement during close assault (see 10.0), this is not considered movement *per se* and does not require the expenditure of movement points.

[6.13] Normally each unit is moved individually, unit by unit, across the map. However, units which begin a Movement Segment stacked in the same hex must be moved as a stack if they are to end the segment together in another hex. **Note:** This procedure is used to ensure that units spending an entire friendly Movement Phase together pay the appropriate die modification penalty when defending against enemy direct fire.

[6.14] All units which move more than half their movement allowance in a turn are flipped over to their "inactive" side; they may not conduct direct or

indirect fire for the remainder of that turn (**Exception:** See Close Assault, 10.0). They are flipped back to their "active" side during the opposing player's Unit Status Segment in the Sequence of Play.

[6.15] **Cliffs.** All level 1 to level 2 hexsides are considered cliff hexsides and are impassable to all units except helicopters and dismounted infantry (roads negate cliff hexsides). An infantry unit must spend two extra movement points to move up a cliff, and a helicopter (at nape-of-earth only) must spend one additional movement point.

#### [6.16] Terrain Effects Chart (see charts and tables)

### [6.2] Infantry Movement

Men on foot (dismounted or "leg" infantry) move much more slowly than vehicles. For this reason infantry may be "mounted" and transported by friendly armored personnel carriers (APC's), and later "dismounted" (back on foot).

[6.21] Each dismounted infantry unit uses its printed Movement Point Allowance. When being transported, the infantry unit uses the movement allowance of the vehicle carrying it (see 12.0), and not its own movement allowance.

[6.22] A dismounted infantry unit must expend one additional movement point when moving from a lower level hex to a higher level hex (see Terrain Effects Chart, 6.16). There is no such additional cost for a unit to move downhill.

[6.23] A dismounted infantry unit may always move one hex, even if its movement allowance would normally be insufficient for it to enter an adjacent hex. Thus, a unit which has just dismounted may enter an adjacent hex to initiate close assault, but it may not employ hasty fire (9.31).

### [6.3] Stacking

When more than one friendly unit occupies a hex, the units are said to be "stacked" in that hex. There may never be more than three friendly vehicles and three friendly dismounted infantry units stacked together in a hex at the conclusion of any friendly Movement Segment. Battalion HQ's do not count towards stacking.

[6.31] There may never be more than two helicopters stacked in a hex. Helicopters *do* count as vehicles toward the stacking restrictions of 6.3.

[6.32] The stacking limit applies only at the end of each Movement Segment. A player may have friendly units pass through an occupied hex, as long as the stacking requirements are met at the end of the Movement Segment and the formation rules are not violated.

[6.33] Stacking increases a unit's vulnerability to fire by modifying the direct fire combat resolution die rolls (see 9.8). However, when resolving combat during a friendly Movement Segment, only those units that are moving together are considered stacked (see 6.13).

[6.34] When transporting infantry, an APC unit counter is placed on top of the infantry unit to be carried (see 12.0). For stacking purposes, the two units are then treated as one (i.e., the infantry unit does not then count toward stacking limits).

[6.35] There is no movement point expenditure to stack or unstack units except when such action represents infantry mounting or dismounting vehicles (see 12.11).

### [6.4] Movement and Combat

[6.41] Moving units may be interrupted by either indirect fire (see 8.0) or direct fire (see Opportunity Fire, 9.32). In either case all combat results against the moving unit(s) are applied before any further movement is resumed.

[6.42] Units which use more than half their movement allowance may not conduct direct fire for the rest of the current Game-Turn (see 6.14).

[6.43] Units which use one half or less of their movement allowance may also conduct direct fire in the current Game-Turn (see Hasty Fire, 9.31).

[6.44] Units which enter an enemy-occupied hex must end all movement and immediately initiate close assault combat (see 10.0).

[6.45] Units are never required to move.

## [7.0] LINE OF SIGHT

### GENERAL RULE:

The ability of a unit to conduct direct fire or observe for indirect fire depends on it having a clear line of sight (LOS) to an enemy unit; an LOS may be blocked by the terrain or height levels between the units. The LOS is represented by a straight line drawn from the center of the observing hex to the center of the target hex. If a unit's LOS crosses a blocking hex at any point, it is then unable to see the enemy unit. (Players will find it helpful to stretch a piece of string between the centers of the two hexes.) The LOS is not blocked by the terrain in the hex the target unit occupies. If an observing unit can see a target unit, then, of course, the target unit also sees the observing unit. Units may always observe into an adjacent hex.

### COMMENTARY:

The height levels on the RAPID DEPLOYMENT FORCE game map represent topographical contour lines, each new level being 50 feet higher than the last. From the steep slopes of level 1 to level 2, the height rises more gradually, a three-dimensional reality difficult to depict in two dimensions. Players may find it simpler to picture the height levels as a series of steps or plateaus. In general, a unit sitting at the edge of a plateau may see and be seen by units at a lower height; units further back will not be able to see over the "edge," nor will they be seen by units at a lower level.

### CASES:

#### [7.1] Height Levels

Different height levels on the game map are indicated in 50-foot increments. Height levels may or may not block LOS, depending upon the positions of the observing and targeted units at the moment the LOS is determined.

[7.11] When the observing unit hex and the targeted hex are on the same height level, they have a valid LOS unless a hex of a higher level is between them (**Exception:** See 7.21).

[7.12] When there is a one height-level difference (for example, one unit is on level 1 and the other on level 2) between the observing and targeted hexes, there is a valid LOS unless it passes through 1) a hex of a higher level between them, or 2) a hex of the same level as the higher hex. (That is, a unit at the edge of a plateau can see and be seen by a unit at a lower level; if the LOS must be traced through two or more higher level hexes, it is blocked.)

[7.13] When there is a two height-level difference between the observing and target hexes (level 1 to level 3, for example), there is a valid LOS as long as any blocking hex is closer to the hex at the higher level than to the hex at the lower level. Additionally, the restrictions of 7.12 also apply. **Example:** A unit in 0923 (level 4) can successfully observe a unit in 1827 (level 1) since the two potential blocking hexes, 1023 (level 3) and 1325 (level 2), are closer to the observing unit hex than to the target hex. If a blocking hex is the same distance in hexes from the observing and target hexes, there is a valid LOS.

**[7.14]** When there is a three or more (as with helicopters) height-level difference between the observing and target hexes, the LOS is never blocked by intervening height levels. A unit on a level 4 plateau, however, can neither see nor be seen by a unit at a lower level if the higher unit is more than one hex back from the edge of the plateau.

### [7.2] Terrain and LOS

**[7.21]** When the observing unit hex and the target hex are on the same height level, a valid LOS is blocked if it passes through 1) more than one cultivated hex, 2) a village hex, or 3) more than five broken hexes.

**[7.22]** When there is a one or two height-level difference between the observing and targeted hexes, a valid LOS is blocked if it passes through 1) more than four cultivated hexes, 2) more than one village hex, or 3) more than fifteen broken hexes.

**[7.23]** If units are separated by three or more height levels, players should ignore the terrain restrictions of 7.2.

### [7.3] Air Units and LOS

**[7.31]** All units with an air defense rating have an automatic LOS to air strikes in the Indirect Fire Phase. As long as these units are within range of the Air Strike marker, they may use their air defense capability without tracing an LOS (that is, air strikes come in high and are clearly visible).

**[7.32]** Helicopters are treated as ground units for LOS purposes when they are flying "nape-of-earth" (see 14.22).

### [7.4] Units and LOS

**[7.41]** Ground and air units, friendly or unfriendly, never block LOS.

**[7.42]** Dismounted infantry may never be sighted at distances of more than four hexes.

## [8.0] INDIRECT FIRE

### GENERAL RULE:

Indirect fire is the ability for artillery and certain types of helicopter units to fire at targets *not* in their LOS. As long as one friendly unit has a valid LOS to the target hex and the firing unit is within range, indirect fire may be conducted. Indirect fire impacts the turn it is fired and no prior planning is required. During an Indirect Fire Phase, the phasing player may fire each of his eligible units at any target hex on the map (by definition, a target hex need not be occupied by enemy units).

### PROCEDURES:

When a unit conducts indirect fire, an Artillery Impact marker is placed on the target hex. On a die roll of 1 through 4, the Impact marker is effective and remains in the hex. On a die roll of 5 or 6, the Impact marker is ineffective and the marker is immediately removed with no further effect that Game-Turn. To determine the results of an effective Impact marker, the phasing player locates the appropriate column on the Indirect Fire Table (8.5) and cross-indexes it with the *Target Class* of the unit being attacked. He rolls one die, modifying the die roll for covering terrain (village or cultivated hexes) and for the target unit being dug in (9.63). If the die roll is greater than the number to the right of the slash on the Indirect Fire Table, there is no effect. On a die roll equal to or less than the number to the right of the slash, but greater than the number to the left of the slash, the target is *suppressed*. If the die roll is equal to or less than the number to the left of the slash, the target is both *hit* and *suppressed*. Place the appropriate markers on the unit. Each Impact marker attacks every unit in a hex separately.

### CASES:

#### [8.1] Indirect Fire Eligibility

**[8.11]** Each artillery and Hind helicopter unit may always conduct indirect fire unless:

1) It is "suppressed" and currently possesses a Suppression marker (see 8.3). **Note:** Helicopters may never be suppressed.

2) It (in the case of Hind helicopters and BM-21's) is out of ammunition (see 8.13 and 8.14).

**[8.12]** Light artillery units may not conduct indirect fire into the hex they occupy or into any adjacent hex; they may, however, conduct direct fire into these hexes.

**[8.13]** Each Soviet BM-21 heavy artillery unit may conduct indirect fire twice per scenario. These units are removed from play immediately upon firing their second round of ammunition. These units may not conduct indirect fire into any hex within a 5 hex radius (include the hex the unit occupies in the radius). BM-21's removed from play due to ammunition depletion do not count for victory points (see 15.3).

**[8.14]** Each Soviet Hind helicopter unit may conduct indirect fire once per scenario, in addition to its direct fire capabilities. These units are not removed from play as are the BM-21's.

**[8.15]** All medium and light artillery units have the ability to conduct either direct or indirect fire each Game-Turn, with the exception of Soviet BM-21's which may conduct indirect fire only.

**[8.16]** Units with a dot on their counters in place of a Weapon Class may not conduct direct fire.

#### [8.2] Fire Effectiveness

An Impact marker placed during the last Game-Turn may, at the owning player's discretion, impact in the same hex automatically without re-rolling for effectiveness. The firing unit must maintain its eligibility as described in 8.11, and must be the same unit which originally placed the Impact marker in the hex. Players should keep a record of where each unit fires in the event they wish to maintain fire in a particular hex. Suppression, however, is not automatic, and players must roll again to determine if the affected units are still suppressed in the same hex. It is then possible that a unit which is suppressed in one turn will not automatically be suppressed in the next turn, even though the Impact marker remains.

#### [8.3] Suppression

**[8.31]** Dismounted infantry which are suppressed may not move until the Suppression marker is removed in the next Indirect Fire Phase. If an infantry unit which is suppressed receives a hit due to direct fire, its Suppression marker is immediately removed and the unit is free to move in the next friendly Movement Segment, provided it is not again suppressed by indirect fire.

**[8.32]** Suppressed artillery units may not perform indirect fire.

**[8.33]** Suppressed units may not "spot" for artillery in their indirect Fire Phase, nor may they "see" enemy units during their Command Phase.

**[8.34]** Suppression never affects the movement of any units other than dismounted infantry, nor does it affect in any way the movement or combat abilities of helicopters.

**[8.35]** Suppression does affect the direct fire capabilities of all units (see Direct Fire Die Roll Modifier Chart, 9.8).

#### [8.4] Smoke

Each artillery unit (except BM-21's) and Hind helicopter is eligible to fire *smoke*. The phasing player must announce which of his units are firing smoke before doing so.

**[8.41]** If a unit is firing smoke, the player rolls the die only once for effectiveness (on a 5 or 6, there is no smoke). If the fire is effective, the smoke increases the height of that hex by one level for any and all observation purposes.

**[8.42]** A unit cannot see into, through, or out of any smoke hex, unless the unit has thermal imaging equipment. The only units with thermal imaging equipment are the M-60, M-1, and all helicopter units. In scenarios 4, 5, and 6 the following units also possess thermal imaging: MPWS, US infantry, and TOW units. These units may see into one smoke hex that is within six hexes. Units with thermal imaging may not see "through" a smoke hex, only "into" one; they may see out of a smoke hex normally.

**[8.43]** Smoke may be maintained within the limits of 8.2. Players should use the blank backs of the Artillery Impact markers to indicate the presence of smoke.

**[8.44]** Units without thermal imaging equipment may not use direct fire into a smoke hex (even if fired upon by a unit in that hex), nor may they "spot" the hex for purposes of initiating indirect fire. These units may, however, enter a smoke hex and conduct close assault combat (10.0) but may not use hasty fire (9.31) in the smoke hex prior to combat.

#### [8.5] Indirect Fire Table (see charts and tables)

## [9.0] DIRECT FIRE

### GENERAL RULE:

Direct fire is a generic term referring to the various types of combat in which the firing unit itself must have a valid LOS to the target hex. Direct fire is completely voluntary, though units may from turn to turn lose their ability to conduct direct fire because of actions that occur before the fire takes place. Furthermore, the segment of the Movement Phase in which a unit fires will determine the type of direct fire that may be used at that time.

### PROCEDURE:

If a friendly unit has a valid LOS to an enemy unit during any Movement Segment and is eligible to use direct fire, then it may initiate combat at the owning player's discretion. To resolve direct fire combat, refer to the Direct Fire Table (9.7), which is divided into an upper and lower section.

**A.** Using the upper section of the table, cross-index the firing unit's Weapon Class with the distance in hexes to the target unit to find the combat results number.

**B.** Using the lower section, cross-index the firing unit's Weapon Class with the target unit's Target Class to find the initial die roll modifier. (For example, a Weapon Class 3 firing at a Target Class C yields an initial die roll modifier of +1.)

**C.** The initial die roll modifier is adjusted for the various attitude modifications (if the target is moving, if the firing unit is suppressed, etc.) as outlined in the Direct Fire Die Roll Modifier Chart (9.8). All modifications are cumulative, yielding the final die roll modifier. For example, using the +1 initial die roll modifier from the preceding example and assuming the target unit is in a cultivated hex (+1) and the firing unit is executing hasty fire (+1), the final die roll modifier for the combat in this particular case would be +3.

**D.** Once the final die roll modifier number is determined, roll one die and modify the die roll; if the modified die roll is less than or equal to the combat result number, a hit is recorded on the target unit (e.g., if the range in the preceding example was six hexes, the combat result number would be 4; on a die roll of 1 — with the +3 modifier added — the

target unit would be hit; on any other die roll, the modified die roll would be greater than 4 and no hit would result).

### [9.1] Direct Fire Combat Conditions

[9.11] A unit may never fire more than once per Game-Turn (including indirect fire), unless it is involved in either close assault combat or air defense.

[9.12] All units make separate attacks which are announced and resolved on an individual basis.

[9.13] Combat is not considered simultaneous. The result of each direct fire combat is applied before any additional combat takes place.

[9.14] A given unit may be attacked any number of times in the same phase.

[9.15] If a player states an attack, he must carry out that attack. If the attack upon calculation is found to have no result, it is still considered to have been executed. In effect, the unit that is firing has wasted its fire.

[9.16] A unit may fire on an enemy unit only if it first has a valid LOS to that unit at the moment the firing is to take place.

[9.17] If a unit has more than one weapon system (see 11.0), it may fire only one of its weapon systems per Game-Turn (**Exception:** See Close Assault Combat, 10.24).

### [9.2] Unit Status

Units are either *active* or *inactive*, depending on what actions they have performed in a given Game-Turn. All units begin a friendly Player-Turn in their face up, active modes (**Exception:** See Rout, 13.1). When a unit has performed any one of the various actions listed below, it is immediately flipped over to its inactive side. A unit immediately becomes inactive (flipped over) when:

- 1) It has moved more than half of its printed movement allowance;
- 2) It conducts any kind of direct or indirect fire;
- 3) It initiates close assault.

[9.21] Inactive units may not fire for the remainder of the current Game-Turn, but *may* initiate close assault should they end their movement in any enemy-occupied hex. **Example:** A unit moving more than half its movement allowance could enter an enemy-occupied hex on its last movement point and initiate close assault combat. The unit could not, however, conduct hasty fire — see 9.31 — upon entering the enemy-occupied hex).

[9.22] All inactive units automatically become active at the end of the opposing player's Player-Turn during the Unit Status Segment. Routed units are an exception to this rule.

### [9.3] Direct Fire Classes

The effectiveness of direct fire varies according to the situation at the moment of combat. The following rules describe which kind of direct fire may be used in each segment of the Movement Phase. Prior to the resolution of any attacks, players should consult the Direct Fire Die Roll Modifier Chart (9.8) for any die modifications which may be applicable.

[9.31] **Hasty Fire:** A unit may fire while moving. **Eligibility:** It may not move more than half its movement allowance. **Conditions:** It may fire at any point during movement; it must immediately flip to its "inactive" side the moment firing occurs. **Results:** It may not fire for the remainder of current Game-Turn (**Exception:** See Close Assault, 10.0).

[9.32] **Opportunity Fire:** A unit may fire during the opposing player's turn. **Eligibility:** It must be "active." **Conditions:** It may fire at an enemy unit which is moving or has just fired in either the Movement or Final Fire Segments of the Sequence

of Play; it must immediately flip to its "inactive" side the moment firing occurs. **Results:** It may not fire for remainder of the current Game-Turn.

[9.33] **Overwatch Fire:** A unit which has not yet moved in its turn may fire at units which have just conducted opportunity fire. **Eligibility:** It must not yet have moved; it must be "active." **Conditions:** It may fire at any enemy unit which has just conducted opportunity fire; it must immediately flip to its "inactive" side the moment firing occurs. **Results:** It may not move or fire for the remainder of the current Game-Turn.

[9.34] **Final Fire:** A unit still "active" may fire in this segment. **Eligibility:** It must not have fired in its current Game-Turn. **Conditions:** It may fire at any enemy unit within a valid line of sight; it must immediately flip to its "inactive" side the moment firing occurs. **Results:** It may not fire for the remainder of the current Game-Turn (**Exception:** See Close Assault, 10.0). Units conducting final fire may receive a special bonus (see 9.62).

[9.35] Direct fire will usually bring about situations where one player's fire will trigger enemy direct fire, and vice versa. When multiple firing occurs, combat is conducted in an alternating fashion until all direct fire is completed. **Example:** Friendly unit A moves to a new hex; enemy unit B conducts opportunity fire as unit A moves; unit A hasty fires at unit B while friendly units C, D, and E all have a LOS to unit B and conduct overwatch fire at unit B; enemy units F and G now conduct opportunity fire at unit E which is in their LOS, and so on.

### [9.4] Hit Markers

[9.41] Most ground units can sustain up to two hits. When a ground unit is hit a third time, the unit is removed from play. Hits are cumulative. Place the appropriate side of a Hit marker underneath a damaged unit to denote how many hits it has taken. Each hit reduces the unit by one step.

[9.42] Artillery and air defense units can sustain only one hit. When these units receive a second hit, they are removed from play.

[9.43] Air strikes and helicopter units never use Hit markers (see Air/Air Defense, 14.0). Helicopters are destroyed when they take their first hit.

### [9.5] Weapon Class 9 vs Vehicles

When a Class 9 weapon is used against a Class A through F target, it must roll twice: first on the Direct Fire Table (9.7) to secure a hit; then, should a hit be indicated, again on the To Hit Table (9.9).

1) If a hit occurs, consult the To Hit Table. Cross-index the Target Class with the "To Hit" column to find the die result necessary to inflict damage.

2) Roll one die and subtract from the die roll the number of steps left in the firing unit (each hit removes a step from a unit); thus, a unit with three steps firing would subtract three from the die roll, two steps two, and one step one. If the modified die roll is equal to or less than the "To Hit" number, the target unit takes a hit and is reduced by one step. **Note:** There are no critical hits allowed (see 9.8 for explanation).

[9.6] **Special Combat Bonuses**

[9.61] Certain units in the game receive a special "hull-down" bonus when on a higher elevation. These units include all US armor and TOW units and Iranian Chieftain tanks. When fired upon in a "hull-down" position, add one to all die rolls.

[9.62] Units which do not move may receive a special *final fire bonus*. If a player elects not to move a unit, he places a No Act marker on the unit. That unit may not use hasty fire, but when it conducts final fire, it receives a special -1 die roll modifier in its favor.

[9.63] When a force is in Deliberate Defense formation, any unit which does not move is eligible to

receive a special "dug-in" bonus. In addition to the bonus listed in 9.62, any unit which does not move has a No Act marker placed on it. All hostile fire (including indirect) directed at dug-in units receives a +1 die roll modifier (all other modifiers to the combat still apply).

[9.64] In the cases listed above, the No Act marker remains on the unit from turn to turn until the unit either fires (as per case 9.62) or moves (as per case 9.63). When these actions are taken the marker is immediately removed. In addition, the marker is removed the moment a unit is routed (see 13.1).

### [9.7] Direct Fire Table

(see charts and tables)

### [9.8] Direct Fire Die Roll Modifier Chart

(see charts and tables)

### [9.9] To Hit Table

(see charts and tables)

## [10.0] CLOSE ASSAULT COMBAT

### GENERAL RULE:

Close assault combat is initiated by unrouted units which have ended their movement in an enemy-occupied hex. Once close assault combat is initiated, three rounds of consecutive direct fire are conducted at zero-hex range. If at the end of three rounds both players have surviving units in the same hex, and this condition persists until the end of the following Movement Segment, another close assault occurs.

### PROCEDURE:

**A.** When a unit (or stack of units) enters an enemy-occupied hex, close assault combat is immediately initiated against all enemy units in the hex. All "active" defending units may first conduct zero-hex-range opportunity fire, and all "active" attacking units may then conduct zero-hex-range hasty fire before the close assault is initiated (all movement and cover modifiers apply).

**B.** Once close assault begins, the attacking player conducts one round of direct fire combat for each of his units in the hex. When all of the attacking units have fired, then all of the defending units repeat this process. This procedure is repeated for a total of three rounds (**Exception:** See 10.26).

**C.** At the beginning of any round, either player may elect to withdraw from the close assault (leave the hex), which allows the remaining player to immediately conduct zero-hex-range direct fire at the withdrawing unit(s). If both players have surviving units in the hex at the end of three rounds, close assault combat continues into the next Movement Segment. While locked in close assault, either player may have any active unit fire at any enemy units entering or leaving the hex at zero-hex range. Close assault continues as long as the units are together in a hex at the end of each subsequent Movement Segment.

### CASES:

#### [10.1] Close Assault Eligibility

[10.11] Routed phasing units (see 13.13) may never initiate close assault combat. They may, however, defend normally if attacked.

[10.12] Should a unit rout while entering an enemy-occupied hex, no close assault combat may occur that Player-Turn. Instead, the routed unit must remain in the hex and may be close assaulted in the next Player-Turn by any units eligible to do so.

#### [10.2] Close Assault Direct Fire Situations

[10.21] Close assault combat is conducted at zero-hex range.

[10.22] There are no movement, cover, or dug-in die modifiers in close assault. However, direct fire

conducted as units enter and leave an enemy-occupied hex is modified.

**[10.23]** Units become inactive when initiating and defending in a close assault combat (if they are not already inactive). A defending unit may withdraw on the first round of combat without becoming inactive (it is still subject to withdrawal fire); if the unit that withdraws is already inactive, it remains inactive.

**[10.24]** Units with multiple weapon systems may fire only one system per close assault round, but may fire a different weapon in each consecutive round.

**[10.25]** Close assaults continue until only one side occupies the hex. Units which withdraw from a close assault must move either into an adjacent hex not occupied by enemy units or into a friendly-occupied hex, though not in violation of stacking restrictions. Should a withdrawing unit enter a friendly-occupied hex and that hex come under an enemy close assault attack, the withdrawn unit is eligible to be attacked again. Units may not withdraw unless there is a suitable adjacent hex.

**[10.26]** A unit may participate in as many rounds of close assault combat as it has steps remaining (each hit removes one step). Thus, a unit with three steps may participate in three rounds of close assault combat per turn, a unit with two steps in two rounds, and a unit with one step in one round. The number of rounds a unit may fire is determined at the beginning of close assault combat before any steps are lost due to close assault.

**[10.27]** For the attacking player, close assault combat ends all further movement and combat for that unit or stack of units for the current Game-Turn, unless the unit(s) is close assaulted in the other player's Movement Segment.

## [11.0] MULTIPLE WEAPON SYSTEMS

### GENERAL RULE:

Most units in the game have one or more additional weapon systems besides the weapon system printed on the counters. The other weapon systems are listed on the Multiple Weapon Systems Chart (11.0) in the charts and tables. The owning player may use any of these weapons during play, but normally only one weapon per turn. Only in close assault combat may a player use more than one weapon in a turn (10.24).

## [12.0] TRANSPORTATION AND MOUNTED COMBAT

### GENERAL RULE:

Infantry units may be carried (transported) in friendly armored personnel carriers (any unit with the mechanized infantry symbol). While mounted, infantry units may fire some of their weapon systems, though with reduced effectiveness. The Soviet engineer unit is treated as a battalion asset infantry unit for all purposes.

### CASES:

#### [12.1] Transport

Transport is a special form of movement that allows a vehicle with a mechanized infantry symbol to carry one infantry unit. Transport requires two separate operations: mounting and dismounting. Mounting represents an infantry unit boarding a vehicle and dismounting the reverse. While being carried by a vehicle, the infantry is considered mounted.

**[12.11]** An infantry unit spends two movement points and the vehicle unit four points for mounting and dismounting during any part of the Movement Segment. To mount, the player places the

vehicle unit on top of the infantry unit. To dismount, he places the vehicle unit beneath the infantry unit. To transport, the player moves the vehicle unit with its passengers as though they were one unit, with the vehicle paying all the terrain costs. The infantry unit does not use its movement allowance while being transported.

**[12.12]** Both units must be in the same hex to mount and dismount. However, they may begin or end the segment in different hexes. For instance, an infantry unit could dismount in one hex and, using its remaining movement point, enter an adjacent enemy-occupied hex to initiate close assault combat. It could not, however, conduct hasty fire since all infantry become inactive the minute they either mount or dismount.

**[12.13]** When a transporting vehicle unit is hit or destroyed in combat, the infantry unit being carried is equally affected. All combat results that apply to the vehicle affect the mounted infantry as well.

**[12.14]** A transporting vehicle that has taken one or two hits may still carry an infantry unit.

**[12.15]** Infantry may enter each scenario mounted or dismounted at the owning player's discretion. However, vehicles assigned to each infantry company must abide by the company frontage restrictions of their Company HQ's.

**[12.16]** If infantry lose all their APC's, they may be transported by tanks within the rules and restrictions of 12.0.

**[12.17]** If an infantry company is completely eliminated, any remaining APC's belonging to that company may continue to attempt to rally on their own. Should they rally, they become battalion assets for the remainder of the scenario.

**[12.18]** Each vehicle unit has the capacity to transport one infantry platoon unit.

#### [12.2] Mounted Combat

**[12.21]** Mounted infantry may fire their Class 9 weapon systems only.

**[12.22]** When conducting direct fire, both the infantry unit and its APC may fire independently at the same or different targets.

## [13.0] MORALE

### GENERAL RULE:

Depending on the Battalion HQ rating in a scenario, a force will be subject to *catastrophic morale* as it takes combat losses. When a Company HQ is eliminated, the other units of that company rout and may attempt to rally once each turn. When a Battalion HQ is eliminated or takes a hit due to close assault, the entire force then becomes subject to catastrophic morale. Routed units may not fire until rallied.

### CASES:

#### [13.1] Rout

**[13.11]** During the Pre-Game Randomization Sequence, one unit of each company will be designated as the Company HQ. If this Company HQ is eliminated, the other units of the company automatically rout.

**[13.12]** Each unit of a company that routs is flipped over to its inactive side and No Fire markers are placed on the units. The No Fire markers stay with the routed units until they are rallied.

**[13.13]** Units with No Fire markers may move only half their movement allowance per friendly Player-Turn. They may not fire nor initiate close assault, but they do defend normally against enemy close assault (they may not fire, however, when enemy units enter or leave the hex).

#### [13.2] Rally

**[13.21]** Routed units may attempt to rally during each friendly Rally Phase. Each unit of the company is checked separately on the Rally Table (13.5) by rolling one die, cross-indexing the die result with the appropriate Battalion HQ rating, and applying any modifiers which may apply. Once any unit of a company rallies, it immediately becomes the new Company HQ and all other company units rally at the same time.

**[13.22]** Companies which rally are returned to their active, face-up sides, and all No Fire markers are removed from the units.

#### [13.3] Catastrophic Morale

Catastrophic morale is triggered when certain conditions are met during play. When it is necessary to check for catastrophic morale, roll two dice. If the result is equal to or less than the current Game-Turn, the force has failed its morale check and becomes broken (see 13.4). Subtract from the dice roll the current Battalion HQ rating and the number of companies currently routed. Add to the dice roll the number of companies currently unrouted.

**[13.31]** If during any friendly Command Phase a battalion meets any of the requirements listed below, the owning player must roll for catastrophic morale. The chances of a force suffering catastrophic morale will depend on its Battalion HQ rating and the number of casualties it has taken.

1) If a force has a Battalion HQ rating of 4, it must begin rolling for morale when either the Battalion HQ is eliminated, or one of the companies in the force is routed or eliminated.

2) If a force has a Battalion HQ rating of 3, it must begin rolling for morale when either the Battalion HQ is eliminated, or a second company in the force is routed or eliminated.

3) If a force has a Battalion HQ rating of 2, it must begin rolling for morale when either the Battalion HQ is eliminated, or a third company in the force is routed or eliminated.

4) If a force has a Battalion HQ rating of 1, it must begin rolling for morale only when the Battalion HQ is eliminated.

**Example:** If a player's battalion HQ rating is "2," he does not begin checking until he has three companies currently routed (or eliminated), or his Battalion HQ is either eliminated or takes hits due to close assault (see 13.32).

**[13.32]** At the conclusion of a close assault in which a Battalion HQ suffers one or more hits, the owning player must roll for catastrophic morale immediately. This procedure is repeated after each close assault in which a Battalion HQ takes a hit. (Note that this rule applies only after close assault; a force may then have to check for morale if the conditions given in 13.31 are met during the next friendly Command Phase).

**[13.33]** A player may roll for catastrophic morale an unlimited number of times per scenario, and several times per Game-Turn.

**[13.34]** If a force recovers from excessive company routs and no longer meets the conditions listed in 13.31, the owning player need not check for catastrophic morale until the force meets the required conditions again.

#### [13.4] Broken Forces

When a force suffers catastrophic morale, it immediately becomes broken. When either force breaks, the game ends at that point and players should consult the scenario victory conditions to determine the winner.

#### [13.5] Rally Table

(see charts and tables)

## [14.0] AIR/AIR DEFENSE

### GENERAL RULE:

There are three types of units covered in this section: air strikes, helicopters, and air defense. Air strikes are indirect fire assets which appear during the Indirect Fire Phase. Helicopters are treated as ground units for most purposes and can be attacked only by indirect fire and air defense. Air defense represents the ability of certain units to attack air units (air strikes and helicopters) and either abort or destroy them. Units with no printed Air Defense rating may attack any helicopter that moves adjacent to them.

### CASES:

#### [14.1] Air Strikes

Air strikes are assigned during the Pre-Game Randomization Sequence, and when available are placed on the map during the friendly Indirect Fire Phase. Air strikes are not flown across the map but are placed directly on their target. If the air strike survives any and all hostile air defense fire, it impacts in the target hex and two consecutive hexes in a straight line. Air strikes impact as a heavy column attack on the Indirect Fire Table (8.5).

[14.11] Air strikes may not attack a Battalion HQ unless the HQ has satisfied the conditions of 5.63. Air strikes may never attack helicopters.

[14.12] Air strikes can be attacked only by units with a printed Air Defense rating during the Indirect Fire Resolution Segment of the Game-Turn in which they are placed. Each unit fires separately at air strikes.

[14.13] It is possible that one or both players may not receive air strikes in a given scenario.

[14.14] Air strikes will cancel out opposing air strikes at a rate of one to one (air combat has reduced the number of aircraft). If there are strikes left over to one player, that player may use the remainder of his strikes for the rest of the scenario. **Example:** The first player receives four strikes on Game-Turn 6 and uses them during his Indirect Fire Segment. In the same turn the second player also receives four strikes. The second player will not be able to use his strikes since the first player's strikes immediately cancel them out. At this point all strikes are cancelled for the remainder of the scenario. If the first player had received only three strikes, the second player would have one strike to use for the rest of the scenario.

[14.15] The number of air strikes received represents the number available from turn to turn (**Exception:** See 14.14).

[14.16] All air strikes assigned to a player are cancelled for the remainder of the scenario if his Battalion HQ is eliminated.

#### [14.2] Helicopters

Helicopters move and attack during the Movement Phases and are bound by all rules covering movement and fire combat. They can be attacked in the enemy Indirect Fire Phases by artillery, as well as in both Movement Phases by air defense (see 14.3). Helicopters become more vulnerable to air defense when flying at higher levels (see 14.23 and 14.24).

[14.21] Helicopters have the ability to fly at three height levels: nape-of-earth, medium, and high.

[14.22] At nape-of-earth level, a helicopter moves like any other ground unit, paying all terrain costs and being subject to indirect fire. It may not, however, enter an enemy-occupied hex, nor may it be close assaulted. Helicopters do become inactive when they fire or move more than half their movement allowance (see 6.14).

[14.23] When flying medium, the helicopter is considered to be one level higher than the level they

currently occupy. They ignore terrain costs (except clear) but become more vulnerable to air defense (see 14.35).

[14.24] When flying high, the helicopter is considered to be two levels above the level they currently occupy. They ignore terrain as in 14.23 and are most vulnerable to air defense (see 14.35).

[14.25] Helicopters may change their altitude during the Friendly Command Phase of each Game-Turn but must remain at that level until the next friendly Command Phase. To denote at which level a helicopter is flying, place a Hit marker on top of the unit: a 1 Hit indicates the helicopter is flying medium; a 2 Hits indicates it is flying high.

[14.26] Helicopters can be attacked only by air defense units or by ground units to which they are adjacent (see 14.38). They may not be attacked by opportunity fire in their own turn (see 9.32) if they neither move nor fire. They may be attacked by indirect fire only at nape-of-earth level.

[14.27] A helicopter may fire each of its direct fire weapon systems a maximum of three times per scenario. Once it expends all its systems, it may no longer fire (**Exception:** See 8.14).

#### [14.3] Air Defense

Air defense represents the ability for certain units (anti-air, helicopters, infantry) to abort air strikes and/or destroy helicopters. A unit with an Air Defense rating may attempt to abort any air strike that is placed on the map within its range. It does not need a line of sight to the Air Strike marker; it need only be within range to qualify. When a helicopter is fired upon, the agility rating of the helicopter is subtracted from the air defense die roll. Helicopters cannot sustain casualties (one hit and the helicopter is destroyed).

[14.31] Units which conduct air defense may still use their direct fire capabilities in the same turn (units do not become inactive when conducting air defense). Air defense may be fired three times per Game-Turn: 1) during the enemy Indirect Fire Phase at air strikes and Hind helicopters (should they fire); 2) during the friendly Movement Segment at any helicopter within range and line of sight; and 3) during the enemy Movement Segment at any helicopter which moves or fires (see Opportunity Fire, 9.32).

[14.32] Anti-air units (such as the Soviet ZSU23/4) which use their extra direct fire capability in a turn lose their air defense abilities for the rest of that turn (the unit is flipped over).

[14.33] When firing at helicopters, roll one die and subtract the agility rating of the helicopter. If the modified die result is equal to or less than the unit's Air Defense rating, the helicopter is destroyed.

[14.34] When a helicopter is flying above "nape-of-earth," its agility rating is reduced. When flying medium, subtract 1 from its agility; when flying high, subtract 2. Helicopters flying high may see more but become extremely vulnerable to air defense.

[14.35] Air defense triggers opportunity fire and is affected by suppression (see 14.36). Units may conduct air defense when they are routed, close assaulted, inactive, mounted, etc. As long as a unit is within range and has a valid line of sight (except when firing at air strikes), it may use its air defense.

[14.36] A unit that is suppressed subtracts one from the die roll when using its air defense.

[14.37] Soviet infantry can attack US helicopters which are flying at "nape-of-earth" (even though the helicopter's agility rating cancels out the Air Defense rating of these units). On a roll of 1, the helicopter is destroyed.

[14.38] A unit with no Air Defense rating has an anti-helicopter defense strength which extends into

its six surrounding hexes. If during either Movement Segment a helicopter is adjacent to an enemy unit, the enemy player rolls one die. On a die roll of 1, the helicopter is eliminated; with any other result the helicopter is unaffected. A unit may use this capability once per turn in addition to any other direct or indirect fire capabilities.

## [15.0] VICTORY CONDITIONS

### GENERAL RULE:

The RAPID DEPLOYMENT FORCE game ends when a player fulfills his "mission" for the scenario, which is defined as the orders given on the Orders Table (3.22) during the Pre-Game Randomization Sequence. The Orders Table lists the victory conditions for each mission. There are three kinds of missions listed on the Orders Table: exit, reduce, and destroy.

### CASES:

#### [15.1] Orders and Victory Conditions

[15.11] A force under orders to **exit** must exit the number of units stated in the victory conditions through its exit hex. When this condition is met, the owning player immediately declares the scenario over, and victory is then determined. **Victory Points:** One half value for enemy units destroyed; full value for any and all friendly units exited through exit hex (see 15.3 for bonus).

[15.12] A force under orders to **reduce** must eliminate the required number of enemy units (as stated in the victory conditions). The player must then exit the rest of his force back through his entry hex, or any hex within the force's maximum deviation from its current axis of advance (5.12). When these conditions are met, the scenario is declared over and victory is determined. **Victory Points:** Full value for enemy units eliminated; half value for friendly units exited.

[15.13] A force under orders to **destroy** must eliminate the required number of enemy units. The moment these conditions are met, the owning player declares the scenario over and victory is determined. **Victory Points:** Full value for enemy units eliminated; half value for all friendly unrouted units still on the map at the end of the scenario.

[15.14] It is possible for a force to achieve its victory conditions (listed along with the orders, 3.22) and still lose the game in victory points. A player may, if he so wishes, delay ending a scenario beyond the fulfillment of the victory conditions if he feels it necessary to increase the number of victory points. If a force breaks, the game ends immediately (13.4).

[15.15] Helicopters never count as victory points for exiting or remaining on the map; they count only for victory points lost. Ammo depleted BM-21's do not count for victory points.

[15.16] Units that do not satisfy the conditions of 15.11 or 15.12 may never exit the map. If forced to do so, they are considered eliminated for victory point purposes.

#### [15.2] Bonus Victory Points

A unit exiting the map within the restrictions of 15.11 may have its unit value increased, depending on the Game-Turn in which it exists. The value of the exited unit (see 15.3) is multiplied by the victory point bonus as indicated below:

Game-Turn:	VP Bonus:
2	×4
3	×3
4	×2
5 to end	×1

**Example:** A Soviet T-72 (9 victory points) exiting on Game-Turn 2 (×4) would equal 36 victory points at the end of the scenario.

**[15.3] Unit Value**

Each unit in the game is given a unit value for determining victory points. Listed below is the number of victory points each unit is worth. At the end of the scenario, players total the victory points for each unit to determine the winner.

Units	Victory Points: (per unit)
Battalion HQ	15
Helicopters	12
US M-1	10
Soviet T-72	9
Iranian Chieftain	8
US M-60	7
Soviet T-55	6
US MPWS	5
US M-109	5
Soviet BMP	4
All other APC's	3
US TOW units	3
All Infantry	3
All other units	2

**[15.4] Levels of Victory**

The schedule below will determine the outcome of a scenario. The players total up the number of victory points they have received during play; the player with fewer victory points subtracts his total from the other player's points. The difference between the two is used to determine the level of victory. The players then consult the following chart to determine what level of victory the player with more victory points achieved.

Victory Points:	Level of Victory
0 to 10	Draw
11 to 25	Marginal
26 to 40	Substantial
41 or more	Decisive

**[16.0] SCENARIOS****COMMENTARY:**

The scenarios represented here are, with the exception of the first scenario, hypothetical and are set to occur in the near future. The US Rapid Deployment Force comprises units of all four services but, due to the nature of the game system and the counter limitations, only the US Army organization for mechanized units is used in the game. This is not to denigrate the roles of the other services, but the scenarios represent ground missions that would occur later in an operation when the heavier army units, such as the 24th Mechanized Division, had been deployed. US Marine and US Army airborne organizations are different and are not represented in the game. The more futuristic scenarios utilizing the MPWS (Mobile Protected Weapon System) and the LAV (Light Armored Vehicle) are based on concepts that are currently being tested by the 9th Infantry Division, whose organization is still in the development state. The game is oriented toward specific missions which reflect the primary organizational theory and requirements of the Rapid Deployment Force.

**CASES:****[16.1] Scenario One: Iran 1980**

**First Player:** Iranian  
**Second Player:** Iraqi

**First Player Forces** (Iranian Armored Battalion): 1×Scorpion Platoon (Ind); 6×Chieftain Platoons (2 Cos); 3×BTR 60 Platoons (1 Co); 3×Arab Inf Platoons (1 Co); 3×M-125 Light Arty; 1×M-109 Medium Arty; 1×Rapiet AA Bty; 1×ZSU23/4 AA Bty; 1×Bn HQ.

**Game-Turns of Entry:** GT 1: 1×Scorpion Platoon. GT 2: Rest of force.

**Second Player Forces** (Iraqi Armored Battalion): 1×PT-76 Platoon (Ind); 9×T-55 Platoons (3 Cos); 1×BTR 60 Platoon (Ind); 1×Engineer Platoon (Ind); 3×BM-21 Rkt Bty; 1×ZSU23/4 AA Bty; 1×Bn HQ.

**Game-Turns of Entry:** GT 1: 1×PT-76 Platoon. GT 2: Rest of force.

**[16.2] Scenario Two: Iran 1985**

**First Player:** US (Rapid Deployment Force)

**Second Player:** Iranian

**First Player Forces** (US Combined Arms Battalion): 6×M-60 Platoons (2 Cos), 3×M113 Platoons (1 Co), 3×US Inf Platoons (1 Co) or 3×M-60 Platoons (1 Co), 6×M113 Platoons (2 Cos), 6×US Inf Platoons (2 Cos). Force also includes 1×Commando Scout Platoon (Ind); 3×M-125 Light Arty Bty; 3×M-109 Medium Arty Bty; 2×AH-1S Attack Helicopters; 1×Bn HQ.

**Game-Turns of Entry:** GT 1: 1×Commando Scout Platoon. GT 2: Rest of force.

**Second Player Forces** (Iranian Armored Battalion): Same as in Scenario 1 (16.1) First Player Forces.

**Game-Turns of Entry:** GT 1: 1×Scorpion Platoon. GT 2: Rest of force.

**[16.3] Scenario Three: Syria 1985**

**First Player:** Syrian

**Second Player:** US (RDF)

**First Player Forces** (Syrian Tank Battalion): 1×BTR 40 Platoon (Ind); 9×T-72 Platoons (3 Cos); 1×BMP Platoon (Ind); 1×Arab Inf Platoon (Ind); 3×D-30 Medium Arty Bty; 2×BM-21 Rkt Bty; 2×Hind Helicopters; 1×ZSU23/4 AA Bty; 1×Bn HQ.

**Game-Turns of Entry:** GT 1: 1×BTR 40 Platoon. GT 2: Rest of force.

**Second Player Forces** (US Armored Battalion): 1×Commando Scout Platoon (Ind); 6×M-60 Platoons (2 Cos) or 3×M-1 Platoons (1 Co); 6×M113 Platoons (2 Cos); 6×US Inf Platoons (2 Cos); 3×M-125 Light Arty Bty; 3×M-109 Medium Arty Bty; 2×AH-1S Attack Helicopters; 1×Bn HQ.

**Game-Turns of Entry:** GT 1: 1×Commando Scout Platoon. GT 2: Rest of force.

**[16.4] Scenario Four: Iran 1986**

**First Player:** US (RDF)

**Second Player:** Soviet Union

**First Player Forces** (US RDF Battalion): 1×Commando Scout Platoon (Ind); 6×MPWS Platoons (2 Cos); 6×LAV Platoons (2 Cos); 6×US Inf Platoons (2 Cos); 3×TOW Platoons; 3×M-125 Light Arty Bty; 3×M-109 Medium Arty Bty; 4×AH-1S Attack Helicopters; 1×M-163 AA Bty; 1×Chapparral AA Bty; 1×Bn HQ.

**Game-Turns of Entry:** GT 1: 1×Commando Scout Platoon. GT 2: Rest of force.

**Second Player Forces** (Soviet Tank Battalion): 1×BTR 40 Platoon (Ind); 9×T-72 Platoons (3 Cos); 3×BMP Platoons (1 Co); 3×Soviet Inf Platoons (1 Co); 3×D-30 Medium Arty Bty; 2×BM-21 Rkt Bty; 1×BTR 50 Light Arty Bty; 1×ZSU23/4 AA Bty; 1×SA-9 AA Bty; 1×Bn HQ.

**Game-Turns of Entry:** GT 1: 1×BTR 40 Platoon. GT 2: Rest of force.

**Special Rules:** MPWS subtract 2 from all direct fire resolution die rolls (involving main weapon type). See 8.42 for Thermal Imaging rules.

**[16.5] Scenario Five: Iran 1986**

**First Player:** Soviet Union

**Second Player:** US (RDF)

**First Player Forces** (Soviet Mechanized Infantry Battalion): 1×BTR 40 Platoon; 9×BMP Platoons (3 Cos); 9×Soviet Inf Platoons (3 Cos); 3×T-72 Platoons (1 Co); 3×D-30 Medium Arty Bty; 2×BM-21 Rkt Bty; 1×BTR 50 Light Arty Bty; 1×ZSU23/4 AA Bty; 1×SA-9 AA Bty; 1×Bn HQ.

**Game-Turns of Entry:** GT 1: 1×BTR 40 Platoon. GT 2: Rest of force.

**Second Player Forces** (US RDF Battalion): 1×Commando Scout Platoon; 6×MPWS Platoons (2 Cos); 6×LAV Platoons (2 Cos); 6×US Inf Platoons (2 Cos); 3×TOW Platoons; 3×M-125 Light Arty Bty; 3×M-109 Medium Arty Bty; 4×AH-1S Attack Helicopters; 1×M-163 AA Bty; 1×Chapparral AA Bty; 1×Bn HQ.

**Game-Turns of Entry:** GT 1: 1×Commando Scout Platoon. GT 2: Rest of force.

**Special Rules:** MPWS units subtract 2 from all direct fire die rolls (involving main weapon type). See 8.42 for Thermal Imaging rules.

**[16.6] Scenario Six: Iran 1986**

**First Player:** US (RDF)

**Second Player:** Iranian

**First Player Forces** (US RDF Battalion): 1×Commando Scout Platoon; 6×MPWS Platoons (2 Cos); 6×LAV Platoons (2 Cos); 6×US Inf Platoons (2 Cos); 3×TOW Platoons; 3×M-125 Light Arty Bty; 3×M-109 Medium Arty Bty; 4×AH-1S Attack Helicopters; 1×M-163 AA Bty; 1×Chapparral AA Bty; 1×Bn HQ.

**Game-Turns of Entry:** GT 1: 1×Commando Scout Platoon. GT 2: Rest of force.

**Second Player Forces** (Iranian Armored Battalion): Same as Scenario One First Player Forces.

**Game-Turns of Entry:** GT 1: 1×Scorpion Platoon. GT 2: Rest of force.

**Special Rules:** MPWS units subtract 2 from all direct fire die results (involving main weapon type). See 8.42 for Thermal Imaging rules.

**[16.7] Optional Scenarios**

Players wishing to create their own scenarios should agree upon a "price" ceiling (say, 200 victory points) and spend these points to "buy" their forces, using the unit costs in 15.3. A well balanced force will have at least three companies backed up by any number of battalion assets. Players should ignore the cost for Battalion HQ's in 15.3 when creating their forces.

Players may also wish to experiment with three-player scenarios — say, the RDF against a combined Soviet-Syrian force, a Soviet force engaging a combined US-Iranian force, or a general melee among US, Iranian and Soviet forces. Players are encouraged to experiment with variable entries, orders, and victory conditions.

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Special thanks to Michael Messenger and Bill Hudson for their invaluable assistance.

## [3.2] PRE—GAME RANDOMIZATION TABLES

### [3.21] ENTRY/EXIT HEX TABLE

*First Player Table*

FIRST DIE	ENTRY HEX	Exit Hex: Second Die Roll		
		1 or 2	3 or 4	5 or 6
1	A	F	E	C
2	B	J	G	F
3	C	H	J	F
4	D	G	A	H
5	E	G	J	H
6	C	A	I	G

*Second Player Table*

FIRST DIE	ENTRY HEX	Exit Hex: Second Die Roll		
		1 or 2	3 or 4	5 or 6
1	J	E	B	C
2	I	B	E	D
3	H	E	D	C
4	G	E	B	D
5	F	B	A	E
6	G	C	A	E

**Explanation:** The "first" player rolls a die and checks the entry hex column to discover his entry hex. He rolls again and checks the exit hex columns, cross-indexing the second die result with the result from the first die roll; the resulting letter is his exit hex. The "second" player follows the same procedure, using the second player columns.

### [3.22] ORDERS TABLE

DIE	ORDERS	VICTORY CONDITIONS
1	Exit	Exit 1 company and 3 battalion assets
2	Exit	Exit 2 companies and 2 battalion assets
3	Reduce	Eliminate 1 company and 2 battalion assets; exit remainder of force through entry hex
4	Reduce	Eliminate 1 company and 2 battalion assets <i>or</i> rout 2 companies; exit remainder of force through entry hex
5	Destroy	Eliminate 2 companies and 3 battalion assets
6	Destroy	Eliminate 3 companies and 5 battalion assets

**Explanation:** Each player rolls one die and records the number rolled and the orders received. The victory conditions explain how many friendly units must be exited and/or how many enemy units must be destroyed. **Note:** When the victory conditions call for the elimination or rout of companies, these conditions are satisfied when *any* three platoons of the enemy force are eliminated or routed; the enemy units do not have to belong to the same parent company to fulfill the victory conditions. **Example:** If a player manages to destroy one T-72 platoon from three different companies, he is considered to have destroyed one company in terms of satisfying the victory conditions.

### [3.23] BATTALION HQ RATING TABLE

DICE	USA/USSR	OTHER
2	1	2
3	2	4
4	1	2
5	2	4
6	4	1
7	3	3
8	1	4
9	3	3
10	2	2
11	3	3
12	1	4

**Explanation:** Roll two dice and consult the appropriate column. The die result will determine the Battalion HQ rating for the game.

### [3.24] FORMATION OF ENTRY TABLE

DICE	ENTRY FORMATION
6 or less	Administrative March
7 to 12	Movement to Contact
13 to 16	Hasty Assault
17	Any formation

**Explanation:** Each player rolls two dice. Add to the die roll the number rolled when determining orders on 3.22; *subtract* from the die roll the force's Battalion HQ rating from 3.23. The modified die result will indicate the force's formation of entry. **Note:** A force entering the game in Hasty Assault formation may enter the map up to ten hexes on either side of its entry hex (allowing for the deviation from the axis of advance for a force in Hasty Assault formation).

### [3.25] AIR STRIKE TABLE

# OF STRIKES PER TURN	DIE	GAME-TURN AVAILABLE
0	1	4
0	2	4
1	3	5
2	4	6
3	5	7
4	6	8

**Explanation:** Each player rolls a die twice. The first roll will determine the number of air strikes available per Game-Turn, and the second roll will determine on which Game-Turn they begin to arrive.

#### Modifiers to Die roll:

When rolling the die a second time for Game-Turn of availability, *add* to the die the current Battalion HQ rating less one (i.e., a Battalion HQ rating of 1 adds nothing to the roll, a rating of 2 would add one to the die roll, etc.).

### [3.26] FIRST TURN MOVEMENT TABLE

DIE	MOVEMENT ALLOWED
1	Full
2	Full
3	Full
4	Half*
5	Half*
6	Half*

**Explanation:** Each player rolls a die once to determine whether his Recon unit will enter the map with its full movement allowance or half its allowance. \* = Units entering at half movement allowance enter with their inactive side up.

# CHARTS & TABLES

## [5.48] FORMATION CHARACTERISTICS CHART

FORMATION	DEVIATION FROM AXIS OF ADVANCE	COMPANY FRONTAGE	BATTALION DEPTH	COMPANY HQ OVERLAP?
AM Administrative March	0	2	15	No
MC Movement to Contact	3	3	25	No
HA Hasty Assault	10	3	20	Yes
DA Deliberate Assault	20	5	35	Yes
HD Hasty Defense	7	7	15	Yes
DD Deliberate Defense	15	8	25	Yes









## [6.16] TERRAIN EFFECTS CHART

HEX TYPE	Target Class			HELOS
	A,B,C,D,E	F	G	
Clear	2	3	1	1
Broken	5	6	1	1
Cultivated	4	4	1	2
Village	1	1	1	2
Height Level (lower to higher)	+1	+3	+1	+1
Cliff	Na	Na	+2	+1
Paved Road	½	½	1	1
Unpaved Road	1	1	1	1
Track	2	3	1	1
Mount/Dismount	4	4	2	Na

**Notes:**

1. Movement costs for helicopters apply when they fly at nape-of-earth level. When flying medium or high, helicopters spend one movement point per hex they cross, ignoring all other terrain.
2. Units other than infantry and helicopters may move up a cliff hexside only by using roads.

## [11.0] MULTIPLE WEAPON SYSTEMS CHART

UNIT CLASS	TYPE	ADDITIONAL WEAPON SYSTEMS	AIR DEFENSE
	All	9	No
	PT-76 Scorpion	9 9	No No
	BMP	5/9	No
	US	7/9	Yes
	Soviet	9	Yes
	Soviet	9	No
	M-109	9	No
	All	8	Yes

**Note:** Units with no printed Air Defense ratings do have an anti-helicopter defense in the six surrounding hexes (see 14.39).

## [5.49] FORMATION CHANGE TABLE

DICE	Battalion HQ Rating			
	1	2	3	4
2	C	C	C	-
3	C	C	C	C
4	C	C	C	C
5	C	C	C	-
6	C	C	-	-
7	-	-	-	-
8	C	-	-	-
9	C	C	-	-
10	C	-	C	C
11	C	C	C	C
12	C	C	C	C

**Explanation:** (-): No formation change.  
C: Formation change successful.

**Notes:**

1. The number of units sighted at the time the formation change is attempted may affect the column that is used (see 5.44).
2. The number of friendly units destroyed at the time the formation change is attempted may affect the outcome of the dice roll (see 5.45).

## [13.5] RALLY TABLE

DIE	Battalion HQ Rating			
	1	2	3	4
1	R	R	R	R
2	R	R	R	-
3	R	R	-	-
4	R	R	-	-
5	R	-	-	-
6	-	-	-	-

**Key:** R = Unit rallies, (-) = Rally attempt fails.

**Die Roll Modifiers:**

Battalion HQ within routed company's frontage: -2  
Any Company HQ within routed company's frontage: -1  
Number of destroyed units in routed company: +1 per unit

**Note:** Modifications are cumulative except the Battalion HQ modifier supersedes Company HQ modifier (both modifiers may not be used).

# CHARTS & TABLES

## [9.7] DIRECT FIRE TABLE

HEX RANGE	Weapon Class								
	1	2	3	4	5	6	7	8	9
0	6	6	6	5	-	-	4	4	5
1	6	6	5	5	3	2	3	4	2
2-4	6	5	5	4	5	4	-	2	-
5-8	5	5	4	2	5	4	-	1	-
9-11	4	4	3	1	5	3	-	-	-
12-14	3	2	1	1	5	-	-	-	-
15-17	2	1	1	-	5	-	-	-	-
18-20	1	1	-	-	-	-	-	-	-

### TARGET CLASS

A	+1	+2	+3	NE	+4	NE	+3	NE	D
B	0	+1	+2	+3	+2	+3	+2	+3	D
C	-1	0	+1	+1	0	+1	0	+3	D
D	-1	-1	0	0	-1	0	-2	0	D
E	-3	-2	-1	0	-2	-1	-3	-1	D
F	-3	-2	-1	0	-1	-1	-3	-3	D
G	+3	+3	+3	+3	NE	NE	NE	-4	-3

**KEY:** *Upper Section:* The number must be rolled on one die for the target unit to be hit. (-) = No effect at this range. *Lower Section:* Plus or minus number is the initial die roll modifier. NE = No effect from direct fire. D = If firing at a vehicle, roll again on the To Hit Table (9.9).

## [9.8] DIRECT FIRE DIE ROLL MODIFIER CHART

UNIT FIRING	MODIFICATION TO DIE ROLL
Hasty Fire	+1
Suppressed	+1
Mounted Infantry	+2
Final Fire Bonus (see 9.62)	-1
TARGET UNIT	
Moving	+1
In Cultivated Hex	+1
In Village Hex	+2
Hull Down Position (see 9.61)	+1
Dug-In Position (see 9.63)	+1
Moving to New Height	-2
Stacked 2 in a Hex	-2
Stacked 3 in a Hex	-3

**Note:** All die roll modifiers are cumulative.

### Modifiers for Weapons Classes:

*Weapon Class 5 and 6:* No movement modifiers (either firing or target unit) are applied. They may fire into but not through a hex containing covering terrain (village and cultivated).

*Weapon Class 9:* When this weapon is fired at vehicles, and a hit is scored, a second roll must be made on the To Hit Table (9.9).

## CRITICAL HITS

When a modified one or less is rolled on the Direct Fire Table (9.7), a critical hit may occur. Roll the die again; if the result is another modified one or less, the target unit is destroyed, regardless of the number of hits it may have taken. If the second die roll is greater than a modified one, the target unit just takes one hit.

### Modifiers for Critical Hits:

1. Subtract one from die roll for each step firing at target unit (a unit with three steps would subtract three from the roll, a unit with two steps would subtract two, a unit with one step would subtract one).

2. Helicopters subtract one when rolling for a critical hit.

3. No other modifiers apply when rolling for a critical hit.

**Example:** A unit using direct fire hits the target with a modified die roll of one or less. A second die roll is made to see if the target has taken a critical hit. The firing unit has taken one hit and therefore has two steps left, so two is subtracted from the critical hit die roll. On a roll of one through three, the target has taken a critical hit and is destroyed.

## [9.9] TO HIT TABLE

TARGET CLASS	TO HIT NUMBER
A	-2
B	0
C	1
D	2
E	3
F	4

**Explanation:** If a Class 9 Weapon scores a hit against a vehicle on the Direct Fire Table (9.7), a player must throw one die using the To Hit Table. If the die roll is equal to or less than the number on the To Hit column, the vehicle takes a hit.

### Modifiers to Die Roll:

Subtract one for each step of the firing unit (i.e., a unit with three steps that fires subtracts three from the roll, a unit with two steps subtracts two from the roll, etc.). No other modifiers apply.

## [8.5] INDIRECT FIRE TABLE

TARGET CLASS	Type Of Indirect Fire		
	L	M	H
A,B,C	0/4	1/4	2/5
D, Helos	0/4	1/4	3/5
E	1/4	2/4	4/5
F,G	2/5	3/5	4/6

**Explanation:** After rolling for fire effectiveness (see 8.2), roll the die a second time. If the die result is equal to or less than the number to the right of the slash, the target unit is suppressed. If the die result is equal to or less than the number to the left of the slash, the target unit is both suppressed and suffers one hit. A die roll larger than the number to the right of the slash has no effect on the target unit.

### Modifiers to Die Roll:

If the target unit is 1) in a village or cultivated hex or 2) dug-in, add one to the die roll. Helicopters never receive any benefit from terrain.