

MODERN BATTLES II

- **Four Complete Contemporary Games in one package**

- *Based on a simple basic game system with added special rules for each game*

- *Four separate 17" x 22" maps and counter sheets*

The Modern Battles II Quadrigame consists of four contemporary games. These games are completely new and individual and are sold separately and as a complete set.

The game mechanics used in this series are similar to those found in other Quadrigames. The standard rules are identical to those used in the first Modern Battles Quadrigame (Wurzburg, Chinese Farm, Golan, and Mukden). In this new series the same scale is used (one mile to a hex and 12 hours a turn). Units range in size from companies to brigades. Artillery units have the ability to add to the defensive

strength of friendly units being attacked. Artillery has various ranges, some in excess of ten hexes. Also included (in various games) are rules for Untried Units, special river conditions, other special terrain, airpower, ammunition depletion, B-52 and B-1 bomber attacks, commandos, paratroopers, stacking, garrison units, bridge destruction, militia, artillery suppression, command control, helicopters, replacements, and international cooperation. 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 doctrines) use a differential system. The "Active Combat Results Table" is very bloody, with a 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 flat, open plains to some of the most rugged in the world. The terrain effects on combat are taken into account by a system whereby the combat differential is actually altered by the terrain the defending unit occupies.

BUNDESWEHR Northern Germany, late 1970's

The north German plain is considered the best "tank country" in western Europe. Located south of the major city Hamburg, the Luneberg Heath is defended by West German Bundeswehr and British Army of the Rhine forces. Just across the border, in East Germany, the

Soviet 2nd Guards Army stands poised to push for the Rhine in the event of another war. Stationed around Luneberg are the Bundeswehr's Lehr and 8th Panzerbrigades (both part of the 3rd Panzerdivision). Supported by the British 7th Tank Brigade and other

Bundeswehr units, the game uses special rules for untried units, bridge demolition, nuclear weapons, NATO counter attacks and Soviet air supremacy. Scenarios cover the initial Soviet invasion, a subsequent counter offensive against a depleted Soviet force and a final Soviet assault. Also includes players notes.

YUGOSLAVIA The Battles for Zagreb, 1979

Yugoslavia is a political powderkeg, threatened with war from within and without. Zagreb, the country's second largest city and a crucial road nexus, would act as a magnet for NATO troops moving in from Italy and Soviet forces entering from Hungary. Scenarios cover a Soviet thrust against a combined force of

Yugoslavs, Americans, and Italians, a NATO counteroffensive to relieve trapped Yugoslav forces, a civil war between the Serbs and Croats in which Superpower alignment is determined midgame, and a *three-player* game in which the Yugoslav Player must repel both NATO and the Soviets while using diplomacy

to weaken them. Exclusive Rules include Untried Unit Strength, variable Reinforcement arrival, Yugoslav partisans, mountain troops, paratroops, helicopters, infiltration, restrictions on international cooperation, and varying air-ground support.

THE BATTLE FOR JERUSALEM, 1967

During the Six Day War of 1967, a fierce and bloody battle was fought between Israeli and Jordanian forces for control of Jerusalem and the west bank area of the Jordan River. The game covers many of the unusual features of the battle. Among these were the ability of Israeli forces to concentrate more efficiently than the Jordanians. This allows stacking, two

high for the Jordanians and three for the Israelis. The Garrisons of both sides as well as the fortified areas and militia of the Israelis is represented. Zone of Control rules are modified so that zones do not extend across river hexsides or into rough or mountain hexsides. Air power is used, particularly for artillery suppression. Rules provide for the

special conditions encountered inside the heavily built-up city of Jerusalem. For the historical scenario a command control rule is provided for the Jordanians. Also provided is a rule to allow the use of the Iraqi and Jordanian reserve brigades. Both a historical and non-historical scenario is provided.

DMZ The Battle for South Korea, late 1970's

Since the cease fire in 1953, the DeMilitarized Zone (DMZ) in Korea has separated North Korean and UN (mainly South Korean and U.S. forces. The war was never officially ended. The most likely invasion site, the "Kaesong Corridor" leading from North Korea to the

South Korean capital of Seoul, is guarded by the U.S. 2nd and the South Korean 9th and Capital divisions. The North Koreans periodically state their desire to liberate the south, by force if necessary. The game covers a number of potential future invasions, with or without

the presence of U.S. forces. Special rules cover various reinforcement options, the special interaction of the rugged Korean terrain and motorized armies, the effects of the DMZ itself, air power in the ground support role, plus B-52 and B-1 bomber attacks.

Modern Battles II will sell for \$12. Available 30 May 77.

Individual Folios will sell for \$5 each. Available 1 July 77