

MODERN BATTLES QuadriGame

Four complete games of armored warfare in one package.

Based upon the *Borodino-NAW* System Separate 11" x 17" Maps and Counter Sheets

The *Modern Battles QuadriGame* consists of four contemporary games. These games are completely new and individual, and are sold both separately and as a complete set.

The game mechanics used in this series are loosely based upon the proven *NAW-Borodino* system. Veterans to this simple system, however, will hardly recognize it, as both Combat and Terrain Effects have been extensively modified to reflect the drastic changes in warfare in the 20th Century. The game scale is one mile to the hex and each Game-Turn represents 12 hours of real time. Units range in size from battalions to brigades. Artillery units have the ability to add to the defensive strength

of Friendly units being attacked. Artillery fire ranges up to 13 hexes. Also included in the game is Airpower. This is in the form of Ground Support Points, which are used like artillery.

Movement is sequential and single-Phased. Zones of Control are rigid and combat is mandatory between adjacent opposing units. The Combat Results Tables (there are two, representing different doctrine) use a differential system. The "Active Combat Results Table" is very bloody, with large possibility of Exchange and Elimination, even at low odds. The other Table, the "Mobile Combat Results Table" is a bloodless CRT, offering mostly Retreat Results.

Terrain varies from untracked deserts to highly urban environments. Terrain effects on Combat are taken into account by a unique new system whereby the Combat Differential is actually altered by the terrain which the defending unit occupies. This new system works very easily and is extremely realistic.

The rules to all the individual *Modern Battles* Folio Games are interchangeable. The Standard Rules folder is common to all four titles in the *QuadriGame*. Each game also has its own Exclusive Rules folder, which includes special rules, historical data, Player's and Designer's Notes. Optional rules are provided for the introduction of Nuclear Weapons and Surface-to-Air Missiles.

Mukden Manchuria, 1970's

At the meeting place of the vast Manchurian Plain and the mountain range lies the industrial center of Mukden. This area would likely become the scene of any clash between Russia and China. *Mukden* postulates such a clash. The First Scenario is the "Battle for Asia," the

decisive battle between the two giants. The Second is "The Siege of Mukden," in which the Chinese try to turn the city into a "Stalingrad." The Third is "Guerrilla," in which Chinese partisans try to cut Russian communications.

There are a wide variety of units involved. The Chinese have guerrilla units and militia, along with more conventional units; while the Russians are a fast, hard-hitting armored force, aided by air support and paratroopers.

Chinese Farm The Sinai, 15-20 October, 1973

A few miles east of the Suez Canal raged the most crucial battle of the Yom Kippur War. It was near a Japanese agricultural center, dubbed the "Chinese Farm," that the Israelis fought off a concentrated Egyptian counterattack. The conclusion of this battle enabled the Israelis to cross the

Suez Canal in force and break the stalemate in the Sinai.

In *Chinese Farm*, the Egyptian Player must use his powerful armor and artillery units to their utmost to prevent the Israeli from crossing and expanding. The Israeli Player

must utilize his more mobile ground and air force in a combined arms effort to quickly penetrate the Suez Canal. Exclusive Rules allow for extensive use of Israeli air power and Egyptian SAM units. Three Scenarios are included.

Golan Heights Syria, 5-20 October, 1973

The Golan Heights begin with a steep escarpment which rises from the eastern banks of the Jordan River and Lake Tiberias. On October 5, 1973, the Syrians launched an all-out offensive, spearheaded by three reinforced divisions, with the objective of driving the Israelis off the Golan. Outnumbering the initial defenders by some ten to one, the Syrian columns

were able to drive deeply into the Israeli positions during the first twenty-four hours. For a critical two-day period, the Syrians came close to success. Then, with the weight of newly mobilized reserves, the Israelis hammered the Syrians back to the outskirts of Damascus. Militarily it was an impressive Israeli victory. But it was achieved at an expensive price in men and

material, and most importantly, did not result in peace.

There are three Scenarios in the game. One is the historical event. The second postulates an early Israeli mobilization. The third grants the Syrian Army a more effective army. In addition to conducting a ground battle, the Players must allocate air power and SAM Fire.

Battle for Wurzburg Southern Germany, 1970's

On a large bend in the Main River in Southern Germany lies the town of Wurzburg. Its value as a communication center makes it invaluable for a Soviet invasion of the area. In *Battle for Wurzburg*, Soviet mechanized rifle divisions, with supporting armor and artillery, take on the American Third Mechanized

Infantry Division and other elements of the First Corps in the densely wooded and rough terrain to the north of Wurzburg.

Initially the Soviets have overwhelming force, but the American (and Canadian) units defend tenaciously with rapid reinforcement and the extra advantage of

Airpower, which soon puts them on an equal footing with their numerically superior opponents. *Battle for Wurzburg* contains four Scenarios. Exclusive game features include the provisions for tactical nuclear warfare and its profound effect on the conduct of armored combat in the 1970's.

**The Modern Battles QuadriGame is sold boxed for \$12.
Each individual title is also sold as a Folio Game (unboxed) for \$4.
Both versions will be available for shipment 30 June 1975.**