STRATEGY I

STRATEGY I is not one game; rather, it is a whole system of games/simulations of the widest scope, embracing as it does the range of military-political conflict from the time of Alexander the Great up to the present and into the future. Although, at first glance, the rules seem lengthy, the number of playing-pieces overwhelming and the double map sheet playing surface huge, the system is actually simple to use: the size and complexity of the game can be varied from small, one or two-player scenarios involving few playing pieces, all the way to lengthy, complex scenarios, using hundreds of counters and as many as eight players!

The rules of the game (s) are organized in a modular format: i.e., semi-independent sections which are combined in different ways in order to provide a complete set of rules, individually suited for the scenario or period of history being gamed It is strongly recommended that players (no matter how experienced) employ one of the smaller-scale scenarios in their initial games. Players new to game/simulation may at first feel slightly "lost" upon reading the rules and playing the game. This is primarily due to unfamiliarity with the language and techniques of simulations. Don't let it throw you: the rules and scenarios are grounded in real world cause-and-effect and after you "break yourself in" by playing one or two practice games, the techniques will become second-nature to you.

GENERAL DESCRIPTION AND COURSE OF PLAY

THE MAP: STRATEGY I is played upon the large two-section map sheet provided. In many respects it is no different from a conventional map. The hexagonal pattern superimposed upon the map serves much the same function as the pattern of squares on a chess board: i.e., it regularizes the movement and positioning of the playing pieces. As is the case in reality, the terrain features and political boundaries affect the course of action. As already indicated, the scenarios are simulations of general periods in the history of warfare. Likewise, the map is a representation of a hypothetical continent. The assignment of historical names to certain provinces is only for the purpose of providing color and a touch with history. No attempt has been made to create countries historically accurate in shape or size.

THE PLAYING PIECES: Four sheets of die cut cardboard pieces have been provided. Each half of each sheet is identical except for the color of the pieces. The various symbols on each counter identify the kind of military unit or installation it represents. The large, bold numbers on each "unit-counter" represent the unit's relative combat strength and movement capability. It is strongly recommended that players store the counters in separate, labeled envelopes or plastic bags; segregated by type and color. It is best to do this as the units are removed from their sheets. This will save a great deal of "set-up" time when starting a game.

THE COMBAT RESULTS TABLES: These tables are the device whereby the outcome of unit-to-unit battles is determined. They express the probability of success or failure of an attack based on a simple comparison of the strength values of the unit counters involved. Basically, the attacking units compare their total value to that of the defending units and this comparison is stated as a simplified ratio. A number is drawn at random (from the four sets of Randomizer Chits labeled "I" to "10" or by using a 10 sided die called a D10). This number indicates the outcome to be applied out of the ten possible given under the appropriate probability-ratio (Odds). Naturally, the greater the force brought to bear, the greater the chance for success.

THE SCENARIOS: The scenarios are the scene-setting outlines which establish the identity of the players, the forces allocated to each (Order of Battle) and the objectives to be achieved (Victory Conditions). The scenarios are based upon actual military/political conflicts or upon simulations which are analogous to actual military/ political conflicts. The scenarios also establish limits upon the length of the game and, in some cases, further modify the rules to be used.

THE RULES: The rules are broken out into separate "modules", each of which covers one major aspect of play. In some cases two or more mutually exclusive modules cover the same function with the decision as to which is employed indicated by the scenario being gamed or the choice of the players. Some of these modules are essential for play. Some part of each of modules #1 through #4, inclusive, must be used for the most basic games. Some section of each of modules #5 through #18, inclusive, should be used to gain the full enjoyment of the games. The remainder fall in the category of "icing on the cake." The modules from #19 on are the ones that give the color and impose the problems of warfare in a given period. It is obvious that a certain amount of these modules must be used to make the game "go" and the suggested modules are noted in the scenarios. But you shouldn't hesitate to make some substitutions. STRATEGY ONE was not designed to be strictly historical or to present some historically based simulations. It was meant to be a flexible game of the highest order. To mix modules from ancient and modern times may go against the purists' grains but that was the intention of the game/simulation concept. Don't be afraid to break the icon.

THE COURSE OF PLAY: STRATEGY ONE / 1 is played in consecutive turns: each player moves his units and makes attacks in rotation. Units are maneuvered and battles fought with the general object being (usually) the destruction of enemy forces or the acquisition and control of territory. In the more involved scenarios, political and economic objectives are also set up and a complex interrelation of military / political/economic goals is developed.

TABLE OF CONTENS: M0DULES
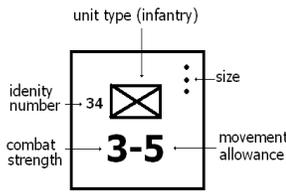## Module # Module Title

The Modules
Module #1. THE UNITS

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

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

unit type (infantry)

idenity number → 34

size

combat strength

3-5

movement allowance

DEFINI-TIONS:

Combat Strength: the relative attack-ing and defending strength of the unit expressed in terms of "strength-points" (SPt). When discussing the unit above, for example, one would say," a three point unit" or "a unit with a strength of three points."

Movement Allowance: the basic maximum distances (in hexagons) that a unit may be moved over clear terrain during the movement portion of one game-turn. A units Movement Allowance is said to consist of "movement points" (MPt's). The unit illustrated above, therefore, would be said to have a "five-point Movement Allowance".

Identity Number: This number serves to positively identify a given unit in a given army. Think of it as the historical designation or "name" of that particular unit.

Size : This symbol denotes a units relative physical size. It does not directly relate to a unit's strength or importance. A unit with a three-dot symbol is a large unit; a unit with a one-dot symbol is a small unit. The term "large" and "small" are purely relative since the actual military organization level symbolized by a given counter (i.e. corps, division, brigade, etc.) changes from scenario to scenario.

Unit-Type: The meaning of some of these symbols changes from scenario to scenario although a few always represent the same general type of unit: e.g., infantry. The chart below identifies the various unit counters according to their meaning in some of the Late Modern scenarios.
A further explanation of special types of units will be given in the appropriate Module.
NOTE: The determination as to which color counters (of the eight kinds available) will be assigned to which player is left solely to the discretion of the players themselves

Symbol	Unit	Symbol	Unit	Symbol	Unit
7-6	Armor Corps	3-5	Infantry Corps	1-5	Paratroop Division
2-6	Armor Division	1-5	Infantry Division	1-5	Light Division
5-6	Mechanized Corps	5-5	Artillery Division	1-5	Supply Unit
1-6	Mechanized Division	3-5	Flak Division	1-1	Depot Unit
	Naval Base max 6 stack	4x45	Sub Fleet	0-3-18	Transport Aircraft
6-4-90	Carrier Fleet +1 nav cbt		Airstrip max 3 stack		Fort Defx2 AA 3
6-4-90	Light Fleet		Air Base max 6 stack		Fortress Defx2 AA 12
12-12-75	Heavy Fleet +1 surf cbt	10-3-48	Heavy Bomber	(1)-6	Admin Unit
2-1-35	Transport Fleet	5-5-24	Light Bomber		Production Center
2-2-40	Attack Transport Fleet	2-9-20	Fighter		

Module #2. THE RANDOMIZER

With the use and availability of 10 sided dice so common, this section is omitted. Use a ten sided die to resolve all rolls in STRATEGY ONE. This is referred to as a D10 in the rules.

Module #3. TERRAIN EFFECTS

Terrain has become more decisive since the development of motorization. Armies are so dependent on their wheeled transport that certain areas have become much less accessible to military forces than in previous centuries. On the other hand motorization has made military forces considerably more mobile, particularly when this motorization is combined with rail movement. The effects of terrain on combat have not changed that much: the high ground is still valuable.

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

Ground Movement Cases

1. A player calculates the effect of terrain on their units by noting (in most cases) the type of terrain which covers the hex-side which a given unit is traversing. A hex-side is determined to be " covered" by a particular type of terrain if all or almost all of the length of the hex-side is covered by the terrain symbol. **EXCEPTION:** a hex-side is considered to be a road and/or railroad hex-side if it is crossed at any point by a road/railroad line.

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

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

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

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

Ground Combat Cases:

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

2. Exceptional case: a hex is considered to be Land if one or more sides of the hex is traversed by Coastlines (no matter how much of the hex is covered by sea).

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

TERRAIN NOTES : Most (but not all) of the terrain features will be found on the Legend of Map Sheet #1. The Desert/Badlands terrain in Provinces P/Q/R is optional. Players may use it as either Desert or Badlands (but not both simultaneously) or they may ignore it and treat it as Clear terrain , unless otherwise dictated by the Scenario.

Units pay the entry-cost dictated by the worst terrain predominantly covering a hex-side, but do not add up the costs of two or more types-of terrain which cover a given hex-side. When travelling by highway, units expend only the highway movement cost to traverse a given hexside.

The effects of terrain on air and naval units will be found in t he air and naval modules.

Module #4 MOVEMENT

General Rule: During the Movement Phase (or phases) of a Player Turn, the Player may move all, or some, or none of his units within the limits of their individual Movement Allowances and within any special restrictions placed upon them by terrain, sequence-of-play or specific rules of movement. Procedure: Each unit-counter is moved individually. Basically, units expend one Movement Point for each clear terrain hex entered.

Cases:

1. During any one Movement Phase a player may move all, some or none of his units.

TERRAIN EFFECT CHART (GROUND UNITS)			
Terrain Type	Entry Cost in (Movement Points)	EFFECT ON DEFENSE STRENGTH	Notes:
Clear	1	Normal	
Mountain	2	Doubled	Mountain 1 MP per hex
Peak-Sides	Prohibited	prohibited	Units may not move or attack through
Forest	2	Doubled	Marine, Ranger, Airborne, Mountain 1 MP per hex
Rivers	1 to cross	Doubled	Units are doubled on defense only if all units are attacking through
River plus other Doubling terrain	Depends on other terrain	Tripled	river hexsides
Lakes/Seas	prohibited	prohibited	Units may not move through hex sides COMPLETELY covered by Lake or sea
City	Depends on other terrain	Doubled	
Unimproved Road Track	1	depends on other terrain	Units moving along roads use the road entry costs regardless of
Improved Secondary Road	1/2	depends on other terrain	any other terrain which might cover the hex side traversed
Primary Highway Road	1/3	depends on other terrain	by the road.
Desert	2	Normal	Marine, Ranger, Airborne, Mountain 1 MP per hex
Badlands	2	Doubled	Marine, Ranger, Airborne, Mountain 1 MP per hex
Swamps	2	Doubled	Marine, Ranger, Airborne, Mountain 1 MP per hex
Jungle	3	Doubled	Marine, Ranger, Airborne, Mountain 1 MP per hex
Borders	Depends on other terrain	depends on other terrain	Province borders have no effect on Movement or defense.

2. Each unit moved may be moved as little or as much as the Player desires within the limits of its particular Movement Allowance.

3. Units must follow the hexagon pattern when moving, tracing their path of movement through a line of connected hexes, moving in any direction or combination of directions.

4. Players may only move their own units. When a given Player is moving his units, other Players may not move their units.

5. Once a unit has been moved and the Player has taken his hand from the counter, it may not be moved again during that Movement Phase (nor may it retrace its move, change it or retract it without the permission of all of the other Players).

6. Movement Points are non-transferable and non-accruable, i.e., unused Movement Points cannot be "given" to another unit or "saved" for another Phase. The proper way to think of Movement Points is as measures of distance-through-time with regard to an individual unit's capability.

7. The "cost-of-entry" in Movement Points-per-hex varies with the terrain in the hex and the type of unit. See TERRAIN EFFECTS, MODULE #3.

8. Friendly units may not move into or through hexes occupied by Enemy units. (NOTE: there are certain specific exceptions to this case, as will be noted in certain Modules or Scenarios).

9. Friendly units may move into or through hexes occupied by other Friendly units. (NOTE: there are certain exceptions and limitations to this case as will be noted in certain Modules or Scenarios).

10. Land units may never move through Peak or Lake hexsides.

Module #5. WEATHER

General Rule: The Weather Module applies only to Late Modern Scenarios. The map is divided (along the folds) into eight Weather Zones which are titled according to the provinces predominant in that section, e.g. "Weather Zone DEF" Weather affects three primary areas of activity or environments:

Ground - Land unit mobility and effectiveness
Visibility - Air unit effectiveness
Sea - Naval unit effectiveness

Procedure: Take one ten-counter set of numbers chits to use as your Weather Indicators. At the beginning of each Game turn, a Player selects one of the Weather Indicators at random and places it in Weather Zone "ABC." The next seven chits (in numerical order) are then placed on the remaining seven Weather Zones (in alphabetical order). The chit numbers placed in the Weather Zones refer the Players to corresponding line-numbers on the Weather Chart. Each of the three Weather Environments (Ground, Visibility and Sea) is indicated on the chart by a line-number cross-indexed with the month of the year. The ratings of the Environments affect unit performance in the indicated Weather Zones as outlined in the companion Weather Effects Chart.

CHIT NO		MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	JAN	FEB
	G	2	2	1	1	1	1	2	1	1	2	1	2
1	V	2	2	2	1	1	1	1	1	1	1	1	1
	S	1	1	1	1	1	1	2	2	1	1	1	2
	G	1	1	1	1	1	1	2	1	2	1	2	2
2	V	1	1	1	2	2	1	1	1	1	2	2	2
	S	1	1	1	1	1	1	2	1	1	1	2	3
	G	2	2	1	2	1	1	1	2	1	3	2	2
3	V	1	1	1	1	1	1	2	2	1	1	2	2
	S	2	1	1	1	1	1	1	1	1	1	1	3
	G	2	2	1	1	1	1	2	2	1	1	3	3
4	V	2	1	1	1	1	1	2	2	2	1	1	1
	S	1	2	1	2	2	1	1	3	2	1	1	1
	G	1	3	1	1	2	1	1	1	2	3	1	2
5	V	1	2	1	1	1	2	1	1	1	2	2	1
	S	3	1	2	1	1	1	2	3	3	1	2	2
	G	2	2	1	1	1	1	1	2	1	2	3	1
6	V	1	1	2	2	1	2	1	1	1	2	2	2
	S	1	2	2	2	1	2	1	2	1	1	1	3
	G	1	1	1	1	1	1	2	1	2	2	2	2
7	V	3	2	3	2	1	2	1	1	2	3	3	2
	S	1	1	1	1	1	1	1	1	1	3	2	2
	G	2	2	2	1	1	2	1	2	2	1	3	3
8	V	2	2	1	3	1	2	2	2	2	1	3	2
	S	2	1	2	1	2	1	1	2	2	1	3	3
	G	2	1	3	2	2	2	2	2	1	1	2	1
9	V	3	2	1	1	1	2	2	1	2	2	2	3
	S	3	3	2	1	2	2	2	2	1	1	1	2
	G	3	2	2	1	1	1	2	2	2	3	3	3
10	V	3	3	3	2	2	2	2	2	3	3	3	2
	S	3	3	2	2	2	2	2	1	2	3	3	2

6.1 SEQUENCE OF PLAY (Single Phasing)

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

Play proceeds in strict accordance with the outline given below:

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

B. First Game-Turn
    1. First Player-Turn
      a. Movement Phase: First Player moves his units as he desires.
      b. Combat Phase: First Player executes attacks (if any) against enemy unit.
      c. Second movement segment if allowed.
    2. Second Player-Turn
      a. Movement Phase: Second Player moves his units as desired.
      b. Combat Phase: Second Player exe-

WEATHER EFFECTS CHART

	1	2 MOVEMENT	2 COMBAT	3 MOVEMENT	3 COMBAT
GROUND G	NORMAL	All units with a Movement Allowance of 6 or 5 are reduced to 4 (Unless all movement in on roads).	Attacking Motorized units subtract "2" from their combat die roll.	All units with Movement Allowance of 5 or 6 are reduced to 2 regardless of whether all movement is on roads.	All attacking motorized units subtract "3" from their combat die roll.
VISIBILITY V	NORMAL	NORMAL	ATTACKING Air units subtract "2" from their Air-to-Air combat die rolls and "3" from their Air-to-Ground combat results.	All Air units are grounded.	Not Allowed
SEA S	NORMAL	NORMAL	All attacking Naval units subtract "2" from their combat results die roll.	Double the entry costs of all Sea hexes	No Air-to-Sea combat allowed. No Carrier-Air Operations. All Attacking Naval units subtract "4" from their combat die roll.

cutes   attacks   (if any) against enemy units.
    c. Second movement segment if allowed
  3. Third, Fourth, fifth Player, etc.,
      follow same sequence for their units; each Player
      moving his units and attacking enemy units in
      order until all Players have completed one Player
      Turn apiece.
  4. Indicate the passage of one Game-Turn
      on the Turn-Record Chart.
C. Second and subsequent Game-Turns: Repeat steps B-1
      through B-4 until the number of Game-Turns which
      constitute a normal Game Year have been
      completed.
D. Second Interphase (if applicable)
  1. Players determine whether to extend the
     Game-Year (as per the Scenario and the
     Extension Module [#8]).
  2. If Game-Year is extended, repeat number of Game-
     Turns to complete the extended Game-Year.
  3. If Game-Year is not extended, move to
     "winter quarters" as per the Scenario.
E. Completing the Game:
      Repeat Sections A through D until the
      number of Game Years indicated in the
      Scenario have been completed (or until a
      victory is achieved

6.2 SEQUENCE OF PLAY (Multi Phasing)

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

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

A. Interphase:
      Production of units (as per scenario)
B. First Game Turn
  1. First Player-Turn
    A. Movement Phase (actions apply only
      to the first players units
     I. Naval Movement Segment -
       sail Naval units.
     II. Air Movement Segment - fly
       aircraft to targets.
     III. Land Movement Segment - move any or
       all land units (including movement by rail).
    B. Combat Phase
     I. Naval Combat - First Player executes all
       Naval attacks against enemy shipping and
       coastal targets.
     II. Air Combat - First Player executes all air attacks
       against enemy targets.
     III. Land Combat - First Player executes all ground
       unit attacks against enemy units.
    C. Post-Combat Movement Phase (actions apply only
      to First Player's units).
     I. Naval Movement Segment - sail naval units.
     II. Air Movement Segment - Return aircraft to
       airbases, except interdicting aircraft.
     III. Ground Movement Segment (for those with
       Movement Allowance of six points and supply
       units. No rail or non-motorized unit movement

allowed!

MODULE #7.0 TIME

To have several Time Modules may seem fatuous, but we
tend to forget that warfare was not a full-time sport until
recently. Tom Paine's reference to "Summer soldiers and
sunshine patriots" bore a close resemblance to the warfare
of the period. The further back one goes, the shorter the
campaigning season. This was generally a simple matter of
having exhausted supplies and men more rapidly in those
days.

7.1 TIME/GAME-WEEKS

Each Game-Turn represents a seven-day period of active
campaigning called a Game-Week. There are six Game-
Weeks in a Game-Year. The remaining period of time in the
calendar year during which there are no Game-Turns rep-
resents that period of time during which the armies in-
volved would not be actively engaged in fighting.

The number of Game-Years per game is indicated in the
Scenario being used.

Between each Game-Year there is an Interphase (see Se-
quence of Play, Module #6.1) during which Players collect
taxes (see Taxation Module #15) and otherwise prepare
for the coming Game-Year.

NOTE: See Covert Extension Module #8.2

7.2 TIME/GAME-MONTHS

General Rule: Each Game-Turn represents a 30 day period
of active fighting called a Game-Month. There are from six
to nine Game-Months per Game-Year. (as indicated by the
individual Scenarios). The six to three month period of
each year during which there are no Game-Turns repre-
sents that period in which, due to economic, physical and
social reasons, the armies involved could not actively wage
war. Therefore, if it is indicated in a given Scenario that the
game lasts for five Game-Years (each of which is six Game
Months long) then the total number of Game-Turns in that
Scenario would be thirty. Between the Game-Years, an In-
terphase takes place (see Sequence of Play/ Single Phasing
Module #6.1) during which Players collect taxes (see Taxa-
tion Module #15) and prepare for the coming Game-Year.

NOTE: See Overt Extension Module #8.1 for six month long
Game-Years or Wintering Module #7.2a for nine month
long Game-Years.

SUBMODULE #7.2a: WINTERING

General Rule: When used with Module #7.2 the Game-Year
is nine months long. The Players retire their units to Winter
Quarters at the end of each Game-Year. Winter Quarters
are defined as any friendly Home Country cities and/or any
captured cities.

Procedure: At the end of the Game-Year, Players place
their units in any friendly city, as defined above. Stacking
limits (i.e., the maximum number of units per city) may not
be exceeded unless there is no alternative. It is from these
Winter Quarters that the Player's units begin the new
Game-Year.

7.3 TIME/ CONTINUOUS GAME-MONTHS

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

MODULE # 8.0 EXTENSION

Sometimes, despite a normally short campaign
season, one side or another would dig deep and pay for
troops for a little longer. The Game Extension Modules re-

flect that practice.

8.1 OVERT EXTENSION

General Rule: When playing a Scenario using Module #7.2, Players may openly agree (by majority vote) to extend the Game-Year to fill the full term of a calendar year. This module may only be used in the case of the Game-Year, as prescribed by the Scenario, being six Game-Months long.

Procedure: At the end of the regular Game-Year, and before units are quartered for the winter (Module #7.2a), Players vote on whether to extend the Game-Year.

Cases:

1. As many Game-Years as are desired may be extended in a given game. The extension option may be brought up for a vote at the end of each regular Game-Year. The tax-credit cost of "fielding" whichever units are employed in the extended portion of the Game-Year is the same as the cost incurred for the first six months (the regular Game-Year). See Taxation Module #15 and Cost of Units Module #11.

8.2 COVERT EXTENSION

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

Procedure: At the end of the regular Game-Year, each Player secretly records his decision concerning extension on a slip of paper. If any one Player votes to extend, then all Players must participate in the extension. Such extensions may occur only once per game, although the option to extend presents itself at the end of every Game-Year until one or more Players exercise the option.

Cases:

1. Players voluntarily participating in an extension may field any part or all of their army which they wish.

2. Players involuntarily participating in an extension may only field those units of their initial Order of Battle (fyrd) or the remainder thereof if any units were previously destroyed, which units are only fielded if enemy units cross friendly borders or enemy naval units approach within twenty hexes of a friendly coastal hex. (see Module 10.1a)

3. New units may not be produced during the extension.

4. Units employed during the extension by the voluntarily participating Players must be paid for (in Tax Credits). All units (including those of the initial Order of Battle) are "fielded" at the Tax-Credit cost charged to "built" units during the normal Game-Year.

MODULE #9.0 ZONES OF CONTROL

9.1 ACTIVE ZONES OF CONTROL

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

Cases:

1. Friendly units must stop (and move no further in that Movement Phase) upon entering the first Enemy controlled hex they encounter.

2. Friendly units may not move directly from one Enemy controlled hex to an adjacent Enemy controlled hex. In order to enter such an adjacent Enemy controlled hex, the Friendly unit would first have to move to an uncontrolled hex and then move to the controlled hex (which could be accomplished in the same Movement Phase).

3. Enemy Zones of Control affect hexes occupied by Friendly Units. A friendly unit attempting to pass through a hex occupied by another Friendly unit which was in an Enemy controlled hex, would have to stop upon entering such a hex.

4. Friendly units which are in Enemy controlled hexes at the start of the Friendly Combat Phase must attack all Enemy units exerting those Zones of Control. It is left up to the Attacking Friendly Player to determine which of his units will attack which Enemy units (as long as all Enemy units exerting Zones of Control upon Friendly units are attacked in some fashion and as long as all Friendly Ground Combat units which are in Enemy Zones of Control participate in-one of the attacks). In some Scenarios this Case will be modified.

5. In Late-Modern Scenarios, an attack by Friendly Air units constitutes a fulfillment of the requirement that a given Enemy unit (or stack of units) must be attacked if such Enemy units are exerting Zones of Control upon Friendly Ground Combat units.

6. The following units [subject to modification as per individual Scenarios] do NOT by themselves exert a Zone of Control: Air units, Naval units, Supply and Depot units, Administrative/Leader units and Installations (Fortresses, Airbases and Production Centers).

7. Zones of Control do not extend through the sides of hexes covered by "peaks" of mountains.

8. Zones of Control do not extend out to Sea hexes or across hex sides completely covered by Sea.

9. Zones of Control do extend across rivers.

10. The Zones of Control of Ground units does not affect the movement or attacking of Enemy Air units.

NOTE: See also Fluid Zone of Control Module #9.4 and Rigid Zone of Control Module #9.5.

9.2 SEMI-ACTIVE ZONES OF CONTROL

General Rule: The six hexagons immediately surrounding a given unit (or stack of units) constitute that unit's Zone of control. Semi-Active Zones of Control have an inhibiting

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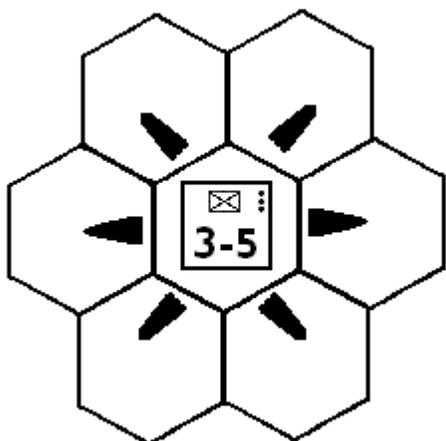
fect upon enemy movement but not affect enemy combat. Hexes on which unit is erting its Semitive Zone Control called controlled hexes.

Cases:

1. Friendly units must stop (and move no further during that Movement Phase) upon entering the first Enemy controlled hex they encounter.

2. Friendly units which begin their Movement Phase in an Enemy controlled hex may not moved directly from that Enemy controlled hex to an adjacent Enemy controlled hex. In order to enter such an adjacent Enemy controlled hex, t he Friendly unit would first have to move to an uncontrolled hex and then move to the controlled hex (all of which could be accomplished in the same Movement Phase).

3. Enemy Zones of Control affect hexes occupied by Friendly units. If a friendly unit were to attempt to pass through an Enemy controlled hex occupied by another Friendly unit, the moving unit would be required to stop upon entering the occupied hex just as if the stationary Friendly unit were not present.

4. Unlike the Active Zone of Control Module [#9.1], Semi-Active Zones of Control do not require attack upon adjacent Enemy units. Attacks are executed at the discretion of the Player whose Combat Phase is in progress.

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

6.. The following units [subject to modification as per individual Scenarios] by themselves do NOT exert a Semi-Active Zone of Control : Air units, Supply and Depot units, Administrative / Leader units and Installations (Fortifications, Airbases and Production Centers).

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

8. Zones of Control do not extend through hex sides covered by "peaks " or mountains nor out to Sea nor through hex-sides completely covered by Sea.

9 . Zones of Control do extend across rivers.

9.3 INACTIVE ZONES (Non- Controlling)

General Rule: The six hexes surrounding a given unit (or stack of units) are not controlled in any manner with regard movement or combat. Only those hexes actually occupied by Friendly units prevent the passage of Enemy units.

Cases:

1. Attacks against adjacent Enemy occupied hexes are completely at the discretion of the Attacking Friendly Player. Some, none or all of the adjacent Enemy occupied hexes may be attacked or ignored.

2. When a given Enemy occupied hex is attacked, however, all the units in that hex must be attacked.

9.4 FLUID ZONES

General Rule: This Module is used with either Module #9 .1 or #9 . 2 . Friendly units may travel through Enemy controlled hexes by expending additional Movement Points.

Cases:

1. Units may move directly from one Enemy controlled hex to another adjacent Enemy controlled hex by expending three additional Movement Points above and beyond the normal cost for the terrain being crossed.

2. Units may enter an Enemy controlled hex from a non-controlled hex at the normal Movement cost for the terrain being crossed. They may then (in the same Movement Phase) leave the Enemy controlled hex and enter a controlled or non-controlled hex by expending an additional three Movement Points.

3. Hexes occupied only by Enemy unit types which, by themselves, do not have a Zone of Control, may be travelled through (but not stopped upon) by Friendly units which expend an additional three Movement Points. In other words, empty Fortifications, Airbases and Air units and Production Centers may be treated (for Movement purposes) as if they were only Enemy controlled hexes, as opposed to Enemy occupied hexes . Such a movement through an unprotected Enemy installation does not constitute or require an attack (in actuality, the installation is being bypassed within the hexagon).

9.5 RIGID ZONES

General Rule : This Module is used with either Module #9.1 or #9.2. Once a Ground unit enters an Enemy Zone of Control, neither it nor the Enemy unit(s) may move again until either it or the Enemy unit(s) is either eliminated , retreated or disrupted as a result of combat. Opposing units locked into their Rigid Zones in the above manner are said t o be engaged.

Cases:

1. Additional Friendly units may be stacked on to an engaged Friendly unit or brought adjacent to the Enemy unit, but the new units then, themselves, become engaged as well.

2. Mobile Ground units which do not by themselves exert a Zone of Control may be pinned down by an engaging Enemy Ground unit, but the Enemy unit is not permanently engaged by such a non-controlling Ground unit. An Enemy unit in such a situation may "break off" the engagement at will, whereas the engaged non-controlling units must remain where they are until eliminated, forced to retreat or until Friendly forces eliminate, disrupt or drive off the Enemy unit.

3. Unit-types which do not exert Zones of Control do not affect similar Enemy units with respect to engagement.

9.6 UNILATERAL ZONES OF CONTROL

General Rule: This Module is used with either Module #9.1 or #9.2. Ground Combat units in Fortifications or Fortified

Cities exert a Zone of Control, but are not themselves subject to Enemy Zones of Control . Zones of Control do not extend into Fortifications or Fortified Cities.

Cases :

1. Whether using Module #9.1 or #9.2, and whether these are modified by either Module #9.4 or #9.5, units in Fortifications or Fortified Cities may ignore adjacent Enemy units. Such Enemy units, themselves, however, must respect the Zones of Control of the units in the Fortifications or Fortified City.

2. In all respects, treat the Friendly Fortification hex or Friendly Fortified City hex (whether occupied by Friendly units or not) as a hex which is free of Enemy zones of Control. The only way such a hex may be controlled by Enemy units is if the Enemy units actually occupy it.

3. A " Friendly" Fortification or Fortified City is defined as belonging to the Player whose units were the last to occupy or pass through it or, if no units have yet been in such hex, then the Player who originally controlled the Province where the hex is located will control it.

Module #10 PRODUCTION OF UNITS

For several millennia, producing a military unit was a simple affair composed of assembling the weapons from scattered smithies (who had to be paid) and feeding the men while they were trained. The first assembly points (for guns and cannon) did not appear until the 15th Century, and the centralization of industry became such that it was necessary to have one of those complexes in order to arm your troops. Eventually the era of mass mobilization drained manpower to such an extant that the availability of manpower, and its allocation industry and the army (somewhat later) became prime considerations. Finally in the case of England in WWI and all in WWII, production became so extensive that the resources of the earth itself were not enough to feed the maw of industry. Various countries were more able to cut back on civilian consumption than others (see Production Interval Module #10.3). Still other countries were limited in their production of specialized equipment due to the illiteracy of the population (see advanced tax credits, Module #10.3) World War II was an economic war more than any other.

10.1 NATIONAL AND PROFESSIONAL ARMIES

General Rule: Units are normally produced n two increments: they are built, then fielded, the cost of each step being paid in Tax Credits and the amount determined by the Cost of Units Chart, Module #11.

Cases:

1. Units are built and/or fielded at the start of each Game-Year , " fielding" being the actual process of bringing a unit· onto the Game-Map for use.

2. The cost of building a unit is paid one time; the cost of fielding is paid at the start of each Game- Year and at the start of each Game Extension, if any.

3. If a previously built unit is not fielded in a given Game-

Year, it may be hired out or simply retained by the Player for fielding in a future Game-Year.

4. Fleets must be built in ports.

SUBMODULE #10.1a: FEUDAL NATIONAL ARMIES

Cases:

1. In any of the three Medieval Scenarios (Dark Ages , Feudal Expansion , Feudal Rebellion) the initial Order of Battle constitutes the Fyrd (a national militia, called to serve in times of crisis) and is fielded at its own special rate.

2. Units may be built above and beyond the Fyrd for the costs indicated in the Cost of Units Chart, Module #11 (except Levy units, which may normally not be built) . I t is important to keep t rack of the number and types of units built beyond the Fyrd.

3. If a unit is destroyed in the Medieval Scenarios, it is presumed to be a built unit if there is an excess of units of that type above the amount provided in the initial Order of Battle, rather than a Fyrd . If a Fyrd unit is destroyed, it is permanently lost from the initial Order of Battle and only the remaining units of that type may be fielded at the Fyrd rate of no cost in case of invasion.

4. If Enemy Ground units cross Friendly frontiers at any time, or if Enemy Naval units come within twenty hexes of Friendly ports in a Game-Year Extension, the Fyrd may be called up at no cost, Levy units being placed in or near Friendly Home Province cities. At other times, Fyrd units (excepting Levy units, which may only be activated by invasion) may be fielded for the amount indicated on the Cost of Units Chart.

5. Fyrd units, once activated, remain activated until the end of the Game-Year or, if activated by reason of invasion, until the end of the Game-Year Extension or the Enemy leaves the province, whichever is first.

10.2 LEVEE EN MASSE

General Rule: Production occurs at Production Centers, only, which are assigned to each Player by the initial Order of Battle. These Production Centers may be distributed anywhere in the Home Provinces by the Owning Player and may not thereafter be moved. As Naval units must be built in pots, one Production Center must be placed in a port if Naval units are desired. Production Centers must be placed in cities.

Cases:

1. Captured Production Centers may not be used by the capturing Player.

2. There is no cost for fielding units

10.3 MASS PRODUCTION

General Rule : Each Player is assigned Production Centers, which may be placed anywhere in the Home Provinces of the owning Player . All units must be produced at a Production Center. As Naval units must be built in ports, a Production Center must be located in a port if Naval units are desired. Production Centers must be placed in cities. Production Centers have an intrinsic defense of 1.

Cases:

1. Each Player is assigned certain Production Factors which must be distributed among the Production Centers, the exact allocation being at the option of the owning Player, at the start of the game. Thereafter, Production Factors may not be redistributed or otherwise adjusted. The Production Factors indicated for each country in each Scenario are available whenever production occurs , in addition to those saved from prior production cycles.

2 . The excess of Production Factors left at the end of pro-

duction may be distributed among the Production Centers.

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

4 . The economic elements of unit production which are to be used depends on the method of production - simple (SUBMODULE #10.3a) or complex (SUBMODULE #10.3b) .

5 . Though captured Production Centers may not be used by the capturing Player, captured Raw Materials may be used by the capturing Player after he has cleared one- half of the cities in the Province and moved an Administrative Unit (MODULE #33) into the occupied Province. Thereafter taxes may be collected and Raw Materials removed, even if Enemy action subsequently reduces the occupying Player to less than half of the cities in the Province. However, taxes may only be collected as to those cities actually held and Raw Materials removed as to those Raw Material hexes actually held. (see Module #33)

6. If the given economic factors have been expended to raise a unit at a given Production Center and, prior to the appropriate amount of time elapsing between expenditure of the economic factors and the actual production of the unit, the Production Center is captured, the unit in question may be activated at the nearest friendly Production Center. If the unit sought to be raised is a Naval unit, however, capture of the Production Center eliminates the unit sought to be raised and recapture of the Production Center requires re-expenditure of the necessary economic factors and tax credit s to raise the unit.

7. Advanced Tax Credits, indicated on the initial Order of Battle of certain Scenarios, represent a percentage of the tax credits which may be used to build certain units. Those units which require Advanced Tax Credits are so indicated on the Cost of Units Chart, MODULE #11.3. These units may only be built using Advanced Tax Credits. A separate tabulation must be kept of the tax credits which are Advanced Tax Credits and those which are of the normal type. Both types may be accumulated in their separate tabulations. Advanced Tax Credits may be used to produce other types of units but the units listed in MODULE #11.3 as requiring Advanced Tax Credits may only be built using Advanced Tax Credits.

SUBMODULE #10.3a:
SIMPLE PRODUCTION

General Rule: Simple Production uses only tax-credits and Production Factors.

Cases:

1. The normal Cost of Units Chart, MODULE #11.3, is used but only t he tax credit and Production Factor columns, together with the Time column, are used.

2. During Cold War situations (when the Player producing the units is not engaged in war with any other Player, production occurs every six Game- Months.

3. During Hot War situations (when the Player producing the units is engaged in war with another Player) production occurs on turns evenly divisible by the number which is listed in the initial Order of Battle as the Production Interval.

4. A Player can shift to a Hot War production at the start of his Game-Turn by announcing an intention to do so. However, by way of sanctions in order to prevent a Player from gaining an advantage of Hot War production, if the Player announcing an intention to use the Hot War production rate does not actually attack another Player that turn, he is eliminated from the game.

5. Obvious l y, some Players may be producing under the Cold War rate while others may be producing under the Hot War rate.

SUBMODULE #10.3b:
COMPLEX PRODUCTION

General Rule: Complex Production uses six elements: Food (F), Energy (E), Heavy Metals (HM), Light Metal s (LM), tax credits and Production Factors, as well as the time factor. All must be expended to produce a unit under the Complex Production system, in accordance with the Cost of Units Chart, MODULE #11.3.

Cases:

1. F,E,HM, LM are Raw Materials. Raw Materials are symbolized on the Game Map by geometric symbols in the hexes of each Province as indicated in the Legend on the map . In the center of each symbol is a number representing the amount of each type of Raw Material in the given hex. These amounts are available when ever production occurs, in addition to any left over from prior production.

2. Raw Materials may be pooled by the Controlling Player and assigned among that Player's Production Centers as desired, provided an unbroken Railroad line can be traced to the Production Center from the Raw Material hex (or an unbroken rail-sea link).

3. Under the Complex Production system, warfare is of two types - Cold War and Hot War. A Player in Cold War status (not engaged in hostilities with any other Player) collects taxes and produces every six Game - Turns. Units may move twice between production turns during Cold War.

4. In Hot War, production and tax collection occur at the Production Interval, which represents the number of Game-Months between production cycles. A Player may start Hot War product i on by announcing his intention to attack (without having to announce his intended victim) at the start of a Game - Turn or he may simply attack. If he announces his intention to attack, he may use Hot War production during that Game-Turn. However, if he announces an intention to attack, uses the Hot War production and does not actually attack, he is eliminated from the Game.

5. It is possible and, in fact, likely, to have some Players in Hot War production and some in Cold War production at the same time during the course of the Game.

SUBMODULE #10.3c:
TECHNOLOGICAL LIMITS

General Rule: In addition to the Complex Production-system, the Technological Level system may be used. This system uses the Technological Level Number assigned in the initial Order of Battle to each Player. By applying thi s Number to the Technological Level Chart, a determination is made as to whether a particular unit may be produced by a Player with the Technological Level in question. The Technological Level may affect combat units' capabilities, eg., Attack Strength, Range, Cost, etc.

10.3c addenda: in addition when a Player's Technology Level is raised, all units on the map are automatically upgraded. A Player may not build units below his current Technology Level.

Each Class of unit has its own Technological Level. Land, Air, Sea and all others. No class may be more than one level above the others.

MODULE #11 COST OF UNITS

Any of the units depicted in the particular time period of a scenario may be purchased (i.e. built) by the use of certain variables. For instance, in the Ancient scenarios, units may be built solely by expending tax credits. These charts and the various costs involved should only be used in close conjunction with Module #10: Production of Units and the Cost of Units sub-modules, by reference to the recommended modules on the scenarios:

11.1 COST OF UNITS
NATIONAL AND PROFESSIONAL ARMIES

TECHNOLOGICAL LEVEL CHART

	1	2	3	4	5	6	7	8	9	10	11	12	13
Heavy Bomber Range	NP -	NP -	NP -	.5	N	N	1.5	2	2	2	2.5	3	3.5
Atk Str	-	-	-	N	2	2	2	A	H	2.5	3	3.5	4
Light Bomber Range	.5	N	N	N	N	N	N	1.5	2	2	2	3	3
Atk Str	(a)	(a)	(a)	N	1.5	2	2	2	A	A	H	2.5	3
Fighter Range	.5	.5	N	N	N	1.5	2	2	2	2	2	3	3.5
Atk Str	N	N	N	N	N	N	N	2	2	2	3	3	3
Transport (Air) Range	NP -	N	N	N	N	N	N	1.5	2	3	3	3	3.5
Atk Str	-	(c)	(c)	N	N	N	N	(d)	(e)	(f)	(f)	(f)	(f)
Subflot Range	NP -	N	N	N	N	N	Normal Movement Allowance No Range Limit						- -
Atk Str	-	N	(g)	(g)	(g)	(g)	(g)	(g)	(g)	A	H	H	H
Carrier Fleet Range	NP -	NP -	N	N	N	N	1.5	1.5	1.5	2	2	3	3.5
Atk Str	-	-	(h,i)	N	N	N	N	N	A	H	H	H	H
Light Fleet	(h)	(h)	(i)	(i)	(i)	(i)	N	N	N	N	N	N	N
Paratroops	NP	NP	NP	N	N	(j)	(j)	(j)	(k)	(L)	(L)	(m)	(m)
Cost of Units	(n)	(n)	N	N	N	(o)	(o)	(p)	(p)	(p)	(p)	(q)	(q)

TECHNOLOGICAL LEVEL NOTES:

NP   No Production
N   Normal (as per appropriate Module)
A   Atomic Weapons capability
H   Hydrogen Weapons capability
.5, 1.5, 2, 2.5, 3, 3.5, 4 = one half normal, one and one half times normal, twice normal, thrice normal etc…

(a) cannot attack ships.
(b) one half range on intercept only.
(c) cannot airdrop.
(d) can lift a 1-6 unit and supply.
(e) can lift two divisions.
(f) any unit can be carried.
(g) add technological limit to D10 roll and compare with normal SubFlot attack table.
(h) no ASW.
(i) no strikes to land.
(j) may move two impulses.
(k) 1-6 able to paradrop.
(L) supply can paradrop.
(m) any unit can paradrop.
(n) increase cost of units by 50% rounding fractions up.
(o) reduce turns needed to produce by 1/3 rounding fractions up.
(p) increase cost of air units by 150%, rounding fractions up.
(q) increase cost of air units by 200%, rounding fractions up.

SUBMODULE #11.1b Early Middle Ages Armies

Type of unit		Cost To Build	Cost to Field (Fryd)	Cost to Field Built Units
HEAVY CAVALRY	7-6	9	1	5
PROFESSION-AL INFAN-TRY	5-6	7	1	3
LEVY INFANTRY	3-5	NO Build	1*	NO Build
SEIGE TRAIN	5-5	8	0	0
SUPPLY TRAIN	1-5	5	0	0
FLEET	2-9-20	10	1	3
FORTIFICA-TION	AA 3	12	0	0

It costs Swiss 1 credit to field each LEVY unit. There is no cost to field when called up under invasion conditions.

Players other than the Swiss may only field LEVY under invasion conditions.

SUBMODULE #11.1a Ancient Armies

Type of unit		Cost To Build in CREDITS	Cost to Field in CREDITS
PHALANX	7-6	12	2
LEGION	5-6	9	1
BARBARIAN INFANTRY	3-5	6	1
LIGHT CAVALRY	2-6	4	1/2
SEIGE TRAIN	5-5	6	0
SUPPLY TRAIN	1-5	4	0
FLEET	2-9-20	10	1
FORTIFICATION	AA 3	12	0

SUBMODULE #11.1c Middle Ages Armies

Type of unit		Cost To Build in CREDITS	Cost to Field in CREDITS
SWEDISH COMBINDED ARMS	7-6	12	2
MERCENDARIES	5-6	7	3
INFANTRY	3-5	4 1	1
LIGHT CAVALRY	2-6	3	1/2
SEIGE TRAIN	5-5	6	0
SUPPLY TRAIN	1-5	4	0
FORTIFICATION	AA 3	12	0
BATTLE FLEET	5-5-24 L	12	0
MERCHANT FLEET	2-9-20 F	6	0
*INFANTRY * DETACHMENT*	1-5	*1*	*0*

(LR * *Stacking limit of 1 detachment per hex, 2 per city or 3 per city with a fort*)

SUBMODULE #11.1d Age of Enlightenment Armies

Type of unit		Cost To Build in CREDITS
GUARDS INFANTRY	7-6	12
EXPERIENCED INFANTRY	5-6	7
INEXPERIENCED INFANTRY	3-5	4
CAVALRY	2-6	3
ARTILLERY	5-5	6
SUPPLY TRAIN	1-5	4
DEPOT	D 1-1	6
FORTIFICATION	AA 3	12
BATTLE FLEET	5-5-24 L	12
MERCHANT FLEET	2-9-20 F	8
*INFANTRY * DETACHMENT*	1-5	*1*
*IRONCLAD 10-3 10 COMBAT 3 MOVEMENT ** *	10-3-48 H	*18*
*MILITIA *** *	3-5	*2*

(LR * *Stacking limit of 1 detachment per hex, 2 per city or 3 per city with a fort*)
(** *Coastal or River movement only.*)
(*** *Militia may only move 2 mp per turn, not 5 Militia may not be promoted.*)

MODULE #11.2
COST OF UNITS EARLY MODERN

Type of unit		Cost To Build TAX CREDITS	PRODUCTION FACTORS
INFANTRY CORPS	⊠ ⋮ 3-5	6	4
ARTILLERY CORPS	⊡ ⋮ 5-5	2	8
TRENCH CORPS	◺ ⋮ 3-5	4	5
SUPPLY DIVISION	⛟ 1-5	2	6
DEPOT CORPS	D ⋮ 1–1	4	15
SUBMARINE FLOTILLA	⬆ 4x45	1	5
BATTLE FLEET	⌂H ⋮ 12-12-75	6	25
ESCORT FLEET	⬆L ⋮ 6-4-90	3	15
MERCHANT FLEET	⌂T ⋮ 2-1-35	3	12
ADD 1 TO RAILCAP	RR	1	3
FORTIFICATION	⬡ AA ɜ	4	10
ADD 5 PRODUCTION FACTORS *	PF	4	11
INFANTRY ** DIVISION	⊠ 1-5	2	3
CAVALRY ** DIVISION	▭ 2-6	2	4

(LR* Max of 5 additional per production cycle.)
(**Stacking limit of 1 division per hex no other ground combat units are allowed.)
(***Stacking limit of 1 Cavalry Division per hex.)

MODULE #11.2 COST OF UNITS MODERN Ground Units

ACE	ATC		Type	Unit Stats	Popu-lation	Food	Fuel	Heavy Metal	Light Metal	Tax Credits	ADTax Credits	Prod. Factors	Turns
					P	F	E	HM	LM	TC	ATC	PF	Time
0	0	M⊠ 1-2	Militia Division	1-2	1	1	0	0	0	1	0	1	1
0	0	M⊠ 3-2	Militia Corps	3-2	3	2	0	0	0	2	0	4	2
0	0	⬆⊠ 3-3	Assault Corps	3-3	3	2	0	0	0	3	0	4	3
0	0	⬆⊠ 9-3	Assault Army	9-3	9	4	0	1	1	5	0	10	4
0	0	⊠ 1-5	Infantry Division	1-5	1	1	0	0	0	2	0	2	3
0	1	⊠ 3-5	Infantry Corps	3-5	3	4	1	1	0	5	0	5	3
0	0	◻ 1-6	Cavalry Division	1-6	1	1	0	0	1	2	0	2	4
0	0	◻ 3-6	Cavalry Corps	3-6	3	3	0	0	2	5	0	5	6
0	0	⊠ 1-6	Motorized Division	1-6	2	1	0	1	1	1	0	2	3
1	1	⊠ 5-6	Motorized Corps	4-6	4	4	3	2	2	4	0	7	4
1	1	▣ 1-8	Mechanized Division	1-8	2	2	0	1	1	0	3	3	6
3	3	▣ 5-8	Mechanized Corps*	5-8	5	4	3	2	2	0	6	8	6
2	2	◻ 2-8	Armored Division	2-8	2	1	1	3	2	0	2	3	3
6	6	◻ 7-8	Armored Corps*	7-8	6	5	3	6	5	0	5	8	6
1	1	△ 1-5	Flak Division	1-5	1	0	0	1	1	1	0	1	2
3	3	△ 3-5	Flak Corps	3-5	2	0	0	1	1	1	0	2	3
0	2	⊠ 1-5	Anti-Tank Division	1-5	1	0	0	0	1	0	2	2	4
0	6	⊠ 3-5	Anti-Tank Corps	3-5	3	1	0	0	2	0	5	5	6
0	1	⊡ 1-5	Artillery Division	2-5	1	1	0	1	0	1	0	2	3
0	3	⊡ 5-5	Artillery Corps	5-5	3	1	0	1	1	2	0	3	3
0	0	🚛 1-5	Supply Unit	1-5	1	2	5	1	0	2	0	6	-
0	0	D 1-1	Depot Unit	1-1	2	6	18	2	1	6	0	15	1
0	1	⌒ 1-5	Paratroop Division*	1-5	2	2	2	0	1	0	2	3	6
0	3	⌒ 3-5	Paratroop Corps*	3-5	5	6	6	0	3	0	6	8	6
0	1	⊠ 1-5	Mountain Division*	1-5	1	2	1	0	1	0	2	3	6
0	1	⋈ 1-6	Ranger Division*	1-6	1	2	1	1	0	0	3	3	9
0	1	⚓ 1-6	Marine Division*	1-6	2	2	1	1	1	0	3	4	6

MODULE #11.2 COST OF UNITS MODERN Naval, Air and Other Units

Unit	Unit Stats	Population P	Food F	Fuel E	Heavy Metal HM	Light Metal LM	Tax Crdts TC	ADTax Crdits ATC	Prod Factors PF	Turns Time
Fighter Wing*	2-9-20	1	0	0	0	1	0	1	2	6
Fighter Bomber Wing*	3-6-20	1	0	0	0	1	0	2	3	6
Light Bomber Wing	5-5-24	1	0	0	0	1	2	0	4	6
Heavy Bomber Wing*	10-3-48	1	1	1	0	2	0	3	7	4
Air Transport Wing	0-3-18	1	0	0	0	1	1	0	2	4
Sub Fleet*	x 45	1	0	0	1	1	0	1	2	6
Light Fleet	6-4-90	1	2	2	5	1	4	0	16	12
Heavy Fleet	12-12-75	3	12	12	36	6	30	0	150	36
Carrier Fleet*	6-4-90	2	4	4	12	2	0	10	42	18
Transport Fleet	2-1-35	1	1	1	16	0	2	0	5	9
Attack Transport Fleet*	2-2-40	1	1	1	3	0	0	3	8	9
Fortification x2		0	0	1	1	0	3	0	3	0
Fortress x3		1	1	1	1	0	6	0	6	3
Air Strip (3 wings)		0	0	1	1	0	0	0	2	2
Air Base (9 wings)		1	1	1	1	0	2	0	6	4
Port (3 fleets)		0	1	0	1	0	2	0	6	3
Port Complex (9 fleets)		1	3	1	2	1	8	0	18	9
Industrial Complex		1	6	6	12	6	24	12	48	18
Refinery Complex		2	3	6	3	1	12	6	24	18
Smelting Complex		2	3	6	6	3	12	6	36	18
Food Processing Complex		2	6	6	3	1	12	6	18	12
Mining Facility Complex		2	4	6	6	3	12	6	36	18
Shipyard Complex		2	4	6	9	6	12	6	36	18
Airplane Factory Complex		2	4	8	6	9	12	6	36	18
Administrative Unit	1-6	1	0	0	0	0	4	0	2	6
Add 1 to Railcap		1	0	0	1	0	2	0	3	1
Add 5 Production Factors		1	3	4	3	1	4	0	11	4
Add +1 To Tech Level Air		2	8	8	2	8	36	0	40	6
Add +1 To Tech Level Ground		10	12	14	6	2	28	0	40	6
Add +1 To Tech Level Naval		5	8	16	16	8	48	0	60	6
Add 25% output to any complex		10	12	12	18	10	36	12	36	18
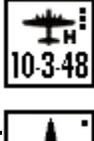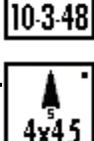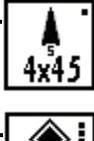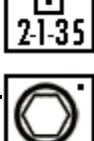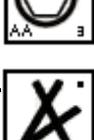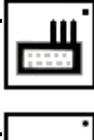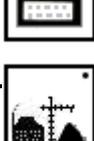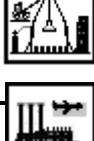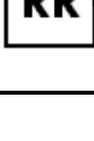
TECHNOLOGICAL LEVEL CHART

	1	2	3	4	5	6	7	8	9	10	11	12	13
Heavy Bomber	NP	NP	NP										
Range	-	-	-	.5	N	N	1.5	2	2	2	2.5	3	3.5
Atk Str	-	-	-	N	2	2	2	A	H	2.5	3	3.5	4
Light Bomber													
Range	.5	N	N	N	N	N	N	1.5	2	2	2	3	3
Atk Str	(a)	(a)	(a)	N	1.5	2	2	2	A	A	H	2.5	3
Fighter													
Range	.5	.5	(b)	(b)	N	1.5	2	2	2	2	2	3	3.5
Atk Str	N	N	N	N	N	N	N	2	2	2	3	3	3
Transport (Air)	NP												
Range	-	N	N	N	N	N	N	1.5	2	3	3	3	3.5
Atk Str	-	(c)	(c)	N	N	N	N	(d)	(e)	(f)	(f)	(f)	(f)
Subflot	NP												
Range	-	N	N	N	N	N	Normal	Movement	Allowance	No	Range	Limit	--
Atk Str	-	N	(g)	(g)	(g)	(g)	(g)	(g)	(g)	A	H	H	H
Carrier Fleet	NP	NP											
Range	-	-	N	N	N	N	1.5	1.5	1.5	2	2	3	3.5
Atk Str	-	-	(h,i)	N	N	N	N	N	A	H	H	H	H
Light Fleet	(h)	(h)	(i)	(i)	(i)	(i)	N	N	N	N	N	N	N
Paratroops	NP	NP	NP	N	N	(j)	(j)	(j)	(k)	(L)	(L)	(m)	(m)
Cost of Units	(n)	(n)	N	N	N	(o)	(o)	(p)	(p)	(p)	(p)	(q)	(q)

TECHNOLOGICAL LEVEL NOTES:

NP   No Production
N   Normal (as per appropriate Module)
A   Atomic Weapons capability
H   Hydrogen Weapons capability
.5, 1.5, 2, 2.5, 3, 3.5, 4 = one half normal, one and one half times normal, twice normal, thrice normal etc…

(a)   cannot attack ships.
(b)   one half range on intercept only.
(c)   cannot airdrop.
(d)   can lift a 1-6 unit and supply.
(e)   can lift two divisions.
(f)   any unit can be carried.
(g)   add technological limit to D10 roll and compare with normal SubFlot attack table.
(h)   no ASW.
(i)   no strikes to land.
(j)   may move two impulses.
(k)   1-6 able to paradrop.
(L)   supply can paradrop.
(m)   any unit can paradrop.
(n)   increase cost of units by 50% rounding fractions up.
(o)   reduce turns needed to produce by 1/3 rounding fractions up.
(p)   increase cost of air units by 150%, rounding fractions up.
(q)   increase cost of air units by 200%, rounding fractions up.

MODULE #12 SUPPLY

Before the introduction of gunpowder, supply was a rather simple affair. All you really needed was food, as most of the weapons were reuseable. There were two methods of obtaining food: you either foraged or planned. Foraging meant, more or less, living off the land. It was expensive Enough to arm a large number of men and then go without their productive labor while they were off fighting. But to feed them from your own resources was seen as an unnecessary burden , particularly when you can steal food from your enemy's people. This was not as efficient as carrying your food around with you (as the Romans often did), but it worked. This system continued up through the Thirty Years War. After that particular fracas it was obvious that "living off the land" was, in the long run, much too destructive. At the same time (the Eighteenth Century) Europe was becoming much more organized and conscious of the depredations of war. The result of this out look was the "Magazine System." The "magazines" were supply points, oft en located in fortresses, which contained, in addition to stocks of ammunition, large supplies of food. The armies of the day lived off these magazines. To be cut off from these magazines ("to have t he enemy astride your communications") usually meant certain defeat. Napoleon broke this rule, up to a point, in his series of wars. But t here was a considerable difference between the fast-moving, disciplined armies of Napoleon and the mobs of armed brigands which constituted the armies of the Thirty Years War. Also, Napoleon's armies consumed considerably more ammunition than the armies of the Seventeenth Century. Ammunition could not be foraged. Finally, Napoleon's policy of "making war pay for itself" was ultimately self- defeating. The burdens his armies placed on the peoples of Europe turned them against him in the end. With the American Civil War, the supply problem was finally solved. By now armies had become so large that they could not possibly live off even the richest districts and had to receive food from central-ized collection points. Rail roads made the movement of large quantities of food (and ammunition) possible. This trend has continued until the present

12.1 SUPPLY (PRE- MECHANIZATION)

General Rule: in order to employ its full Movement Allowance and Combat Strength, a unit must be "supplied". A units determined to be in a supplied state when it is five movement points (or less) from a mobile supply unit or depot unit. Players may freely offer supply to one another if there is a rail or rail-sea link to do so.

Cases:

1. Weather or not a given unit is within the supply radius of a depot or supply unit is determined by counting hexes to the source of supply as if the unit itself were moving to the source. To be considered in supply, a unit must be no more than five Movement Points away from a source of supply. Notice that the rule does not mean five hexes; a unit could be more than five hexes-away if it were tracing its supply line along a highway or it would have to be fewer than five hexes away if it were tracing its supply line through inhibiting terrain (e.g. mountains).

2. A supply unit or depot may be used to supply any num-ber of friendly units. Depot units are not "used up" but supply units are.

3. Supply units (l-5 1s) are expended (removed from the map) each time they are used to supply a full-strength attack or defense during a Combat Phase (no matter how many or how few combat actions are involved). New supply units are produced at the beginning of each Game-Year in Scenarios employing those Modules or

during the Production Interphase.

4. Units which are unsupplied (or for which the Player does not wish to expend a supply unit) have their Combat Strength cut in half (both offensively and defensively) Supply, for combat purposes, is determined at the beginning of each Combat Phase. Defending Players faced with the choice of defending at full-strength (by expending a supply unit) or defending at half strength, may make their decision after the Attacking Player has announced attacks and his intention as to whether to fully supply them or not. Of course, when defending units are supplied from a depot, no decision is necessary since the depot unit is not expended.

5. Units not in supply pay a movement point penalty of an additional one point for moving into <u>and</u> out of a hex containing another friendly unit.

6. Supply and depot units themselves are not subject to supply rules. Supply and depot units may <u>not</u> actively participate in an attack. They may, however, be used in defense. However, units may not supply and defend in the same Game- Turn. A supply unit defending itself while alone does not expend itself to support its own defense.

7. Supply and depot units may be <u>captured</u> by an opposing army if (a) the supply and/or depot unit does not have a combat unit stacked with it and (b) if the supply and or depot unit is attacked at odds of 5-l or better. Captured depots or supply units may be used after the end of the Combat Phase in which capture took place. If possible, Players should replace such captured units with those of their own color.

8. At the <u>end</u> of the Game-Year units must be able to trace a line of hexes, free of enemy Zones of Control or Enemy units, back to a friendly depot . This supply line may be any number of hexes long and as convoluted as necessary. If unable to do the above, units may trace a normal three Movement Point supply path to a supply unit. If unable to fulfill either of the above conditions, the unit is eliminated.

9. Supply lines of any type (i.e., normal or end-of-the-year supply lines) may not at any time be traced through (a) Enemy units or Enemy Zones of Control (b) Mountain peaks (c) Lake hex sides.

10. When a depot unit is stacked with a supply unit, the two pieces may be moved as a single counter having a Movement Allowance of three points.

11. Units in fortifications are considered as "supplied" for defensive combat purposes as long as they remain in the fortification and for as many defensive combat actions as they participate in from within the fortification. For such units, a regular supply line is not needed except as in Case 8.

12.2 SUPPLY (MECHANIZED)

General Rule: There are two kinds of supply: a) General. Supply ("housekeeping" and maintenance); (b) Combat Supply (ammunition, replacements, etc.). A lack of General Supply can mean the elimination of the units concerned. A lack of Combat Supply inhibits attacking and weakens the defensive strength of a unit.

Cases:

1. General Supply originates from (a) depot units or (b) Production Centers or (c) mobile supply units which are not being used to supply combat actions.

2 . A unit is determined to be in General Supply if, at the <u>beginning</u> of each Movement Phase, it is within five Move-ment Points of a Friendly, operative railroad (see Railroad Module #29) and the rail line can be traced back to a

Friendly depot or a Friendly Production Center. The rail line can be traced to a Friendly operative port city through which a sea route can be traced to another Friendly operative port and from there, by rail, to a depot or Production Center. This supply line must be free of Enemy units or Enemy Zones of Control (Active or Semi-Active).

3. If a supply unit (1-5) is being used for General Supply, the units it is supplying must be within five Movement Points of its position at the beginning and at the <u>end</u> of each Movement Phase . Supply units used for General Supply may not be used to supply an attack in the same Player-Turn (although they may be used to support a subsequent <u>defense</u> act ion).

4. Supply units used for General Supply are not "used-up" by doing so.

5. If, at the beginning of a unit's Movement Phase, it is not in General Supply, the unit 's Movement Allowance is cut in half. If, at the end of a unit's <u>Player-Turn</u>, it is not in General Supply, lt is eliminated (removed from play and considered lost). A unit may be out of General Supply for most of its Player-Turn but as long as a supply line can be established at the end of the Player-Turn, the unit is "supplied."

6. In order to attack, a unit (or units) must be within three Movement Points of a Supply unit. In order to defend <u>at full strength</u>, a unit (or units) must be within three Movement Points of a supply unit A supply unit may provide this <u>Combat Supply</u> to any number of units involved in any number of combat actions in a given Combat-Phase as long as (a) all units being supplied are within three Movement Points of the supply unit and (b) the Combat supply line is free of Enemy units (note that Combat supply lines may be traced through Enemy Zones of Control whereas General supply lines may not).

7. A supply unit is expended (removed from the map) when used to provide Combat Supply. Remove the unit at the <u>end</u> of the Combat-Phase of utilization.

8. If a Player does not have supply units available or if he does not wish to expend those that he <u>does</u> have available for Combat Supply purposes, then he may attack during his Combat Phase, but at half strength. If he is defending without Combat Supply, then those units defend at half strength.

9. Units which <u>are</u> Combat supplied, do not necessarily have to be in General Supply in order to attack (or defend) at full strength. The effects of being out of General Supply only apply at the end of the Player's Turn.

10. Production Centers or depots may themselves be used for Combat Supply if units are within three Movement Points of them. They are not "used up" when this is done nor are they prohibited from performing their General Supply role when used directly in a Combat Supply role.

11. Depot and supply units may move by rail Depot units must be located on rail lines in order to function. Rail movement of supply units may occur only between Production Centers and depots (although there may be a "sea-link" in the chain of travel). Depot and supply units are produced at Production Centers during a Player's Production Interphase. Depots become operative in the Movement Phase after the Movement Phase in which they move by rail.

12. Depots which cannot trace a rail line or rail-sea-rail link to a Production Center upon the occurrence of the owning Player's Production Interphase are eliminated and replaced by a single supply unit.

13. During the Production Interphase, a Player may produce more supply units than there are supply counters available. The "surplus" is held at the Production Center and released in the form of counters as the pieces become available through expenditure.

14. Supply and depot units may not participate in an attack (although they may participate in a defense). A supply unit which is being used to Combat Supply a defense, is not itself counted as part of the defensive Combat Strength even if it happens to be in one of the hexes under attack. A depot unit in the same situation would contribute to the defense. Supply and depot units are not themselves subject to the rules of General and Combat Supply.

15. Combat Air missions may only originate from Airbases which are in General Supply. A supply unit is not needed for air combat.

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

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

18. A unit cannot trace a supply line through a province without a Friendly Administrative Unit being present in the province (see MODULE #33).

MODULE #13 STACKING
13.1 FORAGE/STACKING

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

<u>General Rule</u>: Friendly Land units may not stack with each other or be adjacent to one another unless a supply unit is present or unless they can otherwise be considered as "supplied" (See MODULE #12). Moving through Friendly units imposes a Movement Point penalty upon other Friendly units unless accompanied by a supply unit (1 - 5) .

<u>Cases</u>:

1. Supply units themselves, as well as Leader units (1-6) are not subject to any of the following forage/stacking rules.

2 . Supply units are <u>not</u> expended or "used-up" in order to support and supply combat (attacking or defending) unless otherwise indicated by the Scenario being gamed.

3. A maximum of <u>three</u> Land units (of any size or type excepting supply or Leader units) may stack together (unless otherwise modified by the Scenario).

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

5. Two Friendly land units may remain adjacent to one another only if at least one of them is stacked with a supply unit . <u>Three</u> friendly land units may remain <u>mutually</u> adjacent to one another only if <u>two</u> of the units have a supply unit stacked with them.

6. When a Land unit moves <u>through</u> a hex occupied by another Friendly unit, the moving unit incurs a penalty of one additional Movement Point to <u>enter</u> and one additional Movement Point to <u>leave</u> the hex occupied by the other Friendly unit. This penalty is <u>not</u> incurred if either of the units is accompanied by a supply unit or if the stationary unit is in a city or fortification. There is no penalty for

passing <u>adjacent</u> to a Friendly unit.

7. If in paying the Movement Point penalty as outlined in Case 6, a unit would not have sufficient Movement Points left to fulfill the positional and stacking requirements of other Cases in this Module, then the unit may not attempt such a move.

8 . No unit may end its Movement Phase in a hex containing mountains unless it is (a) accompanied by a supply unit or (b) it is in a mountain city or fortification. Units may pass <u>through</u> mountain hexes unaccompanied by a supply unit, paying the necessary Movement Point penalty occasioned by the terrain.

9. If, due to Enemy attack, a unit in a mountain hex <u>loses</u> its accompanying supply unit, then the unit must move out of the mountains (or have a new supply unit sent to it). If this cannot be accomplished, then the unit is eliminated at the end of its next Movement Phase after such Enemy attack has put it out of supply.

10. Up to three Friendly units may stack in a city or fortification without requiring a supply unit. An <u>additional</u> three units may stack in the same city or fortification if accompanied by a supply unit.

#13.2 BASIC MECHANIZATION STACKING

<u>General Rule</u>: Up to three large Ground units (or their equivalent) may stack in a given hex . Up to three Air units may stack in one Airbase. Up to three Friendly Air units may stack over a given hex (i.e., in the air). Up to three large Naval units (or their equivalent) may stack in a port or sea hex. No more than one installation (of any type) may be placed in a given hex.

<u>Cases</u>:

1. A <u>large</u> Ground unit is de fined as any land unit with a three-dot symbol on its right edge. Its "equivalent " would be three small (one dot) Land units for each large Land unit. "Ground unit" (in this Module) is defined as <u>any</u> Land unit with a Movement Allowance of from one to six Movement Points. Exceptions: the (l-5) supply units do not count toward stacking limits.

2. Stacking limits apply during the Movement Phase. Units may not enter or pass through Friendly stacks if to do so would violate the stacking limits.

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

4. "Installations" are defined as Fortress, Airbase or Production Center units.

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

13.3 CLASS STACKING

<u>General Rule</u>: More than one Friendly unit may be placed in a given hex. The exact number of counters permitted to stack in the same hex is dependent upon their type , size, condition and terrain.

<u>Description</u>: For stacking purposes, units are divided into six <u>Classes</u>. Units stack in a given hex by class. More than one class may be stacked in the same hex.
<u>Class I</u> (naval): Transports, Attack Transports, Submarine Flotillas, Light Fleets , Carrier Fleets, Heavy Fleets.
<u>Class II</u> (air): Fighter Divisions, Light Bomber Divisions, Heavy Bomber Divisions, Air Transport Divisions.
<u>Class III</u> (ground combat): Infantry, Motorized Infantry, Mechanized Infantry, Cavalry, Specialized Infantry, Armor.

<u>Class IV</u> (artillery): Artillery, Flak.
<u>Class V</u> (logistical): Administrative, Mobile Supply, Depots.
<u>Class VI</u> (installations): Production Centers , Airbase Complexes, Fortifications

The following chart expresses the maximum number of <u>Stacking Points</u> (SPts) per Class (as indicated by the small dots on the right-hand edge of each counter) which can be placed in a given hex:
<u>Cases</u>:

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

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

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

4. Class III and IV units should be placed ON TOP of any stack (when this would not be in contradiction of Cases 2 and 3).

5. Stacking limits for Classes III to V apply during the Movement Phases as well as during the Combat Phase. When a unit wishes to move through a hex in which the stacking limits would be exceeded if it did so, then it must pay a penalty in additional Movement Points equal to the amount of Stacking Points by which it violates the limits for its class. This provision does not apply to units using Rail Movement. Example: If there were seven stacking points of Class III units in a hex and a three Stacking Point unit were to pass through them, the unit passing through would expend one <u>additional</u> Movement Point upon entering the hex in which the seven Stacking Points were situated.

6. Players may <u>not</u> examine the contents of Enemy stacks-unless they have had units adjacent to the Enemy stacks at the beginning of the Movement Phase. Players may <u>not</u> examine the contents of defending Enemy stacks during a Combat Phase until after they have allocated their units in an attack upon such stacks. EXCEPTIONS: Players may freely determine whether or not there are installations in a given hex (but not what is in the installations themselves). Players may also look under Enemy stacks to determine what sort of terrain they are on.

7. Units in fortresses still count against the limits of their own class.

MODULE #14 GROUND COMBAT

14.1 GENERAL

<u>General Rule</u>: During the Combat Phase of a Player's Turn, the Player may attack any or all of the Enemy units to which t he Player has units adjacent. Basically the Attacking units in a given combat action compare their total Strength Points to the total Strength Points of the Defending units. The comparison is stated a s a probability ratio: Attacking Points-to-De fending Points. The ratio (or odds) is rounded off in favor of the Defender in order to conform to those found listed across the top of the <u>Combat Results Table</u> (MODULES #14.2, 14.3, 14.4). The Attacker (the Player whose Combat Phase it is) then rolls a D10 die and reads the result-line number it indicates on the Combat Results Table under the appropriate odds. The Players then take whatever action is indicated.

<u>Cases</u>:

1. Combat takes place only during the Combat Phase of a Player's Turn. Only the Player whose Combat Phase it is may initiate an attack. He and his units are designated as the Attacker; his Enemy and his units are designated the Defender (no matter which Player in the overall strategic

sense is the actual aggressor).

2. Each separate combat situation requiring a separate roll on a D10 die is called a combat-action. An Attacking Player may execute several combat-actions in a single Combat-Phase, in whatever order he desires.

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

4. Only those Defending units to which attacking units are adjacent may be attacked and only by those attacking units

Class	Max. SPts.	Notes:
I	Unlimited (At sea)	9 SPts per port or Narrow Channel
II	Unlimited	9 SPts may land and 9 SPts may take off in any turn. Unlimited may be based on one airbase.
III	9	
IV	6	
V	6	
VI	3	Not more than one of each type per hex.

directly adjacent to them.

5. Proceed to SUBMODULE #14.1a (FRAGMENTED) or #14.1b (COHESIVE)

SUBMODULE #14.1a: FRAGMENTED GROUND COMBAT
Cases:

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

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

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

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

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

6. Each stack of def enders must be the subject of an individual attack, i.e., each attacker must attack the entire defending force; the attacker may chose the order of the attacks.

7. If forced to (by Active Zones of Control) a single attacking unit may attack defenders located on more than one hex (treating it as a single combat-action). If the Attacker has an alternative (as in Semi-Active Zones of Control), then he must choose one hex of defenders if he wishes to attack, and ignore the others.

8. Defending units may refuse combat by voluntarily retreating one hex. Such a retreat may not be if the defending unit is being attacked at odds of "7-1" or greater on combat results table #3 (or it's equivalent on other combat results tables) or if the defending unit is surrounded by Enemy units or Active Enemey Zones of Control.

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

SUBMODULE #14.1b: COHESIVE GROUND COMBAT

Cases:

1. A given defending unit (or stack of units) may not be attacked more than once per Combat-Phase. Note: in Scenarios using air bombardment, naval bombardment and/or artillery bombardment, this case is modified and should be understood to mean that no defending unit (or stack of units) may be attacked more than once per Combat Phase by the same class of unit.

2. All defending units on the same hex total their Combat Points into one combined strength value (i.e., they may not be attacked in piecemeal fashion).

3. All units attacking a single defending unit (or stack of units) must combine their Combat Strengths into one total point value and treat the situation as a single combat-action.

4. Attacking units stacked together may each attack a different Enemy occupied hex, treating each as a separate combat-action.

5. When using Semi-Active Zones of Control (or Inactive Zones of Control) not all the units in an attacking stack (s) need participate in a combat-action. Such units may "sit -out" the attack and simply hold their positions whatever the out come of the combat-action.

6. A single attacking unit (or stack) may execute a single combat-action against two or more adjacent Enemy units (or stacks) which are located on two or more different adjacent hexagons.

7. Defending units may not refuse combat.

8. No single unit may, at any time, divide its Combat Strength into two or more parts. The Combat Strength of a unit is an indivisible quantity.

9. Use the Combat Results Table (s) indicated in the Scenario being played.

10. See the Naval, Air and Artillery Modules. See, also, the Terrain Modules for the effect of terrain upon combat.

11. Before executing his attacks, the Player announces which of his units are attacking which of the Enemy units.

14.2 PRE-AIR RECONNAISSANCE COMBAT RESULTS TABLE

Prior t o t he Twentieth Century, the real strength of a superior military system was in its ability to carry forward a successful attack. Virtually all systems contemporary with each other, whether the Gauls versus the Romans or the Imperial Germans versus the Tsarist Russians, were quite comparable in defensive ability. In evaluating the various military systems dealt with in STRATEGY I, Combat Result Table numbers were assigned to simulate the varying inherent offensive capabilities of the tactical formations represented in these military systems. As is obvious from the rules, this is completely aside from the strength added by the presence of a great leader. It measures the effective strength of the formation, effectiveness of weaponry and the quality of the lower level leaders. It is obvious that whether the defender has a Combat Result Table #3 or #5, it is the same against an attacker with a Combat Result Table #1. Thus , benefit is only gained by an attacker, the desired result.

MODULE #14.3
MODERN COMBAT RESULT TABLE

Following the First World War, the acceleration in techniques of the waging of war began and has lasted to the present time. For the first time in history, it became impossible for smaller countries to maintain even a credible defense against those countries with greater resources. Individual unit actions, more than strategic considerations, began to depend on the technology arming the men in a battle. To be sure, on occasion a small country, by taking advantage of terrain and the weakness of attacking troops could hold out, but without outside help or interior development, the result was foretold . Technology has a cumulative effect on both attack and defense; as such, the Combat Result Factor system penalizes and rewards on both attack and defense

COMBAT RESULTS FACTOR

Each Player receives a Combat Results Factor in the initial Order of Battle for certain Scenarios. Where this element is present, it is used to determine the Combat Results Table to be used, which determination is made in the following manner: subtract the Combat Results Factor of the defender from that of the attacker. The resulting number is the Combat Results Table to be used in that particular Combat-Action. Note, this can produce a negative result, which is reflected in the numbering of the Combat Results Tables to be used in conjunction with Combat Results Factors.

CRT#14.2		COMBAT ODDS							
CRT #5		1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1
CRT #4		1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1
CRT #3		1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1
CRT #2		1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1
CRT #1		1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1
D10 Die Roll Result	1	AE	AE	AE	AE	EX	EX	DE	**AUTOMATIC DE NO RETREATS**
	2	AE	AE	AE	AE	EX	EX	DE	
	3	AE	AE	AE	EX	EX	DE	DE	
	4	AE	AE	EX	EX	DE	DE	DE	
	5	AE	AE	EX	EX	DE	DE	DE	
	6	AE	AE	EX	DE	DE	DE	DE	
	7	AE	AE	EX	DE	DE	DE	DE	
	8	AE	EX	DE	DE	DE	DE	DE	
	9	AE	EX	DE	DE	DE	DE	DE	
	10	AE	EX	DE	DE	DE	DE	DE	

AE = Entire attacking force eliminated.
EX = Smaller force eliminated; larger force must at least match the losses of the smaller.
DE = Entire defending force eliminated.
Odds greater or less than those set forth are treated as highest or lowest shown respectively

MODULE #15 TAXATION

Taxation is a much abused method of redistributing the wealth. Although true taxation (that is, organized and coming on a more or less voluntary basis) is a product of only highly organized societies, it can be conducted in any

type of society. The Feudal period is a good example. Taxation in that period was hardly different from extortion or theft.

Some hold that these basic principles still apply. Whatever the case, taxation has become more systematic and less wasteful over the years (at many times tax collectors were used on a " commission " basis - they kept a percentage of whatever they could get). This increase in productivity in taxation has been reflected in the Scenarios.

15.1 SPORADIC PILLAGE

General Rule: At the end of each Game-Year, all towns held by a given Player yield taxes at the rate of two credits for each port and one credit for each non-port city. These tax credits are used for production of units and other "business" during the Game-Year.

Cases:

1. Taxes may be increased by either doubling or tripling. This must be done on a province wide basis. With regard to home provinces, if taxes are increased in one home province they must be increased in all by the same amount. However a separate result is obtained for each of the XXXXXXXXXXX is collected and whether there is a rebellion. Except for the capitol province, Rebellion will only occur on a 10 result on the D10 roll.

2. If, as a result of an attempted increase in taxes, a revolt occurs, the increased taxes (as indicated by the Result Table) are collected but thereafter every town in the province goes into revolt. Province then becomes neutral and non player controlled. All player units in province are placed in the capitol province.

3. Towns in revolt are symbolized by inverted pieces in each such town, which piece has an untripleable defense strength as indicated by the table. In addition a mobile 3-5 piece may be placed in each city, which does triple it's defense by virtue of its being in the city. Thereafter, no taxes may be collected from this province until all rebellious cities in the province have been reduced.

4. The defense strength and whether a 3-5 mobile unit is placed in the cities in provinces in revolt is set forth in the chart below:

Scenario #	2	3	4	5	6	7
3-5?	yes	yes	no	yes	yes	no
Def strength Of immobile unit	4	3	8	4	4	10

5. Any Player may reduce the rebellious towns and collect taxes in accordance with the procedure for conquest of provinces. However, all cities in the province must be reduced for an Enemy Player to be able to collect taxes.

6. Doubling and tripling of taxes does not carry over from year to year. Each year stands on it's own.

7.0 The following table is used to determine the amount of taxes collected and whether rebellion occurs.

15.2 ORGANIZED EXTORTION

General Rule: The tax rate varies from Player to Player, reflecting the varying efficiency of each "nation" in collecting taxes from its cities.

Cases:

The figure set forth in the Scenario for Tax Rate reflects the amount of Tax Credits which may be obtained from each city under the control of a particular Player at the end of each Game-Year.

2. The orginal province Tax Rate applies to any cities which may be conquered by that Player and which may be taxed

CRT#14.3		COMBAT ODDS								
Combat Results Factor Outcome	+2	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1
	+1	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1
	0	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1
	-1	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1
	-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1
D10 Die Roll Result	1	AE	AE	AE	AD	EX	EX	DB	DB	DE
	2	AE	AE	AD	AD	EX	EX	DB	DB	DE
	3	AE	AE	AD	EX	EX	DB	DB	DB	DE
	4	AE	AD	EX	EX	EX	DB	DB	DE	DE
	5	AE	AD	EX	EX	DB	DB	DB	DE	DE
	6	AD	EX	DB	DB	DB	DB	DB	DE	DE
	7	AD	EX	EX	DB	DB	DB	DE	DE	DE
	8	AD	EX	DB	DB	DB	DE	DE	DE	DE
	9	EX	DB	DB	DB	DE	DE	DE	DE	DE
	10	EX	DB	DB	DE	DE	DE	DE	DE	DE

AE = Attacking force completely eliminated.
AD = Attacker disrupted: flip over, unit cannot attack, defense strength halved, remains disrupted until unit spends one impulse out of enemy Zone of Control. A second disruption causes elimination.
EX = Smaller force eliminated, larger removes at lease as many combat points
DB = Defender moved back one hex by attacker and disrupted as above.
DE = Entire defending force eliminated.
Odds greater or lower than above use the same result as highest or lowest figure shown above respectively.

by that Player.

3. There is no increasing of taxes and, consequently, no rebellion from over-taxation.

MODULE #16.0 MINOR COUNTRIES AND PROVINCES

Not every country, of course, is a major power and minor or neutral countries often provided buffers between antagonistic major powers. In peace they were left alone, as neither major power wanted to upset things by controlling these border countries. But when war came, the minor and neutral countries were usually overrun as a preliminary to the main war.

General Rule : Those provinces not assigned to Players in Scenarios are considered minor provinces and each town in a minor provinces receives a 3- 5. These pieces may not be used to attack, only to defend.

Cases:

1. In the case of provinces assigned in a given Scenario to a particular "power" but which are not actually played in a given game, the forces assigned that "power" are deployed evenly throughout the provinces and the "power" is considered neutral , its pieces being moved in the same manner as minor province's pieces. However, as soon as one country invades a neutral power, then the nearest other power, not allied with the invading power, takes control of the neutral country's troops and may move them as he wishes. These forces may not leave their provinces.

2. Minor province's forces are played by the Player furthest removed from the province in terms of the actual position of his units.

3. Minor provinces and neutral countries can not hire out their forces or otherwise operate outside of their own provinces except as indicated above.

4. If more than one Player joins in the conquest of a neutral or minor province, the province may be partitioned

among the conquerors and taxes assessed at different rates for each such part (i.e, one part may increase taxes while the other need not).

5. In conquering provinces under the control of an active

Roll D10	Double Taxes Sought		Triple Taxes Sought	
1,2	2X NR		3X NR	
2,4	2X NR		1X R	
5	2X NR		2X R	
6,7	1X R		3X R	
8,9	2X R		3X R	
10	2X R		3X R	

1X = Normal taxes collected
2X = Double taxes collected
3X = Triple taxes are collected
NR = No rebellion
 R = Rebellion
D10 Is modified under the following conditions: For each city in a province that has a forts or fortresses –1 to the die roll. Home Capitol province –1 to roll.
These modifiers are cumulative.

Player, not part of that Player's Home Provinces, the invading Player need not withdraw at the end of the Game-Year and start over but he may redeploy along the same battle line as was established at the end of the prior Game-Year.

6. In conquering provinces which constitute another Player's Home Provinces, each such provinces must be fully conquered in a Game-Year (with extension, if applicable) or else the invading Player must withdraw to the   boundaries of the province at the start of the next   Game-Year. This does not apply to the re-conquest of one's own rebellious provinces (but would apply to an Enemy Player seeking to conquer them).

SUBMODULE #16a:
FEUDAL MINOR COUNTRIES

As chaotic as things became during the Feudal period, there was still a considerable amount of local organization. If you invaded a district, you had better grab the whole thing because the locals looked out for one another. Guerrilla warfare was no picnic in the Eleventh Century either.

General Rule: In order to annex a province of a minor or neutral power, it must be accomplished within one Game-Year (plus extension, if any) by conquering all cities in the province, regardless of whether the province is a Home Province or not. If not done in such a period of time, the invading Player must withdraw to the boundaries of that province at the end of the Game-Year and all forces are restored to the province for the start of the next Game-Year.

MODULE #17 NAVAL

Once more, the level of technology of a society dictated its naval policy. Up until the introduction of cannon on ships on a large scale (the Seventeenth Century) there were few innovations in combat ship design. Most naval commerce was conducted along coastlines, as accurate navigational instruments had not yet been developed. Ships had to stay within sight of the land. Because the ships were never very far from land, they usually depended on oars if they were warships. Merchant ships also used oars occasionally, but these were usually sail driven. Overall, the oar driven "galley" was superior. The design of sailing ships had not yet reached the point where they could take advantage of anything but a fairly strong breeze. Oar driven ships were slower than the fastest sailing ships (22 kph to 14 kph). The more maneuverable galley could sustain this speed only for short spurts - ten minutes or so. For a few hours it could do about 9-10 kph. The normal speed of a galley was more like 4-5 kph, the speed of a man walking. During this period, before the adoption of .the compass and other navigational aids, ships would usually drop anchor at night. A day's travel for a mixed fleet (sail and galley) would be perhaps 40-80 kilometers. But then water would usually be carried for, at the most, two or three weeks. In addition, the galleys were much overloaded with rowers and soldiers. These ships were not all that seaworthy, either. So they needed to stop and rest every few days whenever possible. Two major innovations appeared in the Seventeenth Century. First, shipbuilding technology had reached the point where truly efficient sailing ships could be built. This put the galleys out of business as the new sailing ships depended almost entirely on cannon for fighting. The galley would be blown out of the water before it could get close enough to ram or board the new sailing ships. In addition, the new sailing ships were considerably faster than the galleys, even in a light breeze. These new ships could do as much as 28 kph - twice the speed of a galley. There were still knock-down-drag-out fights at close quarters, but cannon were doing most of the damage. The next major advance was the return of self-propelled ships - this time through the use of steam. At about the same time, advances in metallurgy made it possible to build ships with steel and iron. This forced the use of steam propulsion for iron ships were too heavy to be moved by sail. Iron ships also made for another break-through. Sea going wooden ships could be no longer than 200 feet because of the rather low strength of wood. Iron and steel ships allowed construction to over a thousand feet (and still growing). Changes also appeared in the construction of cannon and fire control apparatus. By the early Twentieth Century, the size and fire power of combat ships had reached its apex. Then along came the airplane and the submarine.

17.1 OARS AND EARLY SAIL

General Rule: Players may sail their Fleets in sea hexes, lake hexes and coastline land hexes and in land hexes which have river lines on two or more of the hex sides. Pre-steam fleets are represented by using the Fighter Aircraft counters as Naval units (don't let the apparent incongruity bother you - they have the right combat strengths and movement allowances). When using the Air counters as fleets, ignore the middle number on the counters. Fleets may engage in combat and carry land units.

Cases:

1. All sea hexes cost the same number of movement points to travel through.

2. Naval units may not sail off the edge of the world (remember - it's flat). If the scenario is transoceanic, fleets may cross the white borders at no cost.

3. Fleets move at a cost of one Movement Point for each navigable hex entered. When traveling on river lines, trace the movement of the fleet continuously along the river line, counting each two hex sides traveled upon as the equivalent of one hex . When traveling up or down river lines, the fleets must be placed in a land hex which has at least two of its sides covered by the river being traveled upon. Fleets may not be placed in the last hex of a river unless the river covers three sides of that hex.

4. Fleets have an Active Zone of Control with respect to Enemy fleets but not with respect to Land units. Fleets in river hexes prevent movement by Enemy units through the sides of the hex covered by the river line. Land units may attack Fleets in rivers and Fleets in rivers may attack Land units in hexes with two sides of river. Land units may not attack fleets at sea or on a lake unless they; themselves, are in fleets. Fleets may attack any type of Enemy unit to which they are adjacent, including land units on coastline hexes and may themselves be attacked. see 13.

5. Fleets, for the purposes of Combat Results, are equivalent to land units with regard to the outcomes and how they are applied. Fleets have a Combat Strength of "2". Fleets in rivers or on coastlines (excluding ports) have a Combat Strength of "1". Fleets add to their strength the Combat Strength of any land units which they may be carrying (in all types of attack and defense), except cavalry units (7-6, 2-6), which add nothing.

6. Fleets may "pick up"(embark) land units from any coastline or river hex. Fleets may "drop off" (debark) land units on any coastline or river hex. Debarkation or Embarkation is done at a movement cost of one point for the land unit and three points for the fleet. Fleets may carry one unit each of any type, XXXXXXX. Place the unit being carried under the fleet counter. Leaders do not count.

7. Fleets at sea may refuse combat with Enemy fleets by withdrawing one sea hex away from the Enemy fleet, unless surrounded by Enemy Zones of Control. Fleets on the coast or in rivers may not refuse combat from either Enemy fleets or land units.

8. Fleets may sail into Enemy ports which are unoccupied, and devastate them by expending six movement points.

9. Fleets may either start, end or pass through a friendly port at least once each Game-Turn or else they and any unit which may be on them are eliminated. This is done to "reprovision" the fleets each Game-Turn. Reprovisioning requires the expenditure of three Movement Points.

10. Fleets may only be built in ports.

11. Each port may hold any number of fleets.

12. There is no limit to the number of fleets which may be stacked in a given sea hex.

13. Only three fleets at a time are allowed in a coastline or river line hex.

14. Fleets at sea (and not on a coastal hex), may not attack land units, except those being carried by other fleets.

15. Fleets on a coast-line may be attacked both from land and sea. If carrying undebarked units, they may defend against a sea attack but not against a land attack.
If there are debarked units, they may help defend against the land, but not the sea attack.

17.2 SAILS AND CANNON

General Rule: Fleets are represented by using Fighter Aircraft counters as merchant fleets and Light Bomber Aircraft counters as battle fleets. For this purpose, ignore the center number on the aircraft counters. Players may sail their fleets in sea hexes (which are all treated the same

when using this Module), and in the case of merchant fleets, only, on coastline , lake and land hexes with two sides of river. Both battle and merchant fleets may engage in combat and merchant fleets may transport land units.

Cases:

1. Naval units may not sail off the edge of the game map (i.e., to the New World).

2. Fleets move at a cost of one Movement Point for each "navigable" hex entered. When merchant fleets are traveling along river lines, trace the movement continuously along the river line, counting each two hex sides traveled upon as the equivalent of one movement point. The fleet may be placed on either hex adjacent to the last hex side counted, with the provision that this hex has two river sides. Fleets in such a situation exert no Zones of Control and are automatically destroyed if attacked. Merchant fleets may not proceed further than the last town adjacent to a particular river. Obviously, if there are no cities on a river or tributary, you may not move further upstream.

3. Fleets exert no Zone of Control over land units. For sea purposes, fleets exert a Semi-Active Zone of Control. Merchant fleets on coast line and river hexes may not attack land units and may not be attacked while on the coast line. Fleets may retreat one hex before combat when under attack, unless attacked at odds of automatic elimination or surrounded by Zones of Control. Battle and merchant fleets are identical for combat purposes, other than having different strengths. Combat is resolved in the same manner as land combat and the results are applied in the same manner as losses in land combat, using the same Combat Results Table as for land units in the given Scenario.

4. Merchant· fleets may carry land units. Each of these fleets can carry one land unit of any type. This unit has no effect on naval combat and is lost if the merchant fleet carrying it is sunk. Units may embark and debark from ports, which activity costs one Movement Point for land units and three for the Naval units. They may also embark and debark from a coastline, which costs two Movement Points for the land units and six for the Naval. Debarkation may not occur in Enemy Zones of Control.

5. Fleets may not devastate or in any other way affect land units or installations.

6. Fleets must either start or pass through or end their movement phases in a Friendly port at least once each Game-Turn. This is done as "reprovisioning " and costs three Movement Points.

7. Fleets may only be built at ports containing a Production Center, after expending the appropriate number of tax credits.

8. Each port, coastline or river line hex may hold a maxi mum of three fleets of any type at any time. An unlimited number may be stacked at sea.

17.3 COAL AND IRON

General Rule: Coal and iron naval rules are quite similar to those in MODULE #17.4 (Oil and Steel) and actually form a modification for the period around World War I, only, without the air or anti-submarine warfare components that dominated World War II. The following fleets are represented by these counters:

      Battle fleet - heavy fleet
      Escort fleet - light fleet
      Transports - transport fleet
      Submarines - submarine flotilla

Players may sail their fleets in any sea hex but may not enter any coastline hex (except ports) nor may they go up rivers or sail on lakes. Naval units engage in combat in a like manner to land units except for the differences noted below.

Cases:

1. Units may not sail off the edge of the Game-Map with the exceptions as noted in the Scenario chart.

2. Fleets move at a different rate in the different "Sea Zones." See Case #1, MODULE #17.4.

3. Each fleet has two different strengths printed on the counters. The first represents the surface combat value of the unit while the second represents the submarine defense value of the unit. The exception is submarines, which have no surface combat value but only a submarine attack strength. Note that Transports may only defend themselves from attack.

4. Surface fleets exert a Semi-Active Zone of Control in coastal sea hexes: other fleets entering the unit's Zone of Control musts top and either Player has the option to initiate attack or to stand still if he wishes. Under no circumstances may units proceed through other units (exception: attack by submarine See Case #7) or their Zones of Control. No Zone of Control is exerted into different sea zones nor are there any Zones of Control exerted in   intermediate or high sea hexes.

5. One fleet or stack of fleets may only attack a unit or units in one other hex. Attacks from one or more hexes against one unit or stack may combine
their attack strengths into one strength for computing odds. Strengths are compared in the same manner as land units and a Die is rolled (a D10) The results in Naval Surface Combat and Submarine to Surface Combat are as follows:

DE = one defending unit eliminated (attacker's choice); one other unit damaged (see below).
AE one attacking unit eliminated (attacker's choice); one other unit damaged
EX = one attacking unit and one defending unit damaged (attacker's choice)

6. Damaged units have their combat strength and movement allowance cut to one-third of normal and they must regain a Friendly port on their following turn or be considered eliminated.

7. Submarine Flotillas (SubFlot) may attack surface ships in two instances: a) by moving into the same hex as   surface ships b) by surface ships passing over the SubFlot. In both procedures, if the targets are in Intermediate or High Seas hexes, the SubFlot must search for the targets prior to attacking.

SUBFLOT SEARCH:
ENEMY FLEETS IN INTERMEDIATE OR HIGH SEAS

Intermediate Seas	Roll D10 Roll of 1 - 4
High Seas	Roll D10 Roll of 1 or 2

SubFlots exert no Zone of Control.

The SubFlot picks once for each ship in the hex being attacked. If a successful search is made , the surface ship may be attacked. If more than one SubFlot "locates" a surface fleet, they may combine against the same defender. SubFlots always have the option to attack one, all or none of the fleets which they find (Exception: See Case #8) . Fleets which are proceeding through a hex with a SubFlot unit must stop, undergo attack at the   SubFlot's option and then proceed. Damaged fleets may proceed to port, using one-third of their remaining Movement Points.

8. Escort: When Transports and Escort fleets are proceeding together, they may form a unit of two transports and one escort. This escorted fleet must be searched for and attacked as a unit by SubFlots. If there are more than two transports, but only one escort, the other transports are

still open to individual attack. The escorted fleet (three units) total their defense strengths.

9. SubFlots may not be attacked; they may only take losses as the result of their attacks on other units, i.e., by EX or AE.

10. SubFlots may not be at sea ore than three Game-Turns or they are eliminated.

11. There is no shore bombardment or interdiction by naval units of land hexes.

12. Case #15 of MODULE #17.4 applies.

13. Fleets may only be built at Production Centers, after expending the appropriate amount of tax credits and production points, These Production Centers used to produce fleets must be in ports .

17.4 OIL AND STEEL

General Rule: Players conduct Naval operations during the Naval Movement and Combat Segments of their respective Player Turns. Naval units attack and defend in a manner similar to that of Land units with the differences noted in the Cases below.

Cases:

1. The Sea Zones: There are three types of Sea Hexes: Coastal Sea, Intermediate Sea and High Sea. The different types of sea hexes represent different distances (or Zones) out from the continental land-mass. Each Coastal Sea hex represents roughly Fifty miles of distance and is the sea equivalent of a land hex with regard to movement of units. The band of Intermediate Sea hexes running completely around the map represents a strip of sea 250 miles out from t he adjacent Coastal Sea hexes. The High Seas hexes represent a strip of sea roughly 250 miles distant from the adjacent Intermediate Sea hexes (and roughly 550 miles off the coast). Moving from Sea Zone to Sea Zone costs more than movement within Sea Zones. To travel from one Sea Zone to another costs a Naval unit (or Air unit) FIVE Movement Points. Movement within the Coastal or Intermediate Sea Zones costs ONE Movement Point per hex. Movement within the High Sea Zone costs a unit TWO Movement Points per hex. Units may travel freely between the Zones as long as each time they cross over into a different Zone they pay the Five Point cost. Since the two outer Zones are somewhat more abstract representations of space, special considerations will be applied to them in the Naval rules. The Movement Allowance of Naval units is that unit's maximum movement in one Naval Movement Segment. E.g., a unit with an allowance of 90 points could conceivably travel 180 sea hexes in a given Player-Turn.

2. Each Surface Naval unit represents a fleet. There are five sorts of fleets: Heavy Fleets; Light Fleets; Carrier Fleets (which may serve as a Light Fleet counter if no Carrier Fleets are being used by the Player) and two types of Transport Fleets - Sealift Transport Fleets and Attack Transport Fleets. In addition to the above, there are Submarine Flotillas.

3. Each type of Fleet has two Combat Strengths: the first number is that Fleet's strength with respect to Surface Naval Combat. The second number is that Fleet's strength with respect to Submarine attack and Air attack. Note that the strengths of both types of Transports are purely defensive in nature and MAY NOT be used in any form of attack.

4. Combat Fleets (Heavy, Carrier and Light) exert a special Semi-Active Zone of Control upon the adjacent sea hexes of that Sea Zone with respect to: Surface Naval Units (i.e.,

units other than Submarines). Surface Naval units may not pass adjacent or through Enemy Combat Fleets without stopping. A Fleet which enters another (Enemy) Fleet's Zone of Control must exercise one of three options: (a) it may submit to an attack by the Enemy Fleet(s) and assuming it survives undamaged, move on its way as far as it wishes within the limit of its Movement Allowance; or (b) stop and announce its intention to attack the Enemy Fleet (s) in the coming Naval Combat Segment of its Player-Turn (if it is capable of attacking the Enemy Fleet); or   (c) it may simply stop and move no further that Phase and not attack the Enemy Fleet. If, in the moving unit's second Naval Movement Segment it wishes t o move out of the Enemy Fleet ' s Zone of Control, then it must submit to Option "a". Units which attack or are attacked by the Enemy Fleets do not have to submit to Option "a" in order to leave the Zone of Control in the second Movement Phase (this includes Transports being escorted by such attacking units). The Enemy Fleet in Option "a" may refuse to attack, in which case the Friendly Fleet may go on its way. Notice that Option "a" is similar to "Interdiction" in MODULE #32.

5. Surface Combat: A given Naval Combat Fleet may only attack one Enemy occupied Sea hex in a given combat-action. All of the defending surface units are totaled into one combined Surface Combat Strength and the odds calculated and rounded off just as in Ground Combat, attacker rolling a D10 Die. The results are read from the Ground Combat Results Table with the following meanings for Naval Surface and Submarine- to-Surface combat:

DE = One defending unit eliminated (the weakest available Combat unit or, if no Combat units are defending, then the Transport unit of the attacker's choice). Remainder of the units in defending stack are damaged (see below).

DR1 = Defending units equal to at least one-half of the total Surface Combat Strength of the defending stack are damaged. Combat units absorb damage first, before any Transport units are damaged. Damaged units must return to a Friendly Home Country port and remain in port for two complete Friendly Movement Phases , not counting the Phase used for docking or sailing from port. Damaged units have their Movement Allowance cut to one - third of the printed value and their combat strengths cut in half. They may not attack and have no Zone of Control. Damaged units which are "damaged" a second time before reaching Home Port are eliminated.

EX = All the units in the weaker stack are damaged; units equal to that amount are damaged in the stronger stack (Combat units first). If both stacks are equal (in Surface Combat Strength) then all units in both stacks are damaged.

AE = The weakest available Combat unit in the attacking force is eliminated and the remainder of the attacking units are damaged (including any Transports which the attackers may have been escorting).

AD = Attacking units equal to at least one half of the defending Surface Combat Strength are damaged; Combat units absorb damage first and then, if that is not equal to half of the defender's strength, any Transports under escort by the attacker are damaged until the halfway point is reached.

6 . Zones of Control do not extend from one Sea Zone to another, nor may units in one Sea Zone attack units in another, adjacent Zone. There are no Zones of Control in High Sea Hexes (i.e., units only control t he hex they occupy). In order to engage a unit in Surface Combat on the High Seas ,one of two conditions must be met: (a) both Players agree to engage in combat; or (b) the Player wish-

ing to attack " searches " for and finds the Enemy Fleet (s) to which he is adjacent. Surface Search (High Seas only): the searching Player rolls a D10r. A roll of 1 - 3 means that the Enemy Fleets have been found and may be engaged. The searching Player may roll a D10 once for each of his Combat Fleets engaged in the search. He may roll twice for each Carrier Fleet engaged in the search. Once found, the Enemy Fleet may be attacked by <u>all</u> the units which were searching for it. This attack may be the type which occurs during the Enemy Naval Movement Segment, as described in Case #4, Option "a" or it may be a deliberately planned attack as described in Case #4, Option "b". Enemy units "found" by Friendly SubFlots need not be searched for by Surface Fleets.

7. Units stacked together and engaged in Surface Combat need not all attack the same Enemy occupied sea hex, nor need all of them participate in any attack. Units in different sea hexes of the same Zone which are adjacent to the same Enemy stack in that Zone may combine in an attack against that Enemy. When a stack is attacked in Surface Combat, <u>all</u> units in the stack MUST participate in the <u>defense.</u>

8. Submarine Warfare: Submarine Flotillas (SubFlots) may attack Enemy Fleets in two instances: (a) during the Submarine Flotilla's Naval Combat Segment; or (b) during the Enemy Movement Phases as Enemy Fleets pass through a Coastal or Intermediate or High Sea hex containing the SubFlot. In each instance, each attacking SubFlot may attack <u>one</u> Enemy Fleet. SubFlots must search for and find any Surface units they wish to attack. They accomplish this by using the same search chart as <u>Enemy Anti-Submarine Warfare.</u> (ASW) forces use to search for Subflots. The search procedure is also very similar to ASW search (See Case #9). SubFlot search procedure: Using a D10 die conjunction with the SubFlot/ASW Search Chart, each SubFlot (during its first Movement Segment) searches for each Enemy Surface unit in the sea hex. One D10 is rolled for each SubFlot' s "search" for each Surface unit in the hex. Only D10 roll per SubFlot per Enemy Surface unit is permitted in a given Movement Phase. Each SubFlot must expend FIVE of its Movement Points for each D10 roll. SubFlots may only search in a single hex in a given Movement Phase. If unsuccessful, the SubFlot may continue moving (assuming that the SubFlot has some Movement Points yet to expend). SubFlots may discontinue searching for additional Fleets in the same hex, i.e., they are not obligated to search for and attack Enemy Fleets in a given hex. SubFlots which search for and attack Enemy Fleets in the Enemy Movement Phases , may not move in their ensuing first Movement Segment, but they may search and attack in that hex during that Segment. SubFlots do not have to search for ASW units which have attacked those specific SubFlots in the immediately preceding Combat Segment, nor do they have to search for units passing through in an Enemy Movement Segment nor for Enemy Surface units which are under attack by Friendly Surface units in the same hex all of which may automatically be attacked.

EXAMPLE: Two SubFlots are in the same Intermediate Sea hex with three Enemy Light Fleets. Each SubFlot expends five Movement Points for rolling three D10, each roll representing one of the Enemy Fleets. They may search thusly as long as their Movement Points hold out. They may attack separately or, assuming they both find the same Fleet, they may attack jointly. Submarine units search for the Enemy Fleet (s) in the order of their choice; they may not attack more than one Enemy Fleet per Combat Phase per SubFlot. Surface units defend against SubFlot attacks using their Submarine Defense Strength . Submarine attacks made during the SubFlot's Combat Phase take place be fore or after Surface Combat (Player's

choice) and the attacks are in addition to any Surface Combat; i.e., the same de fenders may be the subject of one Surface at tack and one Submarine attack in the same Combat Phase. SubFlots must be in the same hex as the Enemy Fleet in order to attack; any number of SubFlots may join in a combined-strength attack against a single Enemy Fleet (assuming they have all "found" the same fleet). SubFlots attacking Enemy Transports in hexes which do not contain any Enemy Combat Fleets, do not themselves suffer damage or elimination such as may be set forth by the Combat Results Table. SubFlots may not attack Enemy SubFlots or any type of Enemy unit in Port . Escorting Naval forces must be attacked before Transports are.

9. Anti-Submarine Warfare (ASW): Only Carrier and Light Fleets may engage in ASW (searching for and making attacks upon Enemy SubFlots). The odds of finding the Enemy SubFlots depend upon the number and type of Fleets searching in the same hex and upon the type of sea hex be ing searched. Players use the ASW SEARCH CHART (be low) in conjunction with the Randomizer in order t o determine whether the SubFlot is "found" by the search.

Search Procedure: ASW search is conducted during the first Naval Movement Segment and before the Naval Combat Segment of the searching Player. Each "search" action consumes TWENTY Movement Points of the ASW unit's first segment Movement-Allowance. ASW units may search in only one Sea hex per Player-Turn. A "search" action is defined as one d10 die roll against a given Subflot by a given ASW unit. One roll is made per <u>each</u> ASW unit <u>per</u> Enemy SubFlot in the hex being searched; ie., the same ASW unit may "search" only once for the same SubFlot. Only those SubFlots which are found may be attacked and they may only be attacked by the specific ASW unit(s) which found them. ASW units which do not "<u>find</u>" any SubFlots may continue moving. ASW units may choose to attack as many (or as few) of the Enemy SubFlots as they "find" in the same hex. Each SubFlot must be attacked as a single unit (not adding its Defense Strength with that of other SubFlots in the same hex). ASW units may make more than one ASW attack in a given Combat Phase as long as they only attack those SubFlots which they, themselves, found. Friendly ASW units which have both found the same SubFlot in the same Player-Turn MUST combine their attack upon that specific SubFlot if both units decide to attack, even if they find other SubFlots in the same hex. ASW units use their Surface Combat Strength when attacking SubFlots. AE and AD results have no effect upon units engaged in ASW. Only EX and DE and DR1 results are applied in ASW attacks. ASW units need not search for SubFlots which are still in hexes from which the SubFlots attacked the ASW unit in the previous Combat or Movement Phase (assuming the ASW unit was not damaged). Air unit may not attack SubFlots (even in port). Heavy-fleets may not attack SubFlots.

10. Submarine Movement: SubFlots may pass through any Sea hex containing Enemy units without s topping. SubFlots may ignore Enemy Zones of Control . SubFlots must pay an additional Movement cost of FIVE Movement Points for each Enemy ASW unit that they pass into or

through (e.g. if there were three Light Fleets in a hex then a SubFlot moving through would pay an additional cost of fifteen Movement Points). This "evasion" penalty only applies in Coastal or Intermediate Sea hexes. SubFlots may avoid paying the "evasion" penalty by submitting t o an attack as they pass through the ASW unit. No "search" is necessary in such an attack.

11. Bombing of Fleets : Fleets at sea or in port may be bombed by Air units in a manner similar to the bombing of land targets (See MODULE #32) . Regular Airforce units may attack Enemy Fleets with the following limitations: (a) Heavy Bomber units may only be used against Fleets which are in port, in Narrow Channel Coastal Sea hexes (signified by a dot or arrow) or in Small Island Coastal Sea hexes (entire island in one hex) [these are known as "restricted waters"]. (b) regular Airforce units use their normal Bombardment Strength when attacking Naval units, whereas Naval Airforce units are doubled in Surface Attack Strength when attacking Fleets. © Regular Airforce units may not operate from Carrier Fleets. (d) All Air units, except Heavy Bombers, are doubled in Attack Strength when attacking Naval units in restricted waters. Thus, Naval Aircraft would be four times normal strength when attacking Naval units in restricted waters. Air units crossing from Sea Zone to Sea Zone must pay the five point Movement Cost. Unless a Friendly unit was attacked by the Enemy Fleets during the Fri endly Movement Segment, Air units (including Naval Air units) must search for Enemy Fleets which are traveling in Intermediate or High Sea hexes. Only Fleets which are "found" may be bombed. Coastal Sea targets need not be searched for.

AIR SEARCH: ENEMY SHIPPING IN INTERMEDIATE
OR HIGH SEA HEXES
Intermediate Sea: D10 Roll of 1 - 7
High Sea: D10 Roll of 1 - 4

A D10 is rolled for each hex to which an air mission is being flown. The result only applies to units in that hex (see Bombing Effects Chart in MODULE #32). When Fleets undergo Air attack, they each have an Anti-Aircraft (AA) Strength equivalent to their Submarine Defense Strength (the center number). Even though there may be more than three Fleets in a Sea hex under attack, Naval units combine their AA strengths in groups of no more than three units each, at the discretion of the owning Player. The defending Player must decide which Fleets will combine their AA strengths (in effect becoming separate targets composed of three or fewer Fleets each). The attacking Player then decides which of his air units will attack which three Fleet "unit." Each "Fleet grouping" may be the subject of a separate attack, or some may be ignored. Different air units must be used to attack any separate Fleet grouping. The result of a given attack upon a given Fleet grouping applies to the entire grouping. The results of bombing are in addition to the results of other forms of attack upon Naval units. Air units may not attack SubFlots.

12. Surface Naval units passing into or through Intermediate or Coastal Sea hexes which are under interdiction by Enemy Air units are subject to t hat interdiction as outlined in MODULE#32, Case#24. Naval units in Intermediate Sea hexes must first be "found" by the Interdictors before they may be attacked (see Case #11).

13. Naval Interdiction of Coast-Land Hexes: Heavy, Light and Carrier Fleets may interdict Coast hexes in a fashion similar to Air Interdiction (MODULE #32, Case #16). Procedure: At the end of the owning Player's second Naval Movement Segment (in a Player Turn in which the interdicting units have not deliberately engaged in any other combat-action) the interdicting units are placed directly on the Coastal Land hex to be under interdiction. In order t o do the above, the Naval units in question must expend one

ASW SEARCH CHART (Also SUBFLOT SEARCH CHART)		
TYPE OF SEA HEX	TYPE OF SEARCHING UNIT	D10 ROLL NEED-ED to" FIND"
Narrow Channel or Coastal Sea Hex; Small Island Hex	Carrier Fleet or Subflot	1 through 9
	Light Fleet	1 through 7
Clear Coastal Sea Hex	Carrier Fleet or Subflot	1 through 8
	Light Fleet	1 through 5
Intermediate Sea Hex	Carrier Fleet or Subflot	1 through 3
	Light Fleet	1
High Sea Hex	Carrier Fleet or Subflot	1
	Light Fleet	May not search

half of their Movement Allowance for that Naval Movement Segment. In the first Naval Movement Segment of their next Player Turn, the interdicting Fleet (s) must move off the Coast/Land hex into the adjacent Coastal Sea hex, at a cost of one-half of its Movement Allowance for that Segment. The same units may initiate another Interdiction by re-starting the procedure in the second Movement Segment. Up to three Naval units may interdict a given hex. If such units come under an Air attack, they are treated as if they were in a Narrow Channel hex. The placement of an Enemy Naval force at sea adjacent to the interdictors and at least equal to the interdicting force immediately relieves the effect of the interdiction (until such time as the counter interdicting Naval force is driven off or loses an attack). The placement of attacking Enemy Air units at least equal in Strength (Bombing Points compared to Naval AA Strength Points) on top of the Naval interdictors also relieves the interdiction. Naval units interdict using Surface Combat Strength. Naval interdiction has the same effect as Air interdiction (See MODULE #32).

14. Shore Bombardment: Naval Surface Combat Fleets may shell coastal land hexes; i.e. they may bombard a land target on the coast in a manner similar to Air Bombardment. Naval units employ their Surface Combat Strength in Shore Bombardment in conjunction with the Bombardment Table and the Bombing Effects Chart. The targets of Shore Bombardment defend with their AA strength as noted in Case #9 of Module #32. Artillery units defend against Naval Bombardment using their Ground Combat Strength (five points each). Artillery units in a hex under Shore Bombardment contribute their full strength to the defense of any target in that hex (in the same way that Flak units contribute their full strength to the AA defense of targets under Air Bombardments and Naval Bombardments) [See MODULE #32]. The effects of any Shore Bombardment are separate from the effects of any Air Bombardment on the same target. Carrier Fleets may launch and retrieve aircraft units in the same Player-Turn that they participate in Shore Bombardment .

Shore Bombardment Procedure: In a Fleet's first Naval Movement Segment, move the Fleet (s) into the Coastal Sea hex adjacent to the target Coast/Land hex. In the same Movement Segment the Fleet must expend one-half of its Movement Allowance in order to move onto the Coast/Land hex. Place the Bombarding-Fleets on top of the Enemy target. After the Naval Combat Segment (during

which the Bombardment is resolved), the Fleet (s) must move off the target (expending one - half of their Movement Allowance plus one extra Movement Point) into the adjacent Coastal Sea hex, from which point they may continue on their way to the limit of their remaining Movement Points. Note that the above procedure should not be misconstrued as "inland" movement by a Fleet. SubFlots may not Shore Bombard. Notice that the "one extra Movement Point" expended in coming off a Bombardment mission prevents these same units from going on an Interdiction mission in their second Movement Segment; the reverse, however, is not true for units coming off interdiction as they do not expend the "one extra Movement Point" and so they could go on a Bombardment mission immediately after coming off an interdiction mission if the target were in an immediately adjacent Coastal hex (including the one just interdicted.

15. Sealift (Naval Transports): Each Transport (including Attack Transports) has a Sealift capacity of three Stacking Points of Land units. Land units may be "sea-lifted" by placing them in a Friendly port, loading them into Transports and then sailing the Transports to another Friendly port and unloading the unit (s). Land units may not move in any other manner in the Movement Phase in which they board Transports (embarking) and the Movement Phase in which they unload from transports (debarking). The Transport Fleets, themselves, may move in the Phase in which land units embark or debark. In the same Phase a Transport Fleet could debark and embark different land units at
the same port; the capability of a given Transport Fleet to perform a given action or set of actions is determined by the number of Movement Points which it has remaining to expend. In effect this is a measure of the "time" each activity consumes. These Movement Point costs are outlined in the Naval Action-Movement Chart for Transports as well as other Naval units.

No more than three Fleets (or Fleet equivalents) Of any type or combination of types may enter a port on a given Movement Segment; no more than three Fleets may leave a port in any given Movement Segment (that is a total of six Fleets-three entering and three leaving in a single Movement Segment). All but the following types of land units may be transported by Sealift : Air units, Production Centers, Fortifications, Airbases (other Naval units may, of course, not be Sea-lifted).

Transports do NOT have Zones of Control and do not inhibit the movement of Enemy units, including Enemy Transports, into, around or through hexes which they occupy. Units traveling in Transport Fleets are placed under the Fleet counter (and may not be examined by the Enemy). Land units traveling in transports which are destroyed are themselves destroyed. Land units traveling in Transports which are damaged must debark upon the return to port. Combat land units may not remain embarked in Transports for more than three consecutive owning- Player Turns. Any Combat land units which are embarked for more than three consecutive, complete owning Player-Turns are Disrupted for two Player turns after debarking.

16. Amphibious Assault: Attack Transports, in addition to performing ordinary Sealift functions, may deliver land units in an amphibious assault upon a Coastal hex or Small Island hex. Only Infantry, Motorized Infantry or Armored units may participate in an amphibious assault. Any type of Coastal terrain may be assaulted.

Procedure: Embark the land unit in the normal manner, sail the Attack Transport containing the assault force to the sea hex adjacent to the Coast or Small Island hex to be assaulted. The Attack Transport, at this point, must pay the Movement cost involved in delivering the assault force to the shore. If the assault is unopposed (i.e., there are no Ground units in the Coastal hex actually under assault) then the assaulting force moves onto the land hex and moves no further during the Ground Movement Segment of' that Phase (from which position it may attack any adjacent Enemy units during the Combat Phase of that Player-Turn).

If there is an Enemy Ground unit in the hex being assaulted, place the assault force on top of its Attack Transport Fleet. Then, in the ground combat segment of that Player Turn, the assault force attacks the defending Enemy ground unit. This attack may, of course, be preceded by Naval or Air Bombardment, if such forces are available. If the result is unfavorable to the attacking unit (s). (i.e., AE or AD or EX which leaves some part of the defending force in the assaulted hex) then the surviving attackers (if any) remain on the Attack Transport which must then sail back to a Friendly port and unload the assault force. An assault force which has been "thrown back into the sea" in this fashion is "Disrupted" for two Player Turns after it gets back to port. The Attack Transport which participates in such an unsuccessful assault must wait in port for one complete Movement Segment before it may be employed further in any way.

17. Invasion Supply: The assault force is considered to be in Combat Supply during the Player Turn in which it assaults (or lands on) the Coast; it is considered in General Supply if there is an empty transport unit (of either kind) sitting in the same sea hex from which the assault took place and if the assault force is no more than five Movement Points from the Coast hex originally assaulted (point the supplying Transport at this hex to mark it). More units may be delivered to this "beachhead" by the Attack Transport (following the same procedure as for the initial assault), but each Corps of land units so delivered must have one Transport Fleet apiece standing off the Coast, until such time as one of the following methods of establishing general supply lines is followed: (a) the Attack Transports deliver a Supply Unit to be used as a source of General Supply; (b) the Invasion force captures a port and thereby establishes an orthodox sea-rail link back to a Production Center or Depot; (c) Friendly forces break through and an overland Supply line is established. Note that transports supplying an invading force must be able to trace a line of sea hexes, clear of enemy combat units or Zones of Control, back to a Friendly port which itself is in General Supply. If this cannot be done at the end of each Friendly Player Turn, then the isolated invasion force is eliminated. The transports are not eliminated, however.

18. Beachhead Withdrawal: Units may withdraw from an established beachhead hex by following a procedure which is the reverse of amphibious assault. Bring the assault force back to the beachhead, embark into the Attack Transport and sail back to a Friendly port . Follow all movement restrictions and penalties as if the assault were being run in reverse.

19. Mines: Light Fleets and Submarine Flotillas may lay

Minefields. To do so, the Light Fleets or SubFlots must begin their Movement Segment in the hex to be mined, remain stationary for the entire segment and then move off in their next Movement Segment. If they are destroyed or damaged before they move off, the "minelayers" are considered to have failed in their mission and no Minefield counter is placed. If the minelayers succeed, however, and a Minefield is placed, it has the following effect on Naval units:

(a) Enemy units entering or passing through Minefield counters expend one third of their Movement Allowance in order to pass through or enter without suffering damage. If they wish to pass through at "full speed" then the Minefield counter "attacks" the entire Enemy force at 2-1 odds (regardless of the actual strength of t he Enemy Naval units). This is done for each Minefield in the hex, immediately, and the effects are cumulative.

(b) Friendly units expend two Movement Points per mine counter when entering or passing through a hex containing Friendly mines.

(c) Enemy units, in Minefields, attack at half strength and halve their AA strength.

(d) Minefields are never "used up" as a result of attacks upon Enemy Units.

Minefields may be "swept", i.e., removed, by leaving a Light Fleet in the mined hex. One Minefield counter is removed for each two Movement Segments that a single Enemy Light Fleet remains in that hex (without taking part in any aggressive action). Friendly Light Fleets may remove Friendly Minefields at the rate of one Minefield counter per Light Fleet per Movement Segment. No more than three Minefield counters may be placed in a given hex. Minefields of opposing Players may be placed in the same hex. Minefields may be laid from the air by Heavy Bomber units (flying to the Sea hex in the Second Air Movement Segment and returning at the beginning of the First Air Movement Segment of its next Player Turn). Minefields laid from the air are hostile to ALL Players, including the Player who placed them. Minefields may only be placed in Coastal Sea hexes (or in Intermediate Sea hexes which contain Small Islands). No more Minefields may be placed than there are counters available to represent them (20) per player.

20. Small Islands and Coastal Sea Narrow Channels:
A Small Island hex is a Sea hex which contains islands wholly within the borders of the hex and which does not have any Major Island or Continental Coastline in it. Full-capacity Airfields may be built on Small Islands, Ground units may be placed on them (stacking limits reduced to one-third of that in a normal land hex) and Fortifications may be built upon them. In order that these units be in General Supply, an empty Transport unit must remain on the Small Island hex to represent the sea-supply effort involved. After an initial amphibious landing has been accomplished in order to "claim" the Island, one Friendly Fleet per Movement Segment may dock and "leave anchorage" at a Small Island hex. If a Depot unit is placed on a Small Island hex , it may be treated as a major port for all Naval purposes (once a Depot unit has been placed on a Small Island hex, the "supply" Transport Fleet is no longer necessary).

The AA Strengths of all units based on or anchored at a Small Island hex containing a Depot are added together and treated as one combined AA Strength, regardless of the specific target being bombarded. Occupied Small Islands do not affect the movement of Enemy Naval units.

Effects of Coastal - Sea Small Islands and Narrow Channels: Coastal Sea Small Island hexes and Narrow Channel hexes are equivalent for the purposes of the following rules and will therefore be jointly referred to as "Narrow Channels".

(a) Narrow Channels double the Attack Strength of Air units attacking Naval units sailing in them.
(b) SubFlots in Narrow Channels defend at half strength against ASW units.
(c) SubFlots double their Attack Strength against surface units in Narrow Channels.
(d) Heavy Bomber units may be used against Surface Naval units in Narrow Channels, but are not doubled in Attack Strength.
(e) SubFlots pay a tripled "evasion" cost to pass through Enemy ASW units in Narrow Channels , i.e., fifteen Movement Points per ASW unit in the hex.
(f) Naval units in ports attacked by Air are treated the same as if attacked in Narrow Channel hexes.

21. When playing "Transoceanic" modern Scenarios, Naval units (as well as Air) pay 35 Movement Points in crossing the white border separating the two Game-Maps.

22. Naval units may only be produced at Production Centers in ports. Upon paying the cost of producing the unit, the Production Center where it is being produced must be designated; it will appear there in the appropriate number of turns. This "building" unit may not be attacked but it is automatically destroyed if the port is captured by an Enemy unit.

23. Naval Action Movement Cost: In many of the preceding. Cases, a specific fraction of a Naval unit's Movement Allowance is required to be expended when attempting certain actions or following certain procedures. The Naval Action Movement Cost Table forms a summary of these costs as well as outlining some costs heretofore unspecified.

Port Notes: Units may only sail from and dock at Friendly ports. A "Friendly" port is one in which the Friendly Player was the last to have had units or the last to have passed through. Captured Enemy ports must be " secured" by passing a Ground Combat unit into or through the port city before they can be considered as "Friendly"; immediately upon doing so however, they become Friendly ports. Naval units may only enter and leave port cities by passing through the "port approach" hex (the hex adjacent to the port which contains a small arrow pointing at the port). Units in port should be placed in the appropriate "port holding areas" (the boxes found on the edge of the map sheets). These boxes are simply conveniences designed to keep the port city hex clear of Naval counters in port. The fine dotted lines connecting the holding-box to the port city only serve to visually link the two and have no other function or purpose. Naval Combat units caught in ports which are seized by Enemy Ground units must immediately withdraw from the port (in their very next Movement Segment) or else they are considered lost. Transports caught alone in port in such a fashion are lost and may not withdraw. Naval Combat units may fight their way out of a "blockaded" port (i.e., a port, the approach hex to which is occupied by Enemy Surface Combat units). Units "attacking out" of a port do so at half strength. There are no inland ports and Naval units may not sail up rivers.

NAVAL UNITS MAY NOT BE PLACED ON HEXES CROSSED BY COASTLINES EXCEPT IN THE PROCESS OF BEING PLACED ON BOMBARDMENT OR INTERDICTION MISSIONS

MODULE #18 SIEGE AND ASSAULT

A siege in the early days of gunpowder and before was generally little more than a question of who gave up first - the besieger or besieged. Sometimes the besieger could batter down the walls and storm the garrison. Other times the garrison might sortie and destroy the Enemy camp or, more often, get relief from a friendly force coming to the rescue. Just as often, though, the besieged might simply be starved out or forced to surrender by disease. Or the besieger might forage the countryside bare and have to give up the siege or starve himself. Siege craft took a major turn when Vauban made it into a precise science with his ever-shrinking band of parallels which permitted cannon to come within deadly range of the walls. Better artillery spelled the doom of fortifications which were impossibly expensive to construct on any great scale. Moreover, greater mobility permitted the attacker to go around a fortification and leave it useless in the rear. These factors brought the siege, as a major factor of war, virtually to an end by the mid Twentieth Century.
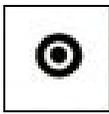
 General Rule: 5-5 artillery pieces represent Siege Trains in those scenarios calling for Siege Trains. When used as such, they have no intrinsic Attack or Defense Strength.

Cases:

1. Siege Trains double the Attack Strength of up to three units stacked on the same hex when attacking fortified hexes (towns or castles/fortifications). Two Siege Trains in the same stack triple the Attack Strength of up to three units in the same stack. No more than two Siege Trains may be used in a given stack.

2. The increase in Attack Strength given by Siege Trains is in addition to any increase given by the presence of Leaders.

3. A city or fortification is besieged when surrounded by Enemy Zones of Control (if a port, then there must be Naval units to cover Sea (hexes). When besieged, the intrinsic supply of a city lasts for ten turns. Additional supply units add ten turns apiece. In those Scenarios calling for redeployment at the start of each Game-Year, Besieging units may redeploy around besieged towns and continue the siege as if uninterrupted (NOTE: This provision does not operate to change requirements concerning conquest of minor provinces in Feudal Scenarios). If a city is besieged continuously until its supply is used up, it falls and all units inside are considered eliminated. If a city is, at the end of the besieging Player's turn, or as a result of the action of any other player, not ringed by Zones of Control or units for one game turn, the siege is broken and the intrinsic supply is presumed replenished.

4. The besieging Player may purchase up to a 30% chance of attacking at normal odds, each turn, by expending one credit for each 10% desired. After that expenditure he must roll a D10. If he has purchased 10% odds, he must roll a 1; 20% roll a 1 or 2; 30% roll a 1, 2 or 3. If such number is drawn, the attack is made a normal odds as if the Defense Strength of the besieged units was not increased by the fortification or town.

MODULE #19 DEPLOYMENT

Warfare is a luxury, for the most part, in the period covered in STRATEGY I. Soldiers have to live. They have to be fed and cared for in other ways that humans have come to expect. If a society had a surplus of food and other stuff (or money), it could afford to go to war. The length of time it stayed at war depended on its resources. In the most primitive of societies covered in the game, the Feudal period, warfare was usually restricted to a forty day period. This was the term of yearly service the lower ranking men-at-arms owed their "lords". Beyond that they had to be paid. Often a king could lay hold of enough cash to hire troops for longer periods. In any event, he usually viewed this outlay of money as an investment. His wars were usually for gain: to grab someone else's wealth. Before and after the Feudal period, wars of greater length were fought, mainly because the societies involved were better organized and thus wealthier. Still, these wars usually did not extend into the winter. The "campaign season" lasted as long as good weather did. Disease was still a decisive factor in warfare. It wasn't until World War I that a war was fought in which more men were disabled because of combat than disease. So, except in extraordinary situations (there were always plenty of those) you didn't fight in winter. That is, until the great industrial revolution of the 19th Century.

General Rule: Initial deployment, at the start of the Game, of Ground Combat units takes place in cities within "home provinces". Thereafter, Ground Combat units are either redeployed along "frontiers" (where Game-Year Module requires withdrawal from a province) or along the "battle lines" established the previous Game-Year.

(LR: *AT END OF 6 GAME TURNS ALL UNITS MUST REDEPLOY AT FRIENDLY CITY OF PROVINCE THEY ARE IN.*)

Cases:

1. Ground Combat units initially deployed at the start of the game are not subject to stacking limitations until the conclusion of the owning Player's first Player Turn, by which time there must be compliance with appropriate stacking requirements imposed thereby.

2. Naval units deploy only from ports, both at the start of the Game and at the start of each subsequent Game Year. As with ground combat units, they are subject to requirements, if any, to withdraw from certain provinces at the end of the Game Year. If no such requirements are in

 effect, Friendly Naval units may redeploy from Enemy ports in Friendly hands.

3. When units redeploy, they appear directly on the appropriate hex.

4. Redeployment concerns those units built and fielded in prior Game Years. Units newly created must initially deploy in a "home province" city, or as otherwise required in Production of Units Modules.
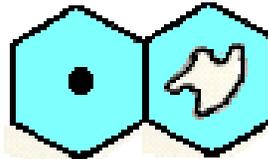
MODULE #20 WAR CHEST

Armies are expensive things, which is just as well, otherwise we might have more of them. In the old days (before the 19th Century), before a lot of money was invented, it was common for the "leader" to carry his fortune around with him. Otherwise, it might melt away in the hands of someone else. Oftimes the leader would come across something he needed but could not steal (such as mercenaries). These he paid for out of his war chest. Unpaid mercenaries tended to get a bit nasty.

General Rule: The war chest represents the "treasury" of the owning Player and, in addition to the initial number of credits assigned to it by the Scenario, if any, the war chest is where any excess credits,. collected by means of taxes and not used to raise and field troops, are "stored."

Cases:

1. Loss of the war chest, for whatever reason, means the loss of all credits contained in the war chest at the time of

NAVAL ACTION MOVEMENT COST (World War I and Late Modern only!)							
Acton Cost as Approx. % of movement allowance	Action being taken by Fleet	TYPE OF FLEET & MOVEMENT POINT COST OF ACTION (Movement allowance in Parentheses)					
		HEAVY FLEET (75)	LIGHT FLEET (90)	CARRIER FLEET(90)	SUBMARINE FLOTILLA (45)	SEALIFT (35) TRANSPORT	ATTACK (40) TRANSPORT
20%	Leave Port	15	18	18	9	7	8
10%	Enter Port	8	9	9	5	4	4
50%	Embark Units	-	-	-	-	20	20
25%	Debark Units	-	-	-	-	10	10
25%	Amphibious Assault	-	-	-	-	-	10
50%	Start Shore Bombardment	38	45	45	-	-	-
51%	End Shore Bombardment	38	46	46	-	-	-
50%	Start or End Coastal Interdiction	37	45	45	-	-	-
10%	Sub or ASW Search	-	9	9	5	-	-
11%	Evade ASW	-	-	-	5	-	-
33%	Enter Minefield	25	30	30	15	12	13
50%	Evade Air interdiction	37	45	45	0	Cannot Evade	Cannot Evade

loss, insofar as the owning Player is concerned.

2. The war chest is symbolized by a 1-6 piece but it has no Attack or Defense Strength, nor can it move without being "escorted" by another unit, in which case it may move as far as the escorting unit.

3. If the war chest is captured on land, the capturing Player gets one-half of the credits in the war chest at the time of capture, the rest being lost.

4. If the war chest is on a fleet which is destroyed at sea, the entire contents of the war chest are lost to all sides.

5. If the war chest is lost, the owning Player receives a new, empty war chest at the start of the next Game Year.

6. In Scenarios from #9 on, the war cheat must be kept in a city and, if captured, all credits go to the captor.

7. An empty war chest in the initial Order of Battle merely means that that Player has no initial balance of credits and must establish his balance by taxation and other means.

MODULE #21 LEADERS

Someone has to be the boss. On a strategic level, this rule-of-thumb becomes an imperative. Most things that work (and many that don't) are essentially the creation of one man. Wars are no exception. The leader is, in a successful army, usually competent, or at least more competent than those under him. In ancient armies there was the additional "living god" idea. The maximum leader could do no wrong. If he failed, well, there were always other gods. In effect, YOU, the Player, represent the leader. Remember that!

(LR: *1 Roman great leader is x4, 1 other x3, 1 naval sea leader is x2 all roman leaders x2*)

General Rule: The leader pieces represent major or great leaders and as such double Attack and Defense Strengths of units on the same hex. Unless otherwise indicated, this only applies to non Naval leaders. The leader is represented by the Administrative piece.

Cases:

1. Leader pieces are not included when counting units in a stack for purposes of stacking limitations.

2. When a leader is lost through exchange it may not be replaced.

3. If a leader is lost, other than through exchange it is considered a prisoner of the eliminating Player and may be ransomed at what ever price the captor demands. A captured leader cannot be slaughtered by the capturing Player XXXX it need not be given back in ransom if the capturing Player does not desire to do so.

4. Leaders do not double the Attack or Defense Strengths of Fleets or units on Fleets unless otherwise indicated.

(5. LR Player must accept a ransom payment if the leaders player pays 100 credits or 75% of their income for a great Leader or 50 credits or 50% of their income for a regular leader, whichever is less.)

MODULE #22 DEVASTATION

General Rule :

If a Player cannot, or does not wish to, hold a city or province for the purpose of collecting taxes, he may wish to devastate cities to deny other Players the normal ability to collect taxes.

Cases:

1.To devastate a town, simply pass through it, announcing that it is devastated, and placing an airbase counter to indicate this.

2. Land units expend an additional Movement Point to devastate; naval units expend an additional three Movement Points.

3. Taxes may not be collected at the next Interphase following devastation from the devastated city, no matter which Player possesses the town; at this time, the signifying counter is removed, and the town returns to normal.

MODULE #23 PLUNDER

One of the popular festivities in the days before paid, standing national armies was plunder. It provided a handy

way to pay troops and was often the sole incentive for enlistment in mercenary armies. Naturally, little of what was plundered found its way to the treasury of the country fielding the army, but a good officer was often judged, not on how few men he lost or the number of battles won, but the amount of plunder he obtained. In a see-saw war, a town would regularly be plundered. Some say the Rhineland has yet to recover from the combing it got in the Thirty Years War.

<u>General Rule</u>: A player can plunder an Enemy town by being in the town at the end of a Game Year, at which time three times the normal number of taxes credits are obtained. The town that was plundered "rebels" upon the plundering Player's units being moved out. (see Module f/15.: Taxation)

MODULE #24 RANSOM

There once was a time when war was a rather personal thing. People realized that all soldiers were not mere ciphers, or at least some of them, namely those who belonged to a family or organization that would be willing to lay out a sufficiently large sum of money to get their captured brethren back. When armies became very large, and more impersonal, this practice stopped. War had then lost the personal touch. On the other hand, since troops, particularly those who were of ransomable quality, often provided their own weapons, upon being ransomed, they generally took their weapons back when they went free (usually under parole not to bear arms against the kindly power that set them free). If the prisoners were not ransomed, that would be so much more equipment for their captors. They might not be able to field their own equivalent force, but it went part of the distance to make up the requirements.

<u>General Rule</u>:

Certain units eliminated while surrounded are considered prisoners rather than actually eliminated.

<u>Cases</u>:

1. Prisoners may be ransomed by the losing Player by paying the capturing Player an agreed amount of credits, in which case the captured unit is returned, intact, and may be redeployed on the following Game Turn.

2. If the captor does not wish to ransom the captured unit, he may "kill all prisoners" and receive a certain number of credits toward building an equivalent unit to the one captured.

3. Separate rules apply for the ransom of leaders. See MODULE #21.

The exact units which may be ransomed and the credits received there for are set forth on the respective Scenarios,.

(LR *7-6, 5-6, 3-5, etc.. All units 1/2 of initial cost is applied towards new units*)

MODULE #25 MERCENARIES

Up until the late 18th Century, when bargain basement soldiers were invented in the form of the levee en masse (or draft or conscription), good soldiers were usually only obtained if you paid for them. Some soldiers made a practice of always working for the highest bidder. These were called mercenaries. Switzerland, Ireland and many other nations at one time or another made national industries out of this trade.

<u>General Rule</u>:

At the beginning of each Game Year, except as otherwise indicated, all Players may negotiate with other Players for the hiring of troops. Any price may be set and agreed upon to hire these troops. If there is a fee to field the units, the

owning Player must pay it (though there is nothing to prevent the owning Player from including this cost in the asking price for the units).

<u>Cases</u>:

1. Mercenary troops are deployed in the country hired from, at any point the hiring Player desires. The subsequent movement of these mercenary units to the place where the hiring Player desires use them is the problem and responsibility of the hiring Player. They may move over land or be transported by sea, depending on the desires and capabilities of the hiring Player.

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

3. If the hiring Player successfully renegotiates for hired units, they are deployed in the same manner as if they were owned units (i.e., they need not return to the owning Player's provinces and may be deployed subject to the restrictions set out by the Time Modules). If units are not rehired, they are automatically removed from the Game Map and returned to the owning Player. They need not be physically moved from the hiring Player's provinces.

4. Hired troops may only be used, in whole or in part, in attacks at odds of 3-1 or better.

5. When mercenaries and owned troops are involved in the same combat action, losses must first be extracted from owned units.

MODULE #26 DEFECTION

During the nearly continuous warfare that a growing Rome was immersed in for almost two centuries, the legions of the Republic more and more became composed of long-term professionals, rather than citizen-soldiers, who could ill-afford long stays away from their farms. As long as these soldiers took oaths to the Republic little harm was done; but eventually the great leaders of the first Century BC began requiring personal oaths of allegiance. In the ensuing civil wars it became obvious that these soldiers had no intention of fighting for absent leaders or dying for money. When unemployed or faced by conflicting loyalties, they tended to offer themselves to the highest bidder. This practice, moreover, was not unique to Rome and reappeared again in the Middle Ages.

<u>General Rule</u>: Leaders may seek refuge with other Players and be assigned command of that other Player's troops, or a portion thereof. If at any time that leader refuses to surrender control of the units he commands to the owning Player, those units are auctioned off between the owning Player and the exiled leader, in toto, with ownership going to the highest bidder.

<u>Cases</u>:

1. If a leader (LR *Supreme Leader*) is eliminated, one-half of all his forces go to the player effecting the elimination. The remainder are auctioned to the highest bidder, unit by unit. The half taken by the eliminating player are taken from those in closet proximity to the eliminating Player's forces. (LR *if all other leaders are eliminated or captured the remaining units become leaderless*)

2. if opposing leaders are eliminated by an exchange, both of their forces are auctioned off to the other players, if any. forces.

3. Elimination of a leader piece, under this Module, eliminates that Player from the game.

4. The action of units will be conducted by the player whose units are being auctioned or in the case of a player who refuses to surrender his units, by a player not a party to the dispute, who is furthest removed from the player in

question. Actions are conducted on a unit by unit basis, with Players bidding from the credits in their war chest. In such an action, the amount of the highest bid is deducted from that Player's war chest with the credits going into the "bank", rather than to any other player. Units won at an action are taken over in place and are replaced with counterpart units of the successful bidder's color.

MODULE #27 PLAGUE AND DISEASE

Only in the last hundred years have there been any large-scale (and successful) actions to wipe out the sources of disease among large masses of people. Previous to that (and as recently as the early Twentieth Century) sundry communicable diseases have spread throughout the populated areas killing, over the past 2300 years, some 100,000,000 people. The pandemic of 1917-19 killed 20-30 million world-wide. Of course, the people living under the worst conditions (insufficient food and poor sanitation) usually suffer the worst. Wars of any period produce these conditions, although the conditions have usually been more wretched as we go back in history. A plague (which can be of any of a number of diseases) will only spread as far as there are people. Thus, 29,000 French soldiers died on the island of Santo Domingo in 1802 and Ireland lost 25% of its population in 1816. During the Thirty Years War, numerous local plagues followed the armies around. The Black Death of the 14th Century really got out of hand and killed about 25 million Europeans.

27.1 PLAGUE

General Rule: Plague is started and kept spreading by use of the a set of chits call the Randomizer. These are numbered one through ten.

Cases:

1. At the start of each Game Year, each Player draws a chits from the Randomizer for each province which he controls. If a "1" is drawn, plague is present in the province for which drawn

2. One-third of all units, by Attack Strength, are eliminated from a province with plague. The actual removal is done by the Player furthest removed from the province in question. One-third of all units entering the province during any Game Turn that plague is present in the province, by Attack Strength, are likewise eliminated. In all cases, fractions are rounded up to the nearest whole unit.

3. Every turn after plague starts in a province, Players draw chits from the Randomizer for each province in their control adjacent to a province with plague. If a "1" or "2" is drawn, plague spreads to the adjoining province in question. However, it ends in the province where it originally appeared. Thus, no province can have plague for two consecutive turns though any province may have plague on alternating turns due to the adjoining province provisions.

4. If, at t he start of any Game Turn where drawing occurs to determine whether the plague spreads, nether a 1 nor a 2 is drawn, plague is ended and does not start again during the course of the entire game. However, if a 1 is not drawn at the start of the first Game year the drawing continues each Game Year until plague starts or the game ends.

27.2 DISEASE

General Rule: If one-half or more of the cities in a given province are besieged continuously for one Game Year (i.e., the siege is not broken during any Game Turn) disease breaks out in the province. A city is "besieged" when surrounded by Enemy units or Zones of Control where none of the surrounding units are more than three hexes distant.

Cases:

1. No taxes may be collected in a province the year following the outbreak of disease.

2. In Scenarios involving fyrd, only one half of the fyrd is available the year following the outbreak of disease.

3. If the conditions set forth in the General Rule persist for a second year, disease continues for a second year. Disease is present for only one year and is repetition of the requirements which caused it to break out is necessary to continue disease for any subsequent years.

MODULE #28 DRAFT RIOTS

In the usual course of events, the armies were made up, at various periods, of volunteers, paid professionals, soldiers of fortune and/or non-volunteers. The Romans and others used a fairly equitable system of draft but that was abandoned during the Dark Ages to be replaced by press gangs, which persisted to the early modern period . The draft, as we know it, is a fairly modern development. When it was used to raise large amounts of troops it sometimes led to disastrous riots which forced a country to garrison its own cities against its people, just as if they were an occupied enemy people.

General Rule: When using the Draft Module, one draft per year, per city, can be made to raise an inexperienced infantry unit.

Cases:

1. A D10 is rolled for each city from which troops are to be drafted, the number obtained being compared to the chart below.

2. Drafting may only be done in home province cities.

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

4. Drafting is done at the same time as production of units.

5. Those units sent to garrison a city in riot must be the nearest units of the required type to the city where the riot occurs and they must be sent by the most direct route to that city without delay.

6. One and only one inexperienced infantry unit may be raised per city during a draft. However, this unit is raised regardless of whether a riot occurs.

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

MODULE #29 RAILROADS

Railroads revolutionized the strategic aspects of warfare. Armies could now be moved and supplied with undreamed of rapidity. Had railroads not been available modern mass armies would not have been possible. Railroads are actually superior to roads. They are easier to repair and can carry considerably more traffic. For example, assuming motorized transport a gravel road can carry 3,400 tons a day of supply, an asphalt highway 5,800 tons and a concrete

highway 8,400 tons. Assuming a five-ton load (average) per truck, you need 6800 trucks a day for the gravel road, 1,160 for the asphalt and 1,680 for the concrete road. A single line railroad can carry 4,000 tons a day (in ten trains, each with one locomotive and twenty cars). A double line railroad is much more efficient, carrying 12,000 tons a day (thirty trains of twenty cars each). Railroads are also much faster than trucks, with each truck needing a driver. A typical train could, by the early 20th Century, cover 400 miles a day. A train carrying 400 tons needed a crew of only five men - that's one man per 80 tons compared to one man per five tons with trucks. In addition, trains consumed much less fuel. Of course, it is easier to BUILD roads than to build railroads. Recently, also, improvements in motor transport and the carrying capacity of aircraft have diminished the value of railroads somewhat. But, in a strategic sense, they are still decisive today.

General Rule: In Scenarios where this Module is used, the solid, dashed or dotted lines on the map represent Primary and Secondary and Unimproved Rail road lines, respectively. (in addition to representing Primary, Secondary and Unimproved Highways). Units are moved by rail through the expenditure of Rail Capacity Points (hereafter referred to as Railcaps). Players are allocated a certain number of Railcaps per Player-Turn as indicated in their initial Orders of Battle in a given Scenario.

Cases:

1. Railcaps may not be accumulated from Player-Turn to Player-Turn (although with in a single Game-Turn, Allied Players may trade, sell or give each other Railcaps, (if there is an overland rail link between their countries).

2. Players must expend one Railcap for each corps or corps equivalent transported by rail in a given Movement Phase . A "corps or corps - equivalent " is defined as any land unit or counter with a three dot symbol on its right-hand edge or any three single dot units or such combination as equals three dots.

3. Units moving by rail may be moved any distances along the railroad in the same Movement Phase regardless of terrain or of the movement Allowance of the unit being moved.

4 . If, at any point along the route of travel, a unit is transported over a Secondary Railroad, then an additional Railcap must be expended for each corps or corps - equivalent. Also if a unit is transported over and Unimproved Railroad two additional Railcaps must be expended. NOTE: Railcaps be broken into fractions (thirds) to accommodate transport of less than corps sized units.

5. Units travel by rail only in the first Movement Phase of a Player-Turn, before the movement of land units. Units with a Movement Allowance of five or six must pay an "entraining-detraining" cost of four Movement Points. Units must begin their Movement Phase on a rail line (or city) if they are to travel by rail.

6. Units may not begin or end their rail movement in Enemy controlled hexes, nor may they enter Enemy Zones of Control after detraining in the same Movement Phase (they may, however , expend their one or two remaining Movement Points if they wish).

7. Units may not remain "entrained" - they must pay the four Movement Point entraining cost, plus expending the appropriate number of Railcaps (or fractions thereof) for each Movement Phase in which they use rail travel.

8. All railways on the map are considered to be the same gauge, i.e., compatible. Players may not, however, use railroads outside their home country unless (a) they have conquered and secured the Enemy province or provinces containing the route of travel and/or (b) an Allied Player agrees to allow travel upon his provinces railroads. In addition, rail lines in hostile, unsecured provinces may not be used for any purpose unless the cities through which the rail route travels are garrisoned. The garrison may be any friendly unit , including installations.

9. The rail lines in a hostile province are considered secure (for all uses) when more than half of the cities in such a province are occupied by the invading force and they are available for use the turn after an Administrative unit has been placed (and remains) in one of the conquered cities. Players receive one additional Railcap for each hostile province which they secure in the above manner. Likewise, the invaded nation loses one Rail cap for each province so secured, and may not thereafter use t he lost rail lines to transport its own units.   {see Module #33:Administrative Units)

10. Players may not use railroads in advance of their own front lines. If the situation is "fluid" and the front is indeterminate, then Players may only use rail lines as far as their most advanced Depot units and/or garrisoned cities.

MODULE #30 ALLIANCE

When strong national states were around, they tended to rely on national armies, rather than hire mercenaries. An alliance was more tenuous than hiring mercenaries in many respects due to sensitive feelings but it was more reliable than mercenaries in other ways since an allied commander couldn't take off for home, as a mercenary could, without incurring the ire of his home country.

General Rule : One Player may ally with another and place some or all of his troops under the command of the other Player, if he so desires, for any length of time .

Cases:

1. Troops under the command of another Player fight using their original Combat Results Table or Combat Results Factor.

2. When troops of two Players are allied and involved in the same combat action, the Combat Result Table or Factor of the predominating side (i.e., the side with the greater number of Attack Points) is used. In the event of equal balance, use the lower Combat Result Factor or the higher Combat Results Table.

3. Units under the control of another may only be moved during the turn of the controlling Player.

4. While control of a given unit may be assigned or withdrawn during any Game-Turn, only the Player controlling the unit at the start of t he Game-Turn may move it. Thus if the controlling Player at the start of the Game Turn assigns control to a Player in the middle of the Game Turn, prior to the Player Turn of the new commander and after the Player Turn of the owning Player, the unit can neither move nor attack under the command of the new controlling Player unit his following turn.

MODULE #31 PARTISANS

Propaganda to the contrary not withstanding, the experience of World War II and conflicts since then is that if an invader or occupier has the common sense to leave a populace to its own devices, and neither slaughter, extort or conscript the natives, they, in turn, will ignore the invaders. Time after time the invader, whether Germany in France, China in Tibet or Israel in Palestine, has oppressed the natives and received their just consequences. Can you avoid t he temptation?

General Rule: For each Production Interval one partisan unit (l-5) is generated: This unit is placed anywhere in. the occupied province and moved by the original owner of the

province.

Cases:

1. Partisan units have an inactive Zone of Control.

2. If, as a result of treaties, an occupied province is ceded to the occupying Player production of partisans ceases and all partisan unit s created to that point are removed from the Game Map.

3. Thereafter, if the province is occupied by another Player, the partisans then produced are controlled by the Player to whom the province was ceded.

4. Capture of a city in an occupied province by partisan units generates three new partisan units.

5. Partisans have an Air Defense Strength of five.

MODULE #32 AIRFORCES

General Rule: Players may conduct air operations during the Air Segments of their Movement and Combat Phases. Air-to-Ground bombardment is resolved using the Bombardment Table. Air-to-Air combat is resolved using the Ground Combat Results Table.

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

Cases:

1. Air units <u>must</u> be based in Airbase or Airstrip counters. Air units on the ground are placed <u>under</u> the Airbase / Airstrip counter. Any number of air units may be based in a single Airstrip but only three units may take off and only three units may land at the same base during any given Air Movement Segment. Any number of air units may be based in a single Airbase but only six units may take off and only six units may land at the same base during any given Air Movement Segment

2. Air units <u>must</u> return to the same base from which their flight originated. The base of origin <u>must</u> be in General Supply (air units do <u>not</u> need Combat Supply). Air units may not fly out of bases not in General Supply.

3. The Range Allowance of air units is the <u>total</u> (roundtrip) range of the aircraft. Air units do not suffer any movement penalties due to terrain. Air units may not exceed their range limitations or fly "one-way suicide missions."

4. Air-to-Ground or Air-to-Air combat action is resolved in a fashion similar to that of Ground Combat; i.e., the attacking air units compare their Combat Strength to that of the defender(s) and combat is resolved using a D10 roll in conjunction with either the Bombardment Results Table or the Ground Combat Results Table.

5. Notice that air units have two Combat Strengths: the first Combat-strength number is the unit's air-to-ground value or Bombardment Strength; the second number is the unit's air-to-air Combat Strength or Aerial Strength.

6. Air units may be assigned one of six basic <u>missions</u> per owning Player Turn:
(a) BOMBARDMENT: Destruction of Enemy Ground and Sea targets.
(b) INTERDICTION: Inhibition of Enemy movement and supply.
(c) INTERCEPTION: Attacking of Enemy air missions.
(d) COMBAT AIR PATROL: Protection of surface units (CAP).
(e) COMBAT AIRLIFT: Transporting ground units, supplies or paratroops.
(f) TRANSFER: Relocation of air unit.

7. All types of air units (Heavy Bombers, Light Bombers, Fighter-bombers, Fighters and Air Transports) may perform all of the above missions <u>except</u> as follows:
Heavy Bomber units: No intercept, CAP or Airlift missions
Light Bomber units: No airlift.
Fighter units: No airlift.
Air Transport units: No Bombardment, Interdiction, CAP or Intercept.

8. Bombardment: Bombing missions (employing the Bombardment Results Table) may be conducted against the following targets:
a. Mobile Ground Units. (including supply units)
b. Naval units (excluding SubFlots).
c. Airbases (and any air units in them).
d. Depot units.
e. Production Centers.
. Cities.
g. Port Facilities.
h. Resources (Raw Materials) .
i. Rail Capacity (by attacking Administrative units).

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

DRAFT CHART			
D10 Roll	Riot?	Number and Type Unit to Garrison	Are Taxes Available in Current Game Year?
1	No	N/A	Normal
2	No	N/A	Normal
3	No	N/A	1/2 Normal
4	No	N/A	1/2 Normal
5	Yes	1x 3-5	1/2 normal
6	Yes	2x 3-5	1/2 Normal
7	Yes	2x 3-5	1/2 Normal
8	Yes	1x 5-6 & 1x 3-5	No Taxes
9	Yes	1x 5-6	No Taxed
10	Yes	2x 5-6	No Taxed

9. <u>Anti-Aircraft Defense Strength</u> (A.A. Strength): Units undergoing bombardment by air units have a certain intrinsic AA Strength. It is to this AA Strength that the Bombardment Strength of the attacking air units is compared in order to determine the odds of use on the Bombardment Results Table. The odds are always rounded off in favor of the units on the ground. The following targets have the AA Strength listed below:

<u>Ground Combat Units</u>:	2 points per corps, 1/2 point per division (counting fractions).
<u>Supply Units and Depots</u>:	1 point per unit.
<u>Naval Units</u>:	At sea - AA Strength indicated by middle Strength number on counter. AA Strength is halved when in port or in Narrow Channels.
<u>Airbases</u>:	4 points AA (air units in base have no effect on AA Strength). Ground Defense 2 CBT
<u>Airstrips</u>:	2 points (air units in base have no effect on AA Strength). Ground Defense 2 CBT
<u>Cities</u>: (including ports):	1 point.

<u>Naval Bases</u>:	3 points
<u>Administrative Units</u>:	1 point.
<u>Resource Centers</u>:	Equivalent to value of specific center being bombed.
<u>Production Centers</u>:	Equivalent to 5% of the initial production capacity of Center. E.g., with initial capacity of "40" would have an AA Strength of "2." Fractions round off to nearest whole number.
<u>Refineries</u>:	1 points
<u>Flak Units</u>:	3 points.
<u>Fort</u>:	3 points, whether occupied or not.
<u>Fortress</u>:	12 points, whether occupied or not.

NOTE: Air units are never destroyed or disrupted by the AA strength of targets. High AA Strength only has the effect of reducing the effectiveness (by lowering odds) of the attacking air units. The AA Strength, thus, is purely defensive (for example in the case of fortifications the AA Strength represents the thickness of the concrete).

10. The AA Strength of <u>units</u> (i.e., all counters with a Movement Allowance) is dependent upon being in General Supply. Combat Supply (Supply units) need not be expended for AA purposes. Attacks upon units which are not in General Supply are augmented by adding "1" to the D10 die roll result of the attacking air units.

11. The AA Strengths of the various types of targets within the same hex are, generally speaking, <u>non-cumulative</u>; i.e., they are not totaled into one combined AA Strength. The following are exceptions to the above statement:

(a) Flak units (3-5) <u>always</u> add their AA Strength to that of any target which shares their hex, no matter how many targets in that hex may be under attack in the same Air Combat Segment.

(b) Cities· also add their one point of AA Strength to the defense of any target in the same hex.

(c) Naval units in port add their AA Strength to the defense against the bombardment of "Port Facilities."

NOTE: Ground Combat units (including artillery units) must always be treated as a single combined target when stacked together in a hex.

12. Disrupted targets have their AA Strength cut in half (fractions count).

13. No target, whatever its actual strength or condition defends, at any time, with an AA Strength of less than one; e.g., a single "2-6" Armored Division would normally have an AA Strength of "1/2". If attacked alone on a hex, however, its AA Strength is raised to "1."

14. Bombing attacks against Ground units (including Supply units, Depots, Artillery units and Administrative units) which are located in Forest, Mountain or Badlands hexes are reduced in effectiveness by subtracting "1" from the D10 die roll result of the attacking air units.

15. Fortifications use their AA Strength to protect the Ground units inside them. The AA Strength of Ground units inside a fortification is ignored. Fortifications (including the units in them) are bombed as if they were regular Ground

units: the result of the bombing applies to the Fortification and <u>any</u> units inside. Flak units do add their AA Strength to that of the fortification.

16. **<u>Interdiction</u>**: Interdiction missions are initiated during the second Air Movement Segment, employing Air units flown in the first Air Segment. The Player flies his units to the hex he wishes to interdict and leaves them there (up in the air until the <u>beginning</u> of his next Player Turn / first Air Movement Segment, at which time the units must return to base. Units <u>returning</u> from an interdiction mission <u>may</u> be used for some other mission during the same Player Turn (in which case they could <u>not</u> fly another interdiction mission that turn). Interdiction missions may be flown against any hex, occupied or unoccupied (except High Seas hexes).

17. Enemy Ground units travelling into, out of or through an interdicted hex must exercise one of two options: (a) they may pay an <u>additional</u> Movement Point cost of three (or one Railcap if traveling by rail) to enter or leave or pass through that hex; or (b) they pay no extra Movement cost but must submit to an <u>immediate</u> Bombardment by the interdicting air units. Ground units <u>must</u> enter or leave or pass through interdicted hexes <u>singly</u>: Only the AA Strength of the moving unit is applied in case of exercising option (b). Any time option (b) is exercised in a given Movement Phase, the air units may attack regardless of how many combat actions this constitutes. This is an exception to the general practice of one attack-per-unit-per-Player-Turn.

18. General Supply lines may not be traced through a hex under interdiction by ten or more Enemy Bombardment Points. General Supply lines may not be traced through "bridge" hexes (rail-lines crossing rivers) which are under interdiction by five or more Enemy Bombardment Points.

19. When interdicting a forest hex, the first five Bombardment Points of the interdicting force is ignored (for all interdiction purposes). In other words, if an interdicting force over a Forest hex consists of only five (or less) points, then there is no interdiction effect. If the force is larger than five Bombardment Points, then only the amount by which it exceeds five can be brought to bear.

20. Enemy air units may fly through interdicting units without penalty or effect.

21. Enemy air units which successfully destroy or drive off interdictors relieve the effects of interdiction. The placement in an interdicted hex of counter-interdicting air units <u>at least equal</u> in <u>Aerial</u> Strength to that of the interdictors, <u>immediately</u> relieves the effect of interdiction. These <u>counter-interdictors</u> must attack the interdicting air units in the counter-interdicting Player's Combat Phase. If the counter-interdicting Player's attack is unsuccessful, the interdictors 're-exert their effect for the remainder of the <u>counter</u>-interdicting Player's Turn. Such counter-interdiction missions are initiated in the <u>counter</u>-interdicting Player's <u>first</u> Air Movement Segment. Only Light Bomber and Fighter units may <u>counter-interdict</u>. NOTE: a force weaker than the Interdictor's may counter-interdict but they do <u>not</u> immediately relieve the interdiction effect: only after a successful combat action would such a weak counter-interdiction drive off the interdictors.

22. The presence of an Enemy Flak unit discounts the effect of the first five Bombardment Points of the interdicting force (similar to the effects of Forests in Case #19). The Enemy Flak unit must have <u>begun</u> its first Movement Phase in the interdicted hex (and may not move) to have this nullifying effect. This effect is in <u>addition</u> to the effect of Forests.

23. Units in Airbases (or units landing at Airbases) that are under Enemy interdiction must submit to an attack by those interdictors if they wish to fly out of or into that base. This attack is made immediately at the option of the interdicting Player. Counter-interdiction missions <u>against the Enemy units over Friendly Airbases</u> may originate from those Airbases without first suffering an attack by the interdictors.

24. Coastal Sea hexes and Intermediate Sea hexes may be interdicted in a manner similar to the interdiction of Land hexes. Naval units entering, leaving or passing through such hexes may either (a) expend half their total Movement Allowance (in addition to normal costs) and thereby suffer no attack; or (b) move at the normal rate and submit to an attack by the interdicting units. EXCEPTION: Transports and Attack Transports moving together, combine their AA Strengths with each other or with one Heavy or Light Fleet (including Carrier Light Fleets). See Naval Module.

25. **<u>Interception</u>**: At the beginning of each owning Player Turn, a Player may assign Light Bomber and/or Fighter units to Interception missions. The units on interception duty are placed upside down on <u>top</u> of their airbase of origin and may not fly or otherwise be employed during the owning Player's Turn. During the <u>enemy</u> Player's Turn (or Turns in a multiplayer game) units on interception duty may fly out and attack Enemy air missions.

26. Units on interception duty have their Range Allowance cut in half (See Technology Level Module).

27. Interception takes place after the first Enemy Air Movement Segment and before the Enemy Air Combat Segment. Interceptors land during the second Enemy Air Movement Segment. The effects of interceptor "attacks are immediate. Air-to-Air Combat is resolved on the Ground Combat Results Table.

28. The Intercepting Player is considered to be the attacker. The Bombing Player is the defender: the Bombing Player must allocate those of this Fighter and/or Light Bombers (if any) he wishes to use as his Escort, upon attack. Units allocated to an Escort role may not participate in the actual Bombardments). All the Interceptors then attack all the Escorts in that hex (in one combined combat action); the results are applied immediately. If there are no units available to form an Escort (or if the Moving Player does not wish to form an Escort) then the Bombers (or Transports or Fighters) may be attacked directly by the interceptors. A single attack is executed using <u>all</u> the interceptors against <u>one or more</u> or-the Bomber units. The number-and type of units in an air-stack which will be the object of such an interception is up to the intercepting Player. The results are immediately applied. The results on the Ground Combat Results Table mean the following for Aerial Combat:

AD = Attacker disrupted; all units return to base for two full Friendly Movement Phases.

AE = Attacker eliminated; one attacking unit (attacker's choice) eliminated, remainder disrupted.

EX = Attacker decides which single defending unit must be lost and then must at least match the loss (in Aerial Strength PoJ.nts) by losing one of his own involved units.

DE = Defender eliminated; one defending unit defender's choice) is eliminated, remainder disrupted.

DR1 = Defender disrupted; all units return to base for two, full Friendly Movement Phases.

NOTE: When defending air units are disrupted (DR1 or DE) they immediately are flown back to base, without completeing any further tasks they may have been assigned; exception - disrupted Bombing missions may be executed if the Bombing Player sacrifices a single Bombing unit (above and beyond any lost in a DE result) before Bombardment odds are figured. this is called "pressing the

attack." Remainder complete mission and return to base in a disrupted state.

29. If the attack by the interceptors against the Escort is <u>successful</u> (a result of DE, DR1 or EX in which the attacker has survivors but the defender doesn't) then the number of Aerial Points (not necessarily a whole unit) by which the intercepting force <u>exceeded</u> the Aerial Points of the original Escort force, may be applied to an attack against one or more units of the Bombing force. Note that this is an exception to the general practice of not being able to use partial Combat Strength and not using the same unit in more than one combat action. The intercepting Player may select which Bombing force unit or units will be the subject of his attack. If more than one unit is attacked, the defenders combine their Aerial Strengths. The results of this attack are applied <u>before</u> Bombardment odds are calculated. If the intercepting Player is using only a fraction of one of his unit's Aerial Strength, the result is nevertheless applied to the whole unit. EXAMPLE OF AN INTERCEPTION ATTACK: Two 5-5-24's (L's) plus three 10-3-48's (H's) fly on a bombing mission to a given hex. The mission is intercepted by two 2-9-20's (F's) plus one 5- 5-4 (L). The Bombing Player decides to use both his "L's" to form his Escort. The interceptors attack the escorts at 23 - 10 (or 2-1) and the Combat. Result is DR1. The Escort is disrupted and immediately returned to base. The 13 points by which the interceptors exceeded the Escort may not be applied in an attack against one or more of the Bombing Force units: The three 10-3- 48 1 s (H's). The Interceptors attack two of the "H's" at 13-6 (or 2-1). The result is DR1. Instead of returning the two disrupted "H's" to base and attacking with only the remaining, unmolested "H", the Bombing Player decides to "press the attack,"" sacrificing one of the disrupted "H's" in order that the second one may join the unattacked "H" in the Bombing mission. The Bombers attack with a strength of 20 Bombardment Points and subsequently return to base where the single disrupted "H" must remain for two whole Friendly Air Movement Segments before it may fly again (at the beginning of the third Air Movement Segment).

30. **Combat Air Patrol**: Combat Air Patrol missions (CAP) may be thought of as a sort of "static" interception mission combined with a sort of interdiction of Enemy Air Movement. Units on CAP take off during the second Air Movement Segment and fly to the hex to be patrolled. CAP missions land at the beginning of the first Air Movement Segment of the next Friendly Player Turn, at which point they may fly another type of mission or be held to fly CAP again (much like the routine involved in INTERDICTION).

31. Units on CAP may fly at their full Range Allowance.

32. Units on CAP do not affect Enemy surface units nor are they-affected by them (except as noted in Case #37).

33 . Enemy Air units flying into or through a hex containing Friendly air units on CAP must stop and submit to an interception attack by the CAP units. This attack proceeds exactly as if it were a normal intercept. The CAP Player has the option of whether he will attack a given Enemy mission. Any Enemy air units which survive this CAP attack may then proceed to their target in the same Movement Segment

34. Enemy units must fly through CAP hexes one "mission" at a time; i.e., each specific group of units on their way to attack a specific target in a given hex must submit to an attack by the CAP . The CAP units may make as many of these attacks as there are Enemy missions flying the CAP units are disrupted or destroyed by such an attack, they can no longer fly their. mission during the remainder of

that Player Turn.

35. Enemy units which fly into a hex containing the CAP in order to run a Bombardment or Airdrop mission in that hex must submit to an attack by the CAP before they execute their mission. Units on Interception duty may <u>not</u> combine with Friendly CAP in an attack They may, however, attack the same Enemy units as were attacked by the CAP simply by following the normal intercept procedure after the CAP attack has been executed (this i s called "follow-up interception•"). Enemy units disrupted by CAP attacks defend at half value against the follow-up attack by interceptors.

36. The same Enemy air units could conceivably be attacked by more than one CAP mission (as well as a "follow-up" intercept) if they flew into more than one CAP occupied hex. In such cases the same units designated as Escort must perform that assignment for each CAP (and any intercept). The Escort may <u>not</u> be reinforced by assigning other units to it. If attacked by a CAP mission before the target is reached, any defending units suffering DE, EX or DR1 obviously could not be used to defend further along the mission if eliminated or disrupted.

37 . CAP missions may not be flown in Enemy occupied hexes which contain Flak units nor in hexes containing six Points, or more, of other types of Enemy AA Strength (excluding fortifications).

38. CAP missions (and interdiction missions) may themselves be attacked by Enemy "hunter" groups composed of Fighter and / or Light Bomber units specifically sent to at-

BOMBARDMENT TABLE

+2	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	+2
1	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	1
0	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	0
-1	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12-1	-1
-2	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12-1	13-1	-2
1	-	-	-	-	-	-	D	D	D	D	D	D	1
2	-	-	-	-	D	D	D	D	D	D	D	X	2
3	-	-	-	-	D	D	D	D	D	D	D	X	3
4	-	-	-	D	D	D	D	D	D	X	X	X	4
5	-	-	-	D	D	D	D	D	D	X	X	X	5
6	-	-	D	D	D	D	D	D	X	X	X	XX	6
7	-	D	D	D	D	D	D	D	X	X	X	XX	7
8	-	D	D	D	D	D	D	D	X	X	XX	XX	8
9	-	D	D	D	D	D	D	X	X	X	XX	XX	9
10	D	D	D	D	D	X	X	X	X	XX	XX	XX	10
Results vary: See Bombardment Results Chart													

tack them. The CAP may not attack such units as they enter its hex, but must receive their attack during the Enemy Air Combat Segment. The allocation of a "hunter" group <u>at least</u> equal (in Aerial Strength Points) to an attack upon a CAP immediately relieves the effect of the CAP (in a fashion similar to the way interdiction is relieved in Case #21). The possibility exists that a CAP and a, Friendly interdiction mission would be flown at t he same time in the same hex (by different units). The CAP must be dealt with <u>first</u> (by a "hunter" group at least equal-in-strength), before any other Enemy air units may <u>counter-interdict</u>. Of course, the covering CAP may be attacked by a force weaker than itself, but this would prohibit any counter-interdiction

in that hex. A given "hunter" group may attack only one CAP occupied hex per owning Player Combat Segment.

39. Units on CAP missions over Enemy Airbases affect Enemy air travel in and out of such a base in the same manner as interdictors in Case #23.

40. Units may fly CAP over Friendly Fleets at sea or over vacant Coastal and Intermediate Sea hexes.

41. CAP (or interdiction) missions which clash with Enemy CAP or interdictors (by being flown to the same hex) must fight an "air superiority" combat action: the Player with the greater number of Fighter and/or Light Bomber Aerial points is considered the attacker. He must attack the Enemy CAP and/or interdictors by pitting his total available Fighter/Light Bomber Strength against the total strength of the Enemy CAP/Interdictor Force. If the result is an "Exchange" with each side having surviving units, then the survivors must immediately fight again (and continue this procedure until one side or the other is totally disrupted or eliminated).

42. **Combat Airlift**: Only Air Transport units (0-3-18's) may perform Combat Airlift missions. There are four types of mutually exclusive Combat Airlift missions: (a) Supply Airlift; (b) Supply Airdrop; (c) Unit Airlift; (d) Paratroop Airdrop.

43. Procedural Notes: Air Transports flying Supply or Unit Airlift missions fly from their base of origin to any Friendly Airbase within the their total Range Allowance (18 hexes) in their first Air Movement Segment and then must turn around and fly back to their base of origin in their second Air Movement Segment. The return flight is empty of units or supplies. Only "1- 5" Infantry divisions may be so transported (one per air transport unit). Units being transported by air must begin the Player Turn in the Airbase . After delivery to their destination (in the same Movement Phase) they may move and fight normally after expending two Movement Points to " deplane." Supply Airlifts serve to establish a General Supply link (for the entire Player Turn) between the base of origin and the base of delivery if one or the other base is in General Supply by an overland route . General Supply lines established by air can be considered to be bringing in supplies to the base of origin or flying out supplies to the base of delivery. Note that this is an exception to the rule that states "Air units may not fly out of bases not in General Supply" (Case #2). Whichever base (base of origin or base of delivery) is not in General Supply by overland routes becomes, for that entire Player Turn, a source of General Supply for all units within five Movement Points of the Airbase. Air Transports may not Airlift Supply units (Exception: see Technology Level Module).

BOMBING EFFECTS CHART

TARGET	RESULTS "D"	RESULTS " X"	Results "XX"
Mobile Ground Units (Movement allowance of 5 or 6)	Units **immobilized** for ensuing Player Turn (may still attack). Affected Supply unit may only be used to support Combat by units in same hex.	Units **Disrupted** for the remainder of the Attacker's Turn and the ensuing owning Player's Turn.	Unit is **Destroyed**.
Naval Units at Sea (except Subflots) NOTE: Heavy Bomber units may not bombard ships at Sea (see Naval Module).	Unit's Movement Allowance cut to **one-third** for ensuing owning Player's Turn.	Unit's Movement Allowance cut to **one-third**. Units considered **Damaged.**	One unit **Destroyed** (attacker's choice) remainder **Damaged**.
Depot Units	Depot may **not** be used for Combat **Supply** in ensuing owning Player's Turn and remainder of Attacker's Turn	Depot **Disrupted** for remainder of Attacker's turn and for ensuing owning Player's turn. May **not** be used for any form of **supply**.	Unit is **Destroyed.**
Airstrips Airbases	Takeoff / landing capacity reduced to **one-third** for ensuing owning player's turn.	Airstrip/base **Disrupted** ("closed down") for ensuing owning player's turn; **one-third** of units in airstrip/base **Destroyed** Attacker's choice	Airstrip/base **Destroyed** along with **all** air units in it.
Production Centers All Industrial Complexes	2 Production Points lost (Permanently) / one third of Complex capacity lost for next Production Interphase.	4 Production Points lost (Permanently) / two thirds of Complex capacity lost for next Production interphase.	8 Production Points lost (Permanently) All Complex capacity lost for next Production interphase.
Cities	One Tax credit lost for next Production Interphase	One-half of total tax credits lost for next Production Interphase	All total tax credits lost for next Production Interphase
Port Facilities Naval Bases (including ships in port)	Port capacity cut to **one-third** for ensuing owning Player Turn. Any Naval units in port are **Disrupted**.	Port **closed** for ensuing owning Player's Turn; one Naval unit in port **Destroyed** (attacker's choice) remainder **Disrupted**.	Port **closed** for ensuing owning Player's Turn all Naval units in port are **Destroyed**.
Resources (Raw Material Centers) MUST BE ATTACKED BY SPECIFIC TYPE IF MORE THAN ONE TYPE IS IN THE HEX.	No effect.	**Half** of all Resource Points **not available** for the next Production Interval; round off in attacker's favor.	**All** of the Resource Points are **not available** for the next Production Interval.
Rail Capacity	Rail travel in province costs **1** Railcap per corps **extra** in ensuing owning Player Turn.	Rail travel in province costs **2** Railcap per corps **extra** in ensuing owning Player urn.	Rail travel in province costs **3** Railcap per corps **extra** in ensuing owning Player Turn.

44. Ground units (on any type of terrain) may be resup-plied by air in a Supply Airdrop mission . One hex may be placed in General Supply (for-the entire Player turn) by each Air Transport unit so assigned. Alternately, one corps, or its equivalent may be Combat Supplied by each airdropping Transport unit. This sort of Combat Supply does not require a Supply unit. The Air Transport unit flies from a base in General Supply, is placed on the unit or hex to be supplied and then, in the second Air Movement Seg-ment, it flies back to units base of origin . It may not ex-ceed its total Range Allowance in the act of making the round trip (i.e., 9 hexes out and 9 hexes back).

45. **Paratroop Airdrop**: Each Air Transport unit may para-drop one parachute-infantry division (1- 5) in the first Air Movement Segment of the owning Player Turn. There are no special parachute infantry counter supplied with the game: Players designate which l- 5 's are parachutists by noting their identity numbers. Units so designated must be produced at the cost indicated on the Cost of Units Chart. Note: if Players wish to permanently mark specific 1-5 counters as Parachute Infantry, they should use a fine-point pen to alter the unit symbol to look like this:

46 . Paratroopers may not be airdropped into the following types-of terrain: hexes totally covered by Forest , Lake or Sea or hexes containing any "Peak" splash-lines. Paratroop-ers may not drop onto Enemy Combat units but they may drop onto Enemy controlled hexes. In addition, they may drop onto unguarded Enemy Airfields, unoccupied Fortifica-tions and unoccupied Enemy Cities. Airdrops onto unguard-ed Enemy Airbases require the paratroops to fight the "airbase" (actually the base security detachments). The Airbase defends with a Strength of one point. If the para-troops obtain a DR1 or a DE result' the Airbase, and all Air units on it, are destroyed. If the result is EX, both sides are eliminated. If the result is AE or AD, the paratroopers are eliminated. Such attacks must be executed before all other Ground combat actions. Air drops are conducted after In-terception results and before the Ground Combat Phase. Paratroopers may not move in the Player Turn in which they are dropped but they may attack and be considered in Combat Supply and General Supply for that Player Turn without expending Supply units or tracing supply lines. In their next Player Turn, however, they are treated like any other unit. Transports which perform paradrops may not exceed their total Range Allowance within the Player Turn (i.e., 9 hexes maximum from base of origin).

47. **Transfer**: Players may transfer air units from base to base by flying them up to their total Range Allowance (printed value) and landing them in their new base of origin. Transfers take place in the first Air Movement Seg-ment. Transferring units may not be assigned any other missions until the beginning of their next Player Turn.

48. **Shuttle Missions**: Players have the option of creating a base (or system of bases) for use in "shuttle" type mis-sions which shuttle bases may not be occupied by any air un its as their base of origin. Procedure: In the first Air Movement Segment an air unit may fly from its base of origin to a target within the reach of its total Range Allow-ance. The mission is executed (airdrop or bombing) and then in the second Air Movement Segment the air unit ex-pends the unused portion of its Range Allowance (from the first Air Movement Segment) to reach and to touch down at the shuttle base. It must then (in the same segment) turn around and fly back to its base of origin (which can be no further away than a unit's total Range Allowance). Note that this Shuttle procedure is an exception to the general practice of not allowing a unit to exceed its Range Allow-ance in a given Player Turn and Movement Segment.

49. **Shuttle Example**: A 10-3-48 (H) flies 30 hexes to a target, conducts a bombing attack and then, in the second Air Movement Segment, continues on to a shuttle base 18 hexes away (from the target). It touches down at the shut-tle base and then goes back to its base of origin, 48 hexes distant. NOTE : NO MORE THAN THREE AIR UNITS (of any type) may touch down at a shuttle base in any given Player Turn. If air units are transferred to such a base, it may no longer serve as a shuttle base. No other units may land, take off or occupy a base while being used as a shuttle base.

50. Air units returning from Interdiction and CAP missions only to find their base of origin destroyed, are themselves destroyed (but the effects of their just-completed missions still hold true). Airbases (and the units in them) are de-stroyed upon being attacked on the ground if the result of the attack is DE, DR1 or EX if no Ground units are defend-ing the base. Airbases have a Combat Defense Strength of "0ne"if un-garrisoned. They do not contribute this strength point if they are garrisoned by a Ground Combat unit.

51. Mission-Abort Option: The following missions may be aborted (voluntarily cancelled before completion). (a) Bombardment missions and (b) Interdiction missions. The Aborting Player announces that his mission is aborted after the interceptors or counter-interceptors have been allocated but before any aerial combat takes place. The aborted mission returns to base without damage but the air units involved may not be used again that Player-Turn (in other words, treat the aborting units as if they had flown the mission) . A Player may only abort a mission against which the Enemy has brought to bear odds of 3-1 or great-er (or if using Technological Levels, the equivalent of 3-1 odds on the " Zero" Combat Results Table.). The odds are figured against the Escort, if any, in Bomber missions or against the whole stack in the case of unescorted Bomb-ers or interdict ors. Interdictors with a Friendly CAP over them (in the same hex) may not abort whatever the odds. The interceptors (or counter-interceptors) which cause the abort return to their base, at which point half (in Aerial Strength) of those air units become immediately available for re-allocation that same Air Movement Segment. If this "half" of the re-allocatable force does not work out evenly in whole units, round it off downward but never to less than one whole unit. The flying of re-allocated Air units does not count against Airbase take-off and landing capaci-ty.

52. After paying the appropriate cost (as per the Cost of Units Chart) and waiting the appropriate time, Airbases and air units may be brought onto the Game-Map . Airbases may be placed in any province that is under control (i.e., more than one-half the cities have been taken and an **Administrative** unit has been moved in). Obviously, it may not be placed behind Enemy lines, although if a Player insists let him. Airbases may also be placed on Small Is-lands. Air units may be brought onto the Game Map in any home province Airbase. They may fly missions in the same Player Turn.

53. Airbases may be demolished at a Player's desire . This would be done when a Player was running out of Airbase counters in his color. Each new Airbase must be paid for the demolished ones might be used on the, following turn after demolition.

Module #33 NAVAL AIRFORCES

Cases:

1. Players owning Carrier Fleet units (6-4-90C) may base up to two Light Bomber or Fighter units (or one of each) on each Carrier Fleet. Such air counters constitute the Naval

Airforce and only those specific air unit counters (as identified by their identity-numbers) may operate from Carrier Fleets. The specific Carrier Fleet is equivalent to the unit's base of origin.

2. Naval Air units may be based in land bases but Regular Airforce units may not be based on Carrier Fleets. Naval Air units may perform Shuttle missions or be transferred from Land bases to Carriers, Carriers to Land bases and Carrier to Carrier (using normal Transfer mission techniques).

3. Naval Air units may perform all missions open to their type of aircraft (F and L). In addition, they have special characteristics not possessed by Regular Airforce units:
(a) Naval Air units double their Bombardment Strength when attacking Enemy Naval Surface units at sea.
(b) Naval Air units quadruple their Bombardment Strength when attacking Enemy Naval Surface units in port, on Coastal Sea Small Island hexes or in Narrow Channel hexes (see Naval Module). This is, in reality, a doubling of the normal rule in (a) by reason of the Narrow Channel rule.
(c) Naval Air units may conduct Air-Sea searches (see Naval Module).

4. Carrier Fleets may move in the first Naval Movement Segment and then launch planes in their first Air Segment. They may not move in the second Naval Movement Segment if the planes launched in the first Air Movement Segment are assigned any mission other than Transfer to a Land base. The Carrier Fleet must remain stationary during the second Naval Movement Segment and retrieve its air units in the second Air Movement Segment. The Carrier Fleet may similarly not move during the next Naval Movement Segment of the subsequent Player Turn. In other words, a Carrier Fleet may not move in a Movement Phase in which it is to retrieve planes. Exception: a Naval Air CAP over the owning Carrier Fleet may be retrieved (landed) by the Carrier Fleet even if the Fleet moves in the first Naval Movement Segment (no matter how far the Carrier moves).

5. Naval Air units which return to their Carrier Fleets and find them destroyed by Enemy action, are themselves destroyed (although their just-completed missions still count and has whatever effect the Combat Results Tables call for). Carrier Fleets which have been damaged by Enemy action must wait to retrieve their Air units before retiring to port. Further Air operations may not be conducted from the damaged Carrier Fleet, however, until it is repaired (see Naval Module).

6. New or Transferred Naval Air units are placed on the Carrier Fleet by flying them from a land Airbase to the Carrier Fleet at Sea, landing them in the second Air Movement Segment. Carrier Fleets in port may not launch or retrieve Air units.

MODULE #34
ADMINISTRATIVE UNITS

In the good old days, a local ruler would turn loose a few strong-arm men who, ensuring a cut for themselves, collected taxes and ran the local government. As times changed, the methods did too (more or less). The modern paper-work army, augmented by Parkinson's Law, has become an essential of government. In certain Scenarios, the Administrative units represent this function.

General Rule: No tax credits may be collected or Raw Materials removed by a Player from a province unless the Player has an Administrative unit in that province.

Cases:
1. Each Player initially deploys one Administrative unit per province he holds at the start of the Game.

2. Administrative units may only be moved by rail and cost two Railcaps to move.

3. An Administrative unit must be moved into a conquered province before any Raw Materials may be removed or taxes collected.

4. New Administrative units are produced as set forth in the Cost of Units Chart. Destruction of all Administrative units in a province eliminates the ability to collect taxes or remove Raw Materials for any Player Turn that an Administrative unit does not begin that Player Turn in such province.

MODULE #35 NUCLEAR WEAPONS

General Rule: Nuclear weapons may be produced by countries with a Technological Level of 8 or higher for Atomic weapons, and 9 or higher for Hydrogen weapons. They may be delivered by means of Bombers, SubFlots, ICBMS or IRBMs. There are no counters to represent nuclear weapons, their effects, ICBMs or IRBMs. These must be controlled on paper.

Procedure: Nuclear weapons are expressed in terms of Atomic or Hydrogen Points; these Points are delivered to targets, one per delivery agent, whether missile or otherwise.

Cases:

1. Air units may carry one nuclear unit and attack with it as in an ordinary bombardment. No other attack is made in the turn that a nuclear weapon is delivered. The attack must achieve 2-1 odds or abort.

2. Nuclear weapons are not located at any specific point on the Game Map and they are affected only be using them. They need not be transported to the delivery agent (EXCEPTIONS: ICBM and IRBM).

3. SubFlots must be designated as carrying a nuclear weapon before sailing; it may be fired during the Naval Combat Segment. If the SubFlot is destroyed, the nuclear weapon is lost. When fired, it has the range of an IRBM.

4. The Technological Level rule must be used with nuclear weapons.

5. Each Player starts out with a given number of ICBM and IRBM. He may build additional units if he wishes. The Player must keep a record of his missile units; all missile units must be located in a city and this must be written down (as to location) by the owning Player. Each ICBM and IRBM must have either an Atomic or Hydrogen weapon assigned to it and the capability of the missile is determined by the type of nuclear weapon it carries. ICBMs are never moved from their original city of emplacement. IRBMs may be moved by expending two Railcaps. If missiles are destroyed, the nuclear weapons in them are destroyed.

6. If an Enemy attack destroys a city by nuclear attack, the nuclear weapons in that city may not be fired in the Friendly Combat Segment which follows the destruction of the city, even though it is in the same Game Turn. Exception: In Scenario #17, there may be such a retaliatory strike provided it is made in the same Game Turn as the destruction of the Friendly city occurred.

7. ICBMs when fired have a range of 80 hexes and IRBMs have a range of 40 hexes. This range ignores any restrictions of terrain or Enemy Aerial activity. Missiles may be used only once and are expended.

8. Effects of Nuclear Weapons:

On all Ground Combat units: A - all units destroyed on target hex if a 1 through 5 is rolled on a D10 Armored are destroyed if 1 through 8 is Rolled.
H - all units in target hex destroyed; armor in adjacent hexes destroyed on a roll of 1 through 5.

SCENARIOS:

The changes in the scenarios are as follows:

Scenario 1. Province E belongs to the Persian Provincial Forces. Remark 11 -- one phalanx and one cavalry unit constitute the Guard. The Persians should receive one supply unit. Module variation #21 -- a unit must be with Alexander all through its movement to receive the bonus. All Players use CRT #3.

Scenario 2. Province U is not a minor power; it properly belongs to the Seleucids.

Scenario 3. Province H should be a minor power. All Players use CRT #3.

Scenario 4. Substitute Province M for H in France Provincial. Vikings should use CRT #4.

Scenario 5. Aquitaine should have Province C rather than G. V is a minor province.
 Normandy should use CRT #4.

Scenario 6. Imperial Player should use CRT #4.

Scenario 7. Rebels should have Province Q, not G, Ignore Recommended Module 10.1 b.

Scenario 8. Holy Roman Empire should not have Province I.

Scenario 10. Substitute Province C for L in Occupied Provinces.

Scenario 11.Meluaha should have Province S. Ignore Module Variation 29.

Scenario 12. France should have Province C instead of L. Russia should have W.

Scenario 13. Add to recommended modules #34.

Scenario 14. Add module #34 to recommended modules. Production Interval for all
Players is 5.

Scenario 15. Add to recommended modules # 34. The given CRT factors are obviously erroneous; correct as dictated in Remarks. Delete Provinces Y and Z = non-existent.

Scenario 16. For recommended module 36, use all four sub-modules.

RULES:

The players are encouraged to resolve their rule disputes in a logical and historical manner. No amount of explanation will make Strategy I a perfectly clear game. In its function as a game designer's kit, it presents basic outlines for viable game systems on every period, without the exhaustive detail an individual game would have.

FORTIFICATIONS AND CITIES:
 There are basically two rules governing these areas: placement of fortifications and effect on combat.

 In scenarios 1 through 11, forts may be placed solely in city hexes;
in scenarios 12 through 17 they may be placed anywhere in Friendly
territory.

 In scenarios 4, 5 and 6 fortifications have an intrinsic Defense Value of five when
unoccupied; if occupied, this strength is ignored.

 In the following scenario groups, forts and cities have an effect on the Combat Factor of units in them for the defense only:

Combat Value By: Multiply

Scenario	in forts	in cities
1 through 3	3	2
4 through 6	5	3
7 through 11	3	2
12 through 17	2	2

ORDER OF DEPLOYMENT AND MOVEMENT

 Players always set up their units and move in the order listed, left to right.

ARTILLERY

Module 10.3: each Production Center has an intrinsic   Defense Value of one. On the Technological Level Chart, ignore effect (b); treat it as "N."

10.3c addenda: in addition when a Player's Technology Level is raised, all units on the map are automatically upgraded. A Player may not build units below his Technology Level.

Module 11.2 erroneously depicts a Light fleet for a Battle

On future movement: A - no movement through target hex for balance of game.
H - no movement through target hex or adjacent hexes for balance of game; surviving units must move out in next available Movement Phase.
On installations: A - all installations are destroyed; no taxes may be collected if target is city, Production Factors and Production Centers are lost; one Railcap lost for each city destroyed; no further production of resources permitted if target is a resource center.
H - effects the same but apply not only to target hex but to adjacent hexes.

9. When using this Module, each Major Power may use eight Production Centers.

11. <u>ABM Option</u>: ABMs are deployed in the same fashion as ICBMs and IRBMs; they may intercept any aircraft or missile attempting to attack the city in which the ABM is located (but not attacks on other target hexes). The attacker carries through his attack; from the units .attacking the city, the defender may select which of the attacking units is to be eliminated, though he may not ascertain, prior to elimination of the unit, the type of weapon it is carrying (whether conventional or nuclear, in the case of Bombers; whether Atomic of Hydrogen in the case of missiles). The attacking unit is considered destroyed five hexes from the target city. This is determined by taking a straight line from the point of origin of the attack and the target city. If more than one hex is on such a line (i.e., if the line runs between two hexes) the attacker may designate which of the hexes will be affected by the attack. That hex suffers the same effects as if the attack had been made on the hex originally.

12. Ordinary Bombing attacks do not affect missile units.

13. It is suggested that Players use a penny to mark hexes affected by Atomic weapons and a quarter or half-dollar for Hydrogen targets.

MODULE #36
NUCLEAR AGE POLITICS

The old adage that politics makes strange bedfellows certainly applies in the era of "the ultimate weapon." Whereas major powers were formerly merely nations that required a combination of smaller nations in order to be opposed, now the major powers (read nuclear powers) cannot be beaten unless they accept defeat. Because of "The Bomb" any victory would by definition be pyrrhic on the part of those who attacked a nuclear power that refused to accept defeat. The spin-off of this, which we see today, is the so-called "balance of terror". For the first time since the industrial revolution separated the great powers from the small, a small nation can, with impunity, thumb its nose at a great nation, knowing that whichever nation they antagonize, its nuclear-equipped enemy will support them. Further, the great powers can no longer unleash the full magnitude of their strength and must exercise restraint lest the other side intervene and escalate the level of weaponry used. Moreover, this balance of terror has forced major, long-lasting alliances whereas, formerly, alliances lasted the duration of the war, if that, and were replaced by national spheres of influence and efforts at balance of power.

36.1 POLITICAL INTERESTS

<u>General Rule</u>: Nuclear war may not be indulged in by Players until one of the Players commits an act of war; in the next Player's Combat Phase following an act of war committed by the other Player, he may begin use of nuclear weapons. The Player who commits an act of war may not engage in nuclear war unless the other Player (s) in turn,

commit acts of war. Using nuclear weapons is never mandatory, even if an act of war is committed.

<u>Cases</u>:
The following are considered acts of war:
    (a) Any attack on a major country's units by an Enemy major country or its allies, wherever the Friendly major country's units are located.
    (b) The same acts performed on a major country ally by an Enemy major country's Land units. Note: this does not include major country Air or Sea units, major country allied units or guerilla units.
    (c) Each country designates seven of the fourteen allied and neutral provinces as his objectives and attempts to occupy them. In this case the countries must occupy all cities and Resource Centers in six of the allied and neutral provinces which have been designated as objectives and if an Enemy major power and/or its allies gain control of three of your designated provinces, this constitutes an act of war.

2. Each Player chooses his designated provinces, under Case #1(c), at the beginning of the Game. They may, at any time, disclose their objectives to one another in the interests of preventing Armageddon

36.2 ALLIES

<u>General Rule</u>: Certain provinces are deslgnated allies of major powers a the start of the Game; the forces allocated to these provinces may be divided among the provinces in any way desired. The ally's combat units are moved by the major power and have the same Technological Level as the major power to which it is allied.

<u>Cases</u>:

1. Combat units of allied provinces may only operate in their own and adjacent provinces.

2. Each ally's units should be kept track of separately, on a piece of paper.

3. Major country units may be transferred to an ally by moving the unit to the ally's province, remaining stationary in that province for one turn, and designating them as units of that ally.

4. Units may not be transferred from an ally to another ally or back to the major power.

5. When an ally has more than 50% of its cities occupied by an Enemy, it is no longer considered an ally but becomes a neutral (see MODULE#36.3). It may no longer move its units out of its province nor may major powers transfer units to it.

6. These units are always in General Supply.

36.3 NEUTRALS

<u>General Rule</u>: Certain provinces are designated-as-neutrals. Their units are distributed evenly among the cities, each Player agreeing to the distribution. Each province is treated as a separate neutral country. Neutral units may not move out of their own province (s), nor is there any way of producing neutral units or transferring major country units to a neutral.

<u>Cases</u>:

1. Neutral units are not moved until the country is invaded. When invaded by a major country, its ally or its guerillas, the neutral units are moved by the Enemy major powers (if more than one Enemy major power, choose the one to move the units by using a roll on a D10 die).

2. When a neutral country is fully occupied, i.e., all the cities have been occupied last by one side's units, as well

as the resource centers, the neutral becomes an ally of, the occupying power and all the ally rules then apply. Any remaining neutral units are removed at this point.

3. Neutral units are always in General Supply.

36.4 Guerrillas

General Rule: Guerrillas may be produced by any major power, and may move any where on the Game Map, freely, with the exception of Enemy major country provinces.

Cases:

1. Guerrilla units are 1-5 units and their identification numbers should be kept track of on paper.

2. Guerrillas have no Zone of Control, are not affected by other Zones of Control, are not inhibited in Movement or Combat by terrain and weather. They are always in both General and Combat Supply.

3. If attacked at odds greater than 3-1 on the Ground Combat Results Table, the results are those of 3-1. Ignore the Technological Limits and Combat Results Factor when defenders are partisans. Use the normal Bombardment Combat Results Table.

4. Guerillas are also produced in un-subdued neutral countries. Two are placed on the Game Map for every occupied city each Production Interval of the Player who is moving the neutral country's units. They are' no longer produced once the neutral becomes an ally. Guerrillas may move freely among any but major country provinces. Guerrillas also may be produced by major powers in their home country.

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

MODULE #37
DIPLOMACY SUGGESTIONS:

STRATEGY I has certain elements of diplomatic chicanery incorporated into it (see mercenaries, partisans, alliance, defection, etc.); however, this should not be construed as a limitation on a player's actions. Virtually any rules may be added and any deals may be made that two or more players agree to.

The most common of these agreements will generally revolve around some common plan of action; i.e., Player A tells Player B "Since we are both moving into Province L, let's split it like this" or "You attack Player C and I'll help you knock him out." Rudimentary espionage is possible for Player C, such as watching Players discussing plans and their frowns or smiles, their initial deployments, the price at which one hires mercenaries from another, etc.

Some of the more common variants used during playtesting included permitting another Player through your zone of control, lending or selling units (in Ancient and Medieval Scenarios, only), pulling your units back and permitting another Player to occupy some territory, peace treaties with specific provisions, subsidies (of whatever is used to build units in a particular era) to allies, or conversely, tribute from defeated enemies.

In fact, the only rule which did not work out was the required obedience of treaties; this had an effect of coming out in the wash, as without the rule Players who frequently broke their informal agreements had a good deal of trouble in establishing any credibility later in the game. The rule gums up the game with no real effect.

Individual Players should realize that if they forgo diplomacy in a multi-player game, they are almost certainly resigning the game as the other Players or some of them will be banding together; without allies, the Player will have difficulty staving off the opposing coalition. Be warned!

The Designers have decided that the multiplicity of possibilities prohibits our detailing all diplomacy. Basically, the Players should permit any reasonable, functional activity to occur that is not specifically forbidden by the rules; if you have interesting ideas, by all means send them to us.

STRATEGY I is virtually unique in permitting a viable two Player diplomatic situation. In many of the Scenarios one Player will be in charge of Playing two completely different countries, with different capabilities, such as Britain and Russia in the WWI Scenario. Assume that Russia was getting beaten badly and the B-R Player wished to withdraw Russian from the war; Germany, at the same time, might wish to cut the war with Russia and concentrate on building naval units. Thus the Players could reach an agreement on one front, each thinking profitably, while time would tell who had chosen correctly. Meanwhile, the war would continue on another front.

MODULE #38
SPECIAL UNITS

During differing time periods different game CHITS (or game counters) will be used to represent different types of military units. These units will be scenario specific.

38.1 MODERN SPECIAL UNITS

When any Militia Infantry unit, Division or Corps in size is involved in combat as part of an attacking force -1 to D10 combat roll.

When any Attacking force is made up completely of Assault Infantry, either Corps or Army in size, Add one (+1) to the in D10 combat results roll.

When any Attacking force is made up completely of Paratroop Infantry, either Division or Corps in size, multiply the combat strength by two (x2). If Paratroop Infantry is involved in a combat as 1/3 of the unit total or more add one (+1) to the combat rolls. To calculate this do the following, Division sized units = one unit, corps sized units = 3 units. Paratroop infantry will treat all terrain as clear for movement purposes.

Mountain Infantry Divisions or Corps, will +1 to the D10 combat roll when they are 100% of the attacking force in Mountain or Badland Combat. Mountain infantry will treat all Mountain, Badland or Rough terrain as clear for movement purposes.

Ranger Infantry Division will receive a +1 modifier in their favor to D10 rolls when they are exclusively in any combat. Ranger Infantry will treat all terrain as clear for movement purposes.

Marine Infantry Divisions, if they are part of an invasion or jungle combat force, will allow the Attacker to add one (+1) to the D10 combat roll Invasion or Jungle Combat.

An Air Strip may hold any number of air units. They may launch 3 air wings and land 3 air wings per turn. An Air Base may hold any number of air units. They may launch 9 air wings and land 9 air wings per turn.

Port may hold any number of fleets. Only 3 fleets may sail from a port each turn, and only 3 fleets may make landfall each turn to a port. A Port Complex may hold any number of fleets. Only 9 fleets may sail from a port each turn, and only 9 fleets may make landfall each turn to a port fleets.

Industrial Production Complex. The intrinsic defense of all complexes and industrial centers is of one.

If a country has one operational Refinery Complex, that country may add 25% to the amount of Fuel resources it collects during the production interphase. The refinery complex must be located upon any FUEL resource location in any province they control.

If a country has one operational Smelting Complex, that country may add 25% to the amount of LIGHT METAL resources it collects during the production interphase. The smelting complex must be located upon any LIGHT METAL resource location in any province they control.

If a country has one operational Food Processing Complex, that country may add 25% to the amount of FOOD resources it collects during the production interphase. The food processing complex must be located upon any FOOD resource location in any province they control.

If a country has one operational Mining Complex, that country may add 25% to the amount of HEAVY METAL resources it collects during the production interphase. The mining complex must be located upon any HEAVY METAL resource location in any province they control.

Administrative Unit
Add 1 to Railcap
Add 5 Production Factors
Add +1 To Technological Level Air
Add +1 To Technological Level Ground
Add +1 To Technological Level Naval

The above procedure takes place at every Production Interval which is every six Game Turns in Cold War, 'and varies by country according to the Initial Order of Battle, under Production Interval.

MODULE # 39 ARTILLERY:

In scenarios 9 through 17, artillery units may make separate bombardment attacks. They may attack only a single hex when doing so, although more than one artillery unit may attack that hex in combination. These attacks are separate and before any ground attacks. The combat results, including exchanges, are applied solely to the defending units. Artillery in the Modern scenarios have a two hex range. Artillery made add it's fire to the normal ground combat strength of units they are adjacent to in attacking or defending. Artillery may be use as bombardment factors instead of adding to the combat strength of the attacking units.

MODULE #39
FORTIFICATIONS AND CITIES:

There are basically two rules governing these areas: placement of fortifications and effect on combat.
In scenarios 1 through 11, forts may be placed solely in city hexes;
in scenarios 12 through 17 they may be placed anywhere in Friendly territory.
In scenarios 4, 5 and 6 fortifications have an intrinsic Defense Value of five when unoccupied; if occupied, this strength is ignored.
In the following scenario groups, forts and cities have an effect on the Combat Factor of units in them for the defense only:
Multiply Combat Value By:

Scenario	in forts	in cities
1 through 3	3	2
4 through 6	5	3
7 through 11	3	2
12 through 17	2	2

MODULE #40
ORDER OF DEPLOYMENT
AND MOVEMENT:

Players always set up their units and move in the order listed on the scenario sheet, from left to right.

ERRATA AND PLAYERS NOTES

Rules Errata:

Module 10.3: each Production Center has an intrinsic Defense Value of one. On the Technological Level Chart, ignore effect (b); treat it as "N."

10.3c addenda: in addition when a Player's Technology Level is raised, all units on the map are automatically upgraded. A Player may not build units below his Technology Level.

Module 11.2 erroneously depicts a Light fleet for a Battle Fleet; this should be a Heavy Fleet (12-12-75)

Module 11.3: Guerilla units may be produced at a cost of one Food unit, one Tax Credit, and one Production Factor, in a space of one turn. The following units and weapon-types may never be produced: ICBM, IRBM, ABM, Atomic weapons, Hydrogen weapons.

Module 12.1 and 12.2: one Player may freely offer supply to another if he chooses to do so.

Module 15.1: doubling and tripling of taxes does not carryover from year to year. Each year stands on its own.

Module 32: airbases have an intrinsic Defense Value of one.

Module 36.4: Case 4. Guerrillas may be produced by major powers in their home country, as well as in Case 4.

(Above from both the Moves article and the Insert. Remainder is from Moves article:)

In this second edition of Strategy I, we have also reworked some of the components of the game. As such this is the new inventory of parts, and the replacement parts price list for each:

SCENARIOS ERRATA:

The changes in the scenarios are as follows:

Scenario 1. Province E belongs to the Persian Provincial Forces. Remark 11 -- one phalanx and one cavalry unit constitute the Guard. The Persians should receive one supply unit. Module variation #21 -- a unit must be with Alexander all through its movement to receive the bonus.

All Players use CRT #3.

Scenario 2. Province U is not a minor power; it properly belongs to the Seleucids.

Scenario 3. Province H should be a minor power. All Players use CRT #3.

Scenario 4. Substitute Province M for H in France Provincial. Vikings should use CRT #4.

Scenario 5. Aquitaine should have Province C rather than G. V is a minor province. Normandy should use CRT #4.

Scenario 6. Imperial Player should use CRT #4.

Scenario 7. Rebels should have Province Q, not G, Ignore Recommended Module 10.1 b.

Scenario 8. Holy Roman Empire should not have Province I.

Scenario 10. Substitute Province C for L in Occupied Provinces.

Scenario 11.Meluaha should have Province S. Ignore Module Variation 29.

Scenario 12. France should have Province C instead of L. Russia should have W.

Scenario 13. Add to recommended modules #34.

Scenario 14. Add module #34 to recommended modules. Production Interval for all
Players is 5.

Scenario 15. Add to recommended modules # 34. The given CRT factors are obviously erroneous; correct as dictated in Remarks.   Delete Provinces Y and Z = non-existent.

Scenario 16. For recommended module 36, use all four sub-modules.

RULES:
The players are encouraged to resolve their rule disputes in a logical and historical manner. No amount of explanation will make Strategy I a perfectly clear game. In its function as a game designer's kit, it presents basic outlines for viable game systems on every period, without the exhaustive detail an individual game would have.