

MODERN BATTLES II

STANDARD RULES

for the games
Bundeswehr, Yugoslavia,
Jerusalem, DMZ

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[1.0] INTRODUCTION

The **Modern Battles** Game System is an operational simulation of modern-day warfare. Each game in the system represents a clash between two important military powers of the present. The Playing Pieces represent the actual units which participated or might participate in the battles, and the map represents the actual terrain over which those units fought, or may fight. Two rules folders are provided. The first contains **Standard Rules**, which are common to all the games in the **Modern Battles** system. The second folder contains **Exclusive Rules** for each game in the system, and the Initial Deployment and Reinforcement Rules.

The game has been designed to insure maximum playability and maximum reality (in that order). In order to achieve these goals, the physical components, as well as the game rules, have been designed to make the game easier to understand and play. The components include a smaller, more compact playing map, never more than a hundred playing pieces, and standardized rules.

The standardization makes it easier for the gamer to go from one game to another within the series. It also enables the games' designers to concentrate on the realism aspect of the games. (The standardization generally takes care of any playability problems.)

[2.0] GAME EQUIPMENT

[2.1] THE GAME MAP

Each of the 22"x17" mapsheets portrays the battle area. A hexagonal grid is superimposed over the terrain features on the mapsheet in order to regularize movement and positioning of the playing pieces.

To make the map lie flat, back-fold it against the creases. Small pieces of masking tape may be used at the corners of the map to hold it taut.

[2.2] CHARTS AND TABLES

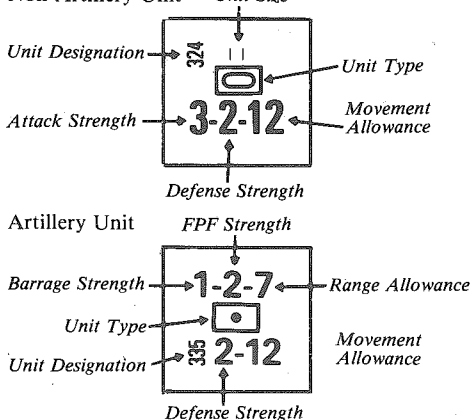
Various visual aids are provided for the Players in order to simplify and illustrate certain game functions.

[2.3] THE PLAYING PIECES

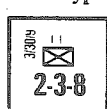
The cardboard pieces represent the actual military units that took part in the historical battles, or that are stationed in the areas portrayed in the hypothetical battles. The numbers and symbols on the pieces represent strength, movement capability, and type of unit. These playing pieces are hereafter referred to as "units." Note: Units in **Bundeswehr**, **DMZ**, and **Yugoslavia** are printed on both sides; see exclusive rules for explanation of Untried Units.

[2.31] How to Read the Units

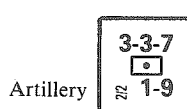
Non-Artillery Unit Unit Size



Unit Types



Infantry

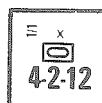


Artillery



Mechanized Infantry

Armor



Parachute

Unit Sizes

II = Battalion
III = Regiment
X = Brigade

Unit Designations

Units may be identified by a single number or by a two-part designation. In two-part designations, the number to the right is the unit's superior formation. This may be either a division or brigade; brigades may be identified by an abbreviation of their commander's names. Battalion-sized units are numbered consecutively within the division, when the division is the superior formation shown. As a general rule, there are three battalions per brigade, and three brigades or regiments per division.

[2.32] Definition of Terms

Attack Strength is the relative strength of a non-artillery unit with regard to attacking other units, expressed in terms of Attack Strength Points.

Defense Strength is the relative strength of a unit with regard to defending against the attacks of Enemy units, and is expressed in terms of Defense Strength Points.

Barrage Strength is the relative strength of an Artillery unit when attacking Enemy units, and is expressed in terms of Barrage Strength Points.

Final Protective Fire (FPF) Strength is the relative ability of an Artillery unit to add to the Defense Strength of Friendly units, and is expressed in terms of FPF Strength Points.

Movement Allowance is the maximum number of clear terrain hexes through which a unit may be moved in a single Movement Phase; each such hex requires one Movement Point of the Movement Allowance. More than one Movement Point may be expended for some hexes.

Range Allowance is the maximum number of hexes from the hex of an Artillery unit using its FPF or Barrage Strength (exclusive), to the defending unit's hex (inclusive).

[2.4] GAME SCALE

Each hexagon on the mapsheet represents approximately one mile of real terrain from side to side. Each Game-Turn is the equivalent to 12 hours of real time.

[2.5] PARTS INVENTORY

	Folio Game:	QuadriGame:
Game Map	1	4
Die-Cut Counter Sheet	1	4
Standard Rules Folder	1	2 identical
Exclusive Rules Folder	1	4 different
Charts Table Sheet	1	2
Die (or Randomizer)	1	1
Game Box	0	1
Folio (Folder)	1	0

If any of these parts are damaged or missing, write

Customer Service
Simulations Publications, Inc.
44 East 23rd Street
New York, N.Y. 10010

Questions regarding the rules of the game (stated in a "Yes or No" or multiple choice manner) will be answered, if accompanied by a stamped, self-addressed envelope.

[3.0] SETTING UP THE GAME

The cardboard Playing Pieces should be punched out of the Unit Counter Sheet. The differently colored units represent forces of opposing sides. The mapsheet should be unfolded and then back-folded against the creases to make it lie flat. Players should determine which side each will play.

The Players then consult the Initial Deployment sections or the Scenario. The Initial Deployment tells the strengths of each unit which is in play (on the map) during the First Game-Turn. Unit values are listed as follows: Attack Strength - Defense Strength - Movement Allowance. For Artillery units: Barrage Strength - Final Protective Fire Strength - Range Allowance/Defense Strength - Movement Allowance. Units may be assigned specific set-up hexes or Players may be instructed to choose the set-up hexes for their units, in which case one Player or the other will be instructed to "deploy first." After all the units in the Initial Deployment have been set-up, all remaining units should be placed aside and brought into play according to the Reinforcement Schedule.

The Scenario Special Rules indicate which Player is the First Player. The Scenario Victory Conditions tell how the game is won. Play proceeds according to the Sequence of Play for the number of Game-Turns specified in the Scenario.

[4.0] SEQUENCE OF PLAY

This game is played in successive Game-Turns, composed of alternate Player-Turns. During each Game-Turn the Players maneuver their units and resolve combat in sequence, according to the following outline and within the limits provided by the rules which follow. At the conclusion of the last Game-Turn, the Victory Conditions are consulted and a winner is determined.

[4.1] SEQUENCE OUTLINE

THE GAME-TURN

The Game-Turn is divided into a First Player-Turn and a Second Player-Turn. The Player whose Player-Turn is currently in progress is termed the Phasing Player. The activity which may take place during each Phase is outlined below.

1. SPECIAL WEAPONS INTERPHASE

In *Bundeswehr*, this Phase is used to implement the Nuclear Weapons Rules.

2. FIRST PLAYER-TURN

A. Movement Phase: The Phasing Player may move all, some or none of his units as he desires within the limits and restrictions of the rules of Movement, Zones of Control, Terrain Effects and Exclusive Rules of the game. The Phasing Player may bring Reinforcements onto the map as allowed by his Reinforcement Schedule and the Reinforcement Rules. The non-Phasing Player may not move his units.

B. Combat Phase: The Phasing Player uses his units to attack the non-Phasing Player's units. The Phasing Player may order his attacks in any order he desires. Each attack follows the subsequence following where appropriate.

a. The Phasing Player states the number and strength of his attacking ground units.

b. The Phasing Player allocates Barrage Strength Points (if he wishes) from both Artillery Units and Ground Support Points.

c. The non-Phasing Player allocates Final Protective Fire Strength (if he wishes) from non-adjacent Artillery units and Ground Support Points.

d. The Combat differential (total attacking strength minus total defending strength) is calculated, the die is rolled and the indicated result (see Combat Results Table) is immediately applied.

During the Combat Phase neither Player may move his units, except when called for as a result of combat.

3. SECOND PLAYER-TURN

The Second Player now becomes the Phasing Player and executes Movement and Combat in the sequence described above.

4. GAME-TURN RECORD INTERPHASE

One Player should keep track of the Game-Turns elapsed on scratch paper, making a mark as each Game-Turn passes and the next begins.

[5.0] MOVEMENT

GENERAL RULE:

During the Movement Phase, the Phasing Player may move as many or as few of his units as he desires. The units may be moved in any direction or combination of directions.

PROCEDURE:

Units are moved one at a time, tracing a path of contiguous hexes through the hex grid. As each unit enters a hex the unit pays one or more Movement Points from its Movement Allowance.

CASES:

[5.1] MOVEMENT RESTRICTIONS AND PROHIBITIONS

[5.11] Movement may never take place out of sequence. A Player's units may be moved during his own Movement Phase. During the Combat Phase, a unit which is either attacking or defending may be called upon to advance or retreat after Combat is resolved. During the Enemy Player's Movement Phase, and during both Player's Combat Phases, except when advancing or retreating as a result of Combat, Friendly units must not be moved.

[5.12] A Friendly unit may never enter a hex containing an Enemy unit.

[5.13] A unit may never expend more Movement Points than its total Movement Allowance in any one Movement Phase. A unit may expend all, some or none of its Movement Points in any one Game-Turn, but unused Movement Points may not be accumulated until another Movement Phase or transferred to another unit.

[5.14] A unit may never exit an Enemy controlled hex during any Movement Phase. An Enemy controlled hex may be left only during a retreat or advance as a result of Combat (unless otherwise noted in the Exclusive Rules).

[5.15] Once a unit has been moved and the Player's hand taken from the piece, it may not be moved any further during the Player-Turn nor may it change its move without the consent of the opposing Player.

[5.16] There are no supply rules (unless otherwise noted in a specific game's Exclusive Rules). Units are considered to be "in supply" at all times. Isolation has no effect on Movement or Combat.

[5.2] EFFECTS OF TERRAIN

[5.21] A unit must expend one Movement Point to enter a clear terrain hex. To enter other types of hexes, a unit must expend more than one Movement Point. When the Terrain Effects Chart calls for a Movement Point expenditure to cross a terrain hexside, this cost is in addition to the terrain cost for entering the hex.

[5.22] A unit which moves from one road hex directly into an adjacent road hex through a road hexside expends only $\frac{1}{2}$ Movement Point, regardless of other terrain in the hex.

[5.23] A unit which moves from one trail hex directly into an adjacent trail hex through a trail hexside expends one Movement Point, regardless of other terrain in the hex.

[5.24] A unit may not enter a hex if it does not have sufficient Movement Points remaining to pay the Movement Point cost to enter the hex itself and the hexside being crossed.

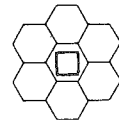
[5.3] EFFECTS OF OTHER FRIENDLY UNITS

[5.31] A Friendly unit may move through hexes occupied by other Friendly units (at no extra Movement Point cost), but may not end the Movement Phase stacked in the same hex with another Friendly unit. Stacking is prohibited.

[5.32] There is no limit to the number of Friendly units that may pass through a single hex in one Game-Turn.

[5.33] Friendly controlled hexes never interfere with Friendly movement.

[6.0] ZONES OF CONTROL



GENERAL RULE:

The six hexagons immediately surrounding a hex constitute the Zone of Control (ZOC) of any unit in that hex. Hexes upon which a unit exerts a Zone of Control are called **Controlled Hexes** and inhibit the movement of Enemy units: All units must cease movement when they enter an Enemy controlled hex.

CASES:

[6.1] EFFECTS ON MOVEMENT

[6.11] All units exert a Zone of Control at all times, regardless of the Phase or the Player-Turn, during the entire Game-Turn. The presence of Zones of Control is never affected by other units, Enemy or Friendly.

[6.12] Units do not pay any additional Movement Points to enter an Enemy-controlled hex.

[6.13] There are only two ways to exit a hex in an Enemy Zone of Control: Either by retreat or advance as a result of combat, or by removal of the Enemy unit exerting the Zone of Control as a result of combat.

[6.14] Zones of Control extend into all types of terrain hexes and across all types of terrain hexsides (except those prohibited to movement).

[6.2] MULTIPLE ZONES

[6.21] If there are both Enemy and Friendly Zones of Control cast over a given hex, they have no effect on each other; both Zones co-exist and the hex is mutually controlled by both Players.

[6.22] There is no additional effect when more than one unit casts its Zone of Control onto a given hex.

[6.23] Obviously, if a given unit is in an Enemy controlled hex, the Enemy unit is also in its controlled hex. The two units are equally and mutually affected.

[7.0] COMBAT

GENERAL RULE:

Combat between adjacent opposing units is mandatory. Artillery units (8.0) are the only units which may attack units to which they are not adjacent. See also Airpower Rules (9.0) for Ground Support Air Strength Points.

The Phasing Player is termed the Attacker; the other Player the Defender, regardless of the overall strategic situation.

PROCEDURE:

Total the Attack Strength, Barrage Strength and Ground Support Strength of all attacking units involved in a specific attack; total the Defense Strength and the Final Protective Fire of all units which are the object of a specific attack. Subtract the total Strength of the defending units from the total Strength of the attacking units. The result is the Combat Differential expressed in Points. It may be either a positive or a negative number.

Consult the Combat Results Table (Active or Mobile) under the appropriate Combat Differential Column (adjusting for Terrain), roll the die, and then apply any Combat Results immediately, before resolving any additional attacks that are being made in the same Combat Phase. Example: If thirteen Strength Points were attacking a unit with four Strength Points in a town hex, the Combat Differential would be +9. Because the defender is in a town hex, before resolving the attack, the attacker shifts two columns to the left (from the +9-11 column to the +4-5 column).

Having determined the proper column on the Active Combat Results Table (7.63), the attacker rolls the die. The result indicates a line which is cross-indexed with the proper column. The intersection of line and column yields a Combat Result. This should be immediately applied to the involved units, before going on to resolve any other combat. Separate combats may be resolved in any order that the attacker wishes, so long as all combats are resolved during that Combat Phase.

CASES:

[7.1] WHICH UNITS ATTACK

[7.11] Every non-Phasing unit that has a Phasing unit adjacent to it must be attacked by some Phasing unit during that Combat Phase. The Phasing Player may resolve these attacks in any fashion desired, as long as all adjacent units are attacked within the requirements of rule 7.2.

[7.12] All of the Phasing Player's units which end the Movement Phase in an Enemy controlled hex must attack some Enemy unit during the ensuing Combat Phase. The Phasing Player may choose which units will attack each defending unit, as long as all adjacent Friendly units participate in an attack.

[7.13] A defending unit may be attacked by as many as six adjacent units, with possible additional Artillery Barrage Strength (see 8.0) and Ground Support (see 9.0).

[7.14] No unit may attack more than once per Combat Phase, and no Enemy unit may be attacked more than once per Combat Phase.

[7.15] Non-Artillery units may only attack if in a hex adjacent to the defending unit(s).

[7.2] MULTIPLE UNIT

AND MULTI-HEX COMBAT

[7.21] If a Phasing Player's unit is in the Zone of Control of more than one Enemy unit, it must attack all those adjacent Enemy units which are not engaged by some other attacking unit.

[7.22] Units in two or more different hexes may combine their Combat Strengths and attack a

single hex, if all the attacking units are adjacent (or are within range of) the Enemy occupied hex.

[7.23] Attacks may involve any number of attacking or defending units. For the attacks to be resolved as a single combat, however, **all the attacking units must be adjacent to all the defending units**, with the addition of barraging artillery units, which need not be adjacent.

[7.3] COMBAT STRENGTH UNITY

A given unit's Attack and Defense Strengths are always unitary. That is, a unit's Strength may not be divided among different combats, either for attack or defense.

[7.4] EFFECTS OF TERRAIN

[7.41] Defending units, only, benefit from the terrain in the hex they occupy and/or that hex's perimeter hexsides. Terrain in hexes occupied by attacking units has no effect on combat.

[7.42] The effect of terrain (on combat) has been integrated into the Combat Results Table. After establishing the Combat Differential Column, the Player will shift to the left from this column, the number of columns specified on the Terrain Effects Chart, for the terrain which the defending unit occupies.

[7.43] Terrain benefits for combat are not cumulative. A defending unit always benefits only from the most advantageous terrain. Example: A unit in rough terrain behind a river hexside would benefit from the rough terrain only.

[7.44] When two or more defending units are being attacked in a single combat and are on two different types of terrain, each having a different effect on the Combat Differential, then the entire attack is modified by the terrain most favorable to the defender.

[7.5] DIVERSIONARY ATTACKS

[7.51] In making a series of attacks, a Player may allocate his attacking units so that some attacks are made at "poor" Differentials, so that adjacent attacks may be made at more advantageous Differentials (by allotting most of the attacking force to the major objectives). These attacks are known as diversionary or holding attacks.

[7.52] The Phasing Player may **never** voluntarily reduce the Differential of any given attack. That is, he may never voluntarily shift to the left of his Combat Differential Column.

[7.6] COMBAT RESOLUTION

[7.61] There are two different Combat Results Tables in the Modern QuadriGame; each reflects a separate attitude and approach to battle in accordance with an overall strategic goal. The Active Combat Results Table indicates a willingness to accept losses in order to destroy Enemy units and perhaps achieve a breakthrough in the Enemy front. The Mobile Combat Results Table represents a general desire to preserve units and suffer a minimum of casualties, pushing back the Enemy rather than destroying him.

[7.62] At the beginning of his Combat Phase, the Phasing Player must select which Combat Results Table he will use to resolve **all** of the Combats in that Phase. The Phasing Player may **not** use both the Active Combat Results Table and the Mobile Combat Results Table to resolve combat in the same Phase.

Scenario instructions often contain special rules regarding the use of the Combat Results Tables. The instructions will generally indicate the conditions under which a Player may or may not, or must use the Active Combat Results Table.

[7.63] ACTIVE COMBAT RESULTS TABLE
(See separate sheet.)

[7.64] MOBILE COMBAT RESULTS TABLE
(See separate sheet.)

In each scenario Players are assigned a number of Turns during which they may use the Active Combat Results Table. They don't have to use this CRT, but if they elect to do so they must use it for the full number of Turns that it is allotted to them. These Turns must be consecutive.

[7.65] Explanation of Results

D1, 2, 3 or 4 = **Defender Retreats** the indicated number of hexes (1,2,3,4). Each Player retreats his own units. He must retreat his units in accordance with the Retreat Rules (see 7.7). Units may not retreat across prohibited hexsides (see Terrain Effects Chart).

A1 = **Attacker Retreats** one hex.

Br = **Both** the Attacker and Defender must retreat one hex. The Defender retreats first. (Note: this means that if the Defender is surrounded by units or Zones of Control, it is eliminated). The Attacking units then retreat.

Ae = **Attacker Eliminated**. Defender may advance into the hex.

De = **Defender Eliminated**. Attacker may advance into the hex.

Ex = **Exchange**. All of the defending units are eliminated first, then an equal or greater number of the Attacking Strength Points are lost. For example: A unit with a Defense Strength of 2 is attacked by Enemy units with Attack Strengths of 3 and 4, and an Ex is rolled. The defending unit is removed from the board; then the attacking unit with the Attack Strength of 3 is removed from the board. The remaining attacking unit may advance into the hex. Note that all exchanges take place using the **printed** Defense Strength and the printed Attack Strength of the units involved. Non-adjacent attacking Artillery units are never affected by exchange results.

Ax = All defending units are retreated one hex, then a number of attacking Strength Points equal to or greater than the Defense Strength of the defending unit(s) are lost. Note that this loss is calculated in the same manner as a normal exchange result, except that the defending unit is retreated rather than eliminated.

[7.7] HOW TO RETREAT

When the Combat Result requires a Player's unit(s) be retreated, the Owning Player must immediately move those units the indicated number of hexes away from their combat position. This movement is not normal movement and is subject to the following restrictions. If the unit is unable to retreat within these restrictions, it is eliminated instead.

[7.71] In retreating a unit may initially leave an Enemy controlled hex; thereafter it may not enter an Enemy controlled hex. Friendly units **do not** negate Enemy Zones of Control for purposes of retreat.

[7.72] A retreating unit may not cross a prohibited hexside (see Terrain Effects Chart).

[7.73] Where possible a retreating unit must retreat into and through vacant hexes. If no other route is available, the retreating unit may move through Friendly occupied hexes, displacing every Friendly unit whose hex it moves into or through (see 7.8).

[7.74] In all cases the retreating unit must terminate its retreat the Combat Result-indicated number of hexes away from its former combat position. If it cannot, and can retreat only a portion of the number of obligated hexes, it is eliminated in the last hex to which it is able to retreat. The retreat path (see 7.91) terminates in the hex a unit is eliminated in.

[7.8] DISPLACEMENT

[7.81] If Friendly units occupy hexes in the only possible retreat route available to a retreating unit, those Friendly units are displaced (moved out of their hexes) by the retreating unit. The displaced unit is moved one hex (by the Owning Player) as if it were itself retreating. Then the retreating unit enters the vacated hex and, if necessary, continues its retreat. The retreating unit may displace as many units as necessary to retreat the indicated number of hexes.

[7.82] If the displacement would cause any of the displaced units to be eliminated, the retreating unit is eliminated instead. Displaced units can themselves displace other Friendly units in a sort of chain reaction of displacement, if that is the only permitted path of displacement open to them. A unit may be displaced more than once per Combat Phase, if that is the only alternative. Displaced Artillery units which have not yet engaged in combat, may not fire during that Combat Phase. Units may not displace other Friendly units if they have other paths of retreat open to them.

[7.83] If a retreating unit displaces a unit in a hex which the Phasing Player had intended to Barrage Attack, the attack against that hex may not take place. Of course, the displaced unit may be Barrage Attacked in its new hex.

[7.9] ADVANCE AFTER COMBAT

[7.91] Whenever an Enemy unit is forced to retreat (or is eliminated) as a result of combat it will leave a path of vacant hexes behind it called the Path of Retreat or Retreat Path (this includes hexes vacated pursuant to 7.75). Any or all Friendly victorious units which participated in the combat and were adjacent to the retreated unit are allowed to advance along the Enemy Path of Retreat.

[7.92] The advancing victorious units may cease advancing at any hex along the Path of Retreat.

[7.93] Advancing victorious units may ignore Enemy Zones of Control.

[7.94] Only victorious units which were adjacent to the retreating unit during the combat and participated in that combat may advance. Non-adjacent Artillery units may not advance after combat.

[7.95] An advancing unit may not stray from the Path of Retreat.

[7.96] The option to advance must be exercised immediately before any other combat resolution. Units are never forced to advance after combat. After advancing, units may neither attack nor be attacked in that Phase (see 7.14), even if their advance places them next to Enemy units whose battles are yet to be resolved, or who were not involved in combat. However, advances are useful in cutting off the retreat of Enemy units whose combat has not yet been resolved.

[7.97] Example. (see separate sheet)

[8.0] ARTILLERY

GENERAL RULE:

Artillery units may participate in combat from adjacent and non-adjacent hexes. The Artillery unit's Barrage Strength may be used to attack Enemy units. The Artillery unit's Final Protective Fire Strength may be used to supplement the Defense Strengths of other Friendly defending units. In either case, Artillery units need not be adjacent to, but must be within range of the defending unit. An Artillery unit may use both its Barrage Strength and Final Protective Fire Strength in a single Game-Turn. When attacked, an Artillery unit defends itself with its own Defense Strength.

CASES:

[8.1] BARRAGE ATTACKS

[8.11] Artillery units may attack non-adjacent Enemy units up to the extent of their Range Allowance, but they are never forced to attack an Enemy unit merely because it is within range. Artillery units are not subject to Line of Sight restrictions.

[8.12] Range from the Barraging Artillery unit to the defending unit is counted by including the target hex (defending unit's hex), but not the Barraging unit's hex.

[8.13] Artillery units may only attack a single Enemy occupied hex when barraging, except when making a combined attack with other units attacking from adjacent hexes (see 8.2).

[8.14] Barraging Artillery (artillery attacking from a non-adjacent hex) suffer no Combat Results; they are never destroyed or retreated as a result of their own attacks. Of course, other units cooperating with the Barraging Artillery units from an adjacent position would be affected by Combat Results.

[8.15] Attacks made solely by Artillery and/or Ground Support Air Strength are always resolved on the Mobile CRT. Only Combat Results of D2, D3, D4 and De affect the defending unit in such attacks.

[8.2] COMBINED ATTACKS

[8.21] Artillery units may attack alone, in concert with other Barraging Artillery and/or Ground Support, or in concert with any Friendly units making adjacent attacks, adding their bombarding Combat Strength to the attack. These attacks are called Combined Attacks.

[8.22] When Friendly units are attacking adjacent Enemy units in more than one hex, the Barraging Artillery units need be within range of only one of the defending units to add their Barrage Strength to the attack.

[8.3] ADJACENT ATTACKS

[8.31] When adjacent to an Enemy unit, Artillery units must participate in an attack against adjacent Enemy units. In making this attack, the Artillery unit uses its Barrage Strength.

[8.32] When attacking from an adjacent hex Artillery units may attack as many units as they are adjacent to, but may not attack non-adjacent units.

[8.33] Artillery units attacking from an adjacent hex must suffer all the Combat Results of their attacks.

[8.4] FINAL PROTECTIVE FIRE

[8.41] A non-Phasing Artillery unit, which has not yet been subject to an attack in the current Combat Phase, had suffered no adverse Combat Results in its previous Combat Phase, and is not adjacent to an Enemy unit, may use its Final Protective Fire Strength (FPF) to supplement the Defense Strength of Friendly units which are under attack. If a non-Phasing Artillery unit has been attacked in any fashion, has been displaced, had suffered a Combat Result in its previous Combat Phase, or is adjacent to an Enemy unit, it may not use its FPF during the current Enemy Combat Phase.

[8.42] The Friendly defending unit receiving Final Protective Fire must be in range of the Artillery unit providing the FPF. This range is computed to

the hex occupied by the defending unit [the Friendly unit], not to the hex occupied by the attacking unit [the Enemy unit].

[8.43] FPF Strength Points are simply added to the Defense Strength of the unit receiving Final Protective Fire.

[8.44] When an Artillery unit supplies FPF it neither benefits nor suffers from the Combat Result.

[8.45] FPF may not be used to supplement the Defense Strength of Friendly units which are under attack solely by Enemy Artillery (either adjacent or non-adjacent) and/or Ground Support.

[8.5] DEFENSE

When an Artillery unit is attacked in any fashion it uses its Defense Strength, not its FPF.

[8.6] TERRAIN EFFECTS

[8.61] An Artillery unit may use its Barrage or FPF Strength anywhere within its Range Allowance, regardless of intervening terrain or units (either Enemy or Friendly).

[8.62] Defending units benefit fully from the terrain in the hex they occupy when attacked by Artillery (regardless of range). Defending units do not receive any hexside benefits if attacked solely by Artillery and/or Ground Support. Defending units do receive hexside benefits if they are subject to a Combined Attack involving adjacent non-artillery units, all of which are attacking across the terrain hexside type in question.

[9.0] AIR POWER

GENERAL RULE:

Air Power in the game is not represented by units, but rather by the allocation of Ground Support Points on a Turn by Turn basis. These Points are allocated in the Scenario. The Players must record (on scratch paper) the allocation and expenditure of Ground Support Points. Ground Support Points are presumed to fly in from off the map. There are neither airbases nor air units.

PROCEDURE:

Ground Support Points may be used during any Combat Phase, exactly as if they were Artillery, and can function as Barrage and FPF. Example: A Player has 10 Ground Support Points allocated in a given Game-Turn. When he is the Phasing Player he may use these Points as Barrage Strength Points. When he is the non-Phasing Player he may use these same Points as FPF.

CASES:

[9.1] RESTRICTION AND PROHIBITIONS

[9.11] One Ground Support Point equals one Artillery Strength Point (both Barrage and FPF).

[9.12] A Player may assign as many Ground Support Points as he has to one target unit, or he may split them up between as many targets as he sees fit.

[9.13] Ground Support Points have unlimited range. They may attack any Enemy unit on the map.

[9.14] Ground Support may not be accumulated from Game-Turn to Game-Turn. If they are not used in the Turn allocated by the Scenario, they are lost.

[9.15] If, for example, a Player has eight Ground Support Points available on a given Game-Turn, he may use those eight Points as Barrage Strength Points during his Combat Phase, and he may use those same eight Points as FPF during the Enemy Player's Combat Phase of the same Game-Turn.

MODERN BATTLES II

CHARTS & TABLES

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[17.1] GROUND SUPPORT TABLE [YUGOSLAVIA]

Period	A	B	C	D	E	F	G
DIE	Soviet GS Points/NATO GS Points						
1	*9/0	*9/0	*9/0	*7/0	*7/0	5/0	8/0
2	*9/0	*9/0	*7/0	5/3	*3/0	0/0	4/0
3	*9/0	*9/0	7/3	4/4	0/0	0/0	0/0
4	*9/0	7/0	5/5	0/0	0/0	0/0	0/0
5	*7/0	7/0	0/0	3/5	0/3*	0/3	0/3
6	3/0	3/1	3/7	0/7*	0/7*	0/5*	0/9*

KEY:

##/## = Soviet/NATO Ground Support Points for current Player-Turn

* = Player may drop paratroops if he is the Phasing Player (see Section 18.0)

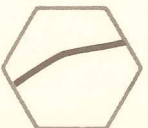
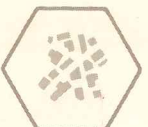
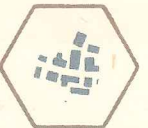

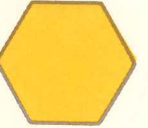
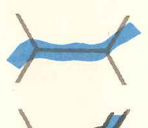
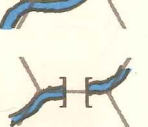

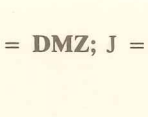
[17.1] GROUND SUPPORT TABLE [DMZ]

Period	A	B	C	D	E
DIE	ROK GS Points/North Korean GS Points				
1	0/10	0/7	2/6	3/2	4/1
2	0/8	0/6	3/5	4/1	5/1
3	0/6	1/4	4/4	5/1	7/0
4	0/5	2/3	5/3	7/0	9/0
5	0/4	3/3	6/2	8/0	10/0
6	1/3	4/2	7/1	9/0	12/0

EXPLANATION: The number to the left of the slash is the number of Ground Support Points available to the South Korean Player **per Game-Turn** for the duration of that period. The number to the right of the slash is the number of Ground Support Points available to the North Korean Player under the same restrictions.

TERRAIN EFFECTS CHART

Terrain (Games)	Movement Points (MP) to Enter (or cross)	Effects on Combat
	Clear (B,Y,D,J) 1 MP	No Effect
	Mixed (B,J) 1 MP	Shift 1
	Broken (Y,D,J) 3 MP	Shift 2
	Rough (Y,D,J) 4 MP	Shift 3
	Mountain (D,J) 6 MP	Shift 3; J map hex 2811 (Mount Scopus) Shift 4
	Woods (B,Y) 2 MP	Shift 2
	Grove (B,Y,D,J) 2 MP	Shift 1
	Trail (D,J) 1 MP; negates effect of other terrain in hex if entered through trail hex-side	No Effect; depends on other terrain in hex

Terrain (Games)	Movement Points (MP) to Enter (or cross)	Effects on Combat
	Road (B,Y,D,J) ½ MP; negates effect on other terrain in hex if entered through road hex-side	No Effect; depends on other terrain in hex
	Town (B,Y,D,J) 1 MP	Shift 2
	City (B,D,J) 3 MP	Shift 3; J map hex 3012 (Old City) Shift 4
	Lake, Sea (D,J) May not cross	Not allowed
	DMZ (D) 3 MP	Shift 1 in addition to other shifts
	Stream (D) + 1 MP	No Effect
	River (B,Y,D,J) See Section 12.0	See Section 12.0
	Bridge (B,J) No additional MP	Shift 1
	Border No Effect	No Effect

B = Bundeswehr; Y = Yugoslavia; D = DMZ; J = Jerusalem

[15.1] NUCLEAR WEAPONS CHART

	Weapon Type:					Differential:
	5kt	20kt	50kt	100kt	200kt	
Distance in hexes	0	0-1	0-2	0-3	0-4	+ 12
from Impact Hex:	1-2	2-4	3-7	4-10	5-13	- 2
NATO Available	12	7	1	*	*	
Soviet Available	5	3	2	*	*	

[15.22] In order to detonate a Nuclear Weapon, find the proper Weapon Type column, and determine the hex in which the Weapon is to be detonated (the Impact Hex). Each unit within range is subject to attack on the Active Combat Results Table. Find the distance in hexes from the Impact Hex to the unit in question and cross-reference this to find the Combat Differential Column at which the unit is attacked.

[7.63] ACTIVE COMBAT RESULTS TABLE

Combat Differential (Attacking Strength minus Defending Strength)

DIE	-7	-6,5	-4,3	-2	-1	0	+1	+2,3	+4,5	+6,8	+9,11	+12	DIE
1	A1	A1	A1	Br	Ex	Ax	D2	D3	D4	D4	D4	De	1
2	A1	A1	A1	A1	Br	Ex	Ax	D2	D2	D3	D3	De	2
3	A1	A1	A1	A1	A1	Br	Ex	Ax	Ax	D2	D3	D4	3
4	A1	A1	A1	A1	A1	A1	Br	Ex	Ex	Ax	D2	D3	4
5	Ae	A1	A1	A1	A1	A1	A1	Ex	Ex	Ex	Ex	D3	5
6	Ae	Ae	A1	A1	A1	A1	A1	Br	Br	Ex	Ex	Ex	6

Attacks at greater than "+12" are treated as "+12," attacks at less than "-7" are treated as "-7."

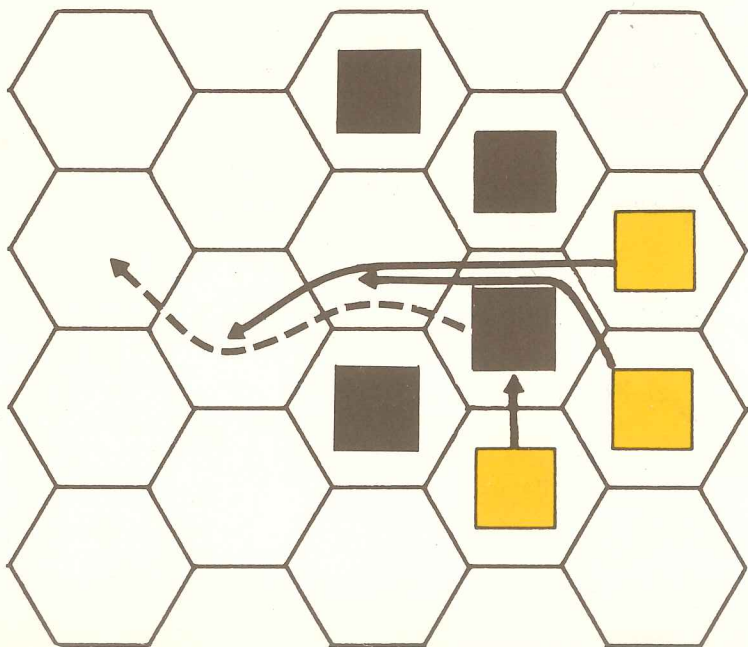
[7.64] MOBILE COMBAT RESULTS TABLE

Combat Differential (Attacking Strength minus Defending Strength)

DIE	-7	-6,5	-4,3	-2	-1	0	+1	+2,3	+4,5	+6,8	+9,11	+12	DIE
1	A1	A1	A1	Br	Br	D1	D2	D2	D3	D3	D4	De	1
2	A1	A1	A1	A1	Br	D1	D1	D2	D2	D3	D3	D4	2
3	A1	A1	A1	A1	A1	Br	D1	D1	D2	D2	D3	D3	3
4	A1	A1	A1	A1	A1	Br	Br	D1	D1	D2	D2	D3	4
5	Ae	A1	A1	A1	A1	A1	Br	Br	D1	D1	D1	D2	5
6	Ae	Ae	A1	A1	A1	A1	A1	Br	Br	Br	D1	D1	6

Attacks at greater than "+12," are treated as "+12," attacks at less than "-7" are treated as "-7."

[7.97] Example: A defeated unit retreating three hexes may be followed by up to three victorious units in its Retreat Path.



[7.65] Explanation of Combat Results Tables

D1, 2, 3 or 4 = **Defender Retreats** the indicated number of hexes (1,2,3,4). Each Player retreats his own units. He must retreat his units in accordance with the Retreat Rules (see 7.7). Units may not retreat across prohibited hexsides (see Terrain Effects Chart).

A1 = **Attacker Retreats** one hex.

Br = **Both** the Attacker and Defender must **retreat** one hex. The Defender retreats first. (Note: this means that if the Defender is surrounded by units or Zones of Control, it is eliminated). The Attacking units then retreat.

Ae = **Attacker Eliminated**. Defender may advance into the hex.

De = **Defender Eliminated**. Attacker may advance into the hex.

Ex = **Exchange**. All of the defending units are eliminated first, then an equal or greater number of the Attacking Strength Points are lost. For example: A unit with a Defense Strength of 2 is attacked by Enemy units with Attack Strengths of 3 and 4, and an Ex is rolled. The defending unit is removed from the board. The remaining attacking unit may advance into the hex. Note that all exchanges take place using the **printed** Defense strength and the printed Attack Strength of the units involved. Non-adjacent attacking Artillery units are never affected by exchange results.

Ax = All defending units are retreated one hex, then a number of attacking Strength Points equal to or greater than the Defense Strength of the defending unit(s) are lost. Note that this loss is calculated in the same manner as a normal exchange result, except that the defending unit is retreated rather than eliminated.

MODERN BATTLES II

Bundeswehr

Northern Germany, late 1970's

EXCLUSIVE RULES

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[10.0] INTRODUCTION

Bundeswehr is a battalion/regimental level simulation of hypothetical combat in Northern Germany in the 1970's. This area has been chosen primarily because of its geographic location. If Soviet forces succeed in their advance across the North German Plain, they could link up with Soviet units from Southern Germany and the Hamburg area in a concerted effort to push into Western Europe. The North German Plain is also called the Luneburg Heath; and it is just that, a flat area dotted with woods, heather, and bogs, intersected with major road networks.

[11.0] UNTRIED UNITS

GENERAL RULE:

All units in **Bundeswehr** except Artillery units are Untried. This means that when Untried units are deployed on the map, they are placed on the side of the counter that shows only a capital "U" (instead of combat strengths), unit type, and the unit's Movement Allowance. Neither Player will know the exact value of the Untried unit until the unit is about to engage in combat; after that it stays strength side up until the end of the game.

PROCEDURE:

Once the Untried units are placed and play begins, units remain in their Untried state until they are involved in combat. Once a unit has been committed to combat—after the allocation of all Barrage, Ground Support Points, and Final Protective Fire—the true strength of the unit is revealed by flipping the counter over to its combat side. The moment of revelation comes at the instant of combat—neither Player may see what the actual

strengths of the units are until it is time to throw the die for that particular combat. Once the units have been committed to combat, they may not be withdrawn, even if—because of the revealed strengths—the combat has now become unfavorable to the Phasing Player. Reinforcements always enter the map in their Untried state.

[12.0] RIVER CROSSINGS

GENERAL RULE:

All bridges in **Bundeswehr** are "wired" for demolition. See Case 12.2 for Bridge demolition.

CASES:

[12.1] EFFECTS OF RIVERS

[12.11] In all cases (except when crossing undemolished bridges) a unit moving across a River/Canal hexside must expend 3 additional Movement Points.

[12.12] Units may retreat across a River/Canal hexside due to combat.

[12.2] BRIDGE DEMOLITION

At the instant the first Soviet unit moves into a hex of which one (or more) hexsides is a Bridge, the NATO Player, at his option, may attempt to demolish the Bridge. A die is rolled to see if the Bridge is demolished. If the NATO Player does not exercise this option he may not attempt to demolish that Bridge for the rest of the game.

[12.21] A die is rolled for demolition immediately, no matter what the Phase, whenever the first Soviet unit moves into any hex of which the Bridge forms a side.

[12.22] A die roll of 1, 2, or 3 by the NATO Player demolishes the Bridge. Note that demolition is entirely at the option of the NATO Player; he is never forced to attempt demolition.

[12.23] If demolition of a Bridge succeeds, note is immediately made of the fact that the Bridge no longer exists. The hexside is treated as if it were a normal Canal or River hexside, subject to all considerations. This change in the status of the hexside is effective immediately.

[12.24] If demolition of a Bridge does not succeed, the Bridge is considered to be intact for the remainder of the game. No attempt may be made to destroy the Bridge at any other point in the game. Players must record on a separate piece of paper which Bridges are considered destroyed and which remain intact.

[13.0] REINFORCEMENTS

GENERAL RULE:

Both Players receive Reinforcements. These appear during the Owning Player's Movement Phase

on the Game-Turn indicated on the Reinforcement Schedule. The Reinforcement Schedule states the Game-Turn of appearance, the number and type of units, the Strength/Movement Value (of Artillery units only), and the specific hex or map edge on which they enter.

PROCEDURE:

During his Movement Phase, the Owning Player places reinforcement units in the scheduled hexes or on any hex of the scheduled map edge. The Owning Player may place them at any time during his Movement Phase.

CASES:

[13.1] MOVEMENT OF REINFORCEMENTS

[13.11] Reinforcements are presumed to be poised adjacent to the map. When placed on the map, a Reinforcing unit expends Movement Points to enter the entry hex according to the Terrain Effects Chart. In almost all cases, the Reinforcements are entered onto a hex which has a road leading off the map; these units expend Movement Points at the road movement rate to enter the map.

[13.12] In several cases, more than one unit is scheduled to appear in the same hex in the same Game-Turn. These units are deployed **off map**, one behind the other, with the lead unit poised adjacent to the map entry hex itself. If the entry hex is a road hex, a hypothetical road may be presumed to stretch off the map, away from the entry hex.

[13.13] As each unit enters the map, it will pay the cost for entering the entry hex, plus any additional cost for any hypothetical clear terrain hexes that it would have to traverse to reach the entry hex. If units are entering on a road hex, they are considered to be moving through hypothetical road hexes until they reach the map. **Example:** The lead unit in the column would pay ½ Movement Point to enter the map, the second unit would pay 1 Movement Point to enter the map, the third, 1½ Movement Points, etc.

[13.14] Once on the map, Reinforcements may be moved normally. The Owning Player may sequence the arrival of his already present units in any order he sees fit.

[13.2] RESTRICTIONS ON REINFORCEMENTS

[13.21] Reinforcements may not enter a hex which is, at that point, occupied by an Enemy unit. A Reinforcing unit may enter an Enemy controlled hex (but it must cease movement therein).

[13.22] If, and only if, a scheduled entry hex is occupied by an Enemy unit, or a Friendly unit in an Enemy Zone of Control, the Reinforcing unit may enter the nearest unblocked mapedge hex to the scheduled hex, in the direction of the nearest Friendly unit.

[13.23] A Player may deliberately withhold Reinforcements from Game-Turn to Game-Turn, bringing them into play (if at all) on some later Turn.

[13.24] Regardless of whether a Reinforcement is brought into play on its scheduled Turn, it must appear in its scheduled hex or alternate (see Case 13.22).

[13.25] The concept that Reinforcements are poised adjacent to the map is strictly a concept. Until they enter the map, Reinforcements have no effect on play. They may in no fashion attack Enemy units or hinder their movement.

[14.0] EXITING FROM THE MAP

GENERAL RULE:

Players may exit their units from the map. An exiting unit must expend Movement Points to enter an imaginary hex presumed to be adjacent to the map edge. The terrain in this imaginary is presumed to be identical to the terrain in the hex from which the unit exited.

RESTRICTIONS

Once a unit exits the map it may not return.

Exited units are **not** considered eliminated (but see Case 14.13) and are kept separated from eliminated units.

A unit may not exit the map as a result of combat. If it does so then it is eliminated. Units may only exit the map during the Owing Player's Movement Phase.

[15.0] NUCLEAR WEAPONS *Optional Rule*

NOTE:

Use of this rule will drastically alter the play balance of the Scenarios.

GENERAL RULE:

The use of Nuclear Weapons is a two Game-Turn procedure, involving plotting and detonation.

PROCEDURE:

The period after a Game-Turn has concluded, and prior to the next Game-Turn commencing, is called the Special Weapons InterPhase. During the Special Weapons InterPhase, Players simultaneously write down (plot) the hex number(s) and weapons sizes of Nuclear Attacks to be made in the subsequent Game-Turn's Special Weapons InterPhase. After plotting, Players simultaneously detonate Nuclear Attacks plotted in the previous Game-Turn. These Attacks are made in any order that the Attacking Player wishes, one at a time. All effects of one Nuclear Attack are applied immediately before proceeding to other Nuclear Attacks.

CASES:

[15.1] NUCLEAR WEAPONS CHART

(see separate sheet)

[15.2] HOW TO USE THE NUCLEAR WEAPONS CHART

[15.21] The Weapon Type identifies the yield of the Nuclear Weapon in thousands of tons of TNT. NATO and Soviet Available show the number of each type of weapon each Player may use throughout the game. The asterisk (*) denotes weapons that are not actually tactical weapons, and would not be employed at the level represented in the game; these may be used at Player option.

[15.22] In order to detonate a Nuclear Weapon, find the proper Weapon Type column and determine the hex in which the Weapon is to be detonated (the Impact Hex). Each unit within range is subject to attack on the Active Combat Results Table. Find the distance in hexes from the Impact Hex to the unit in question and cross reference this to find the Combat Differential Column at which the unit is attacked.

[15.3] EFFECTS OF NUCLEAR WEAPONS

[15.31] Units which are Eliminated or Exchanged are immediately removed from the map. Units which are to Retreat are moved by the Owing Player the number of hexes indicated by the result, according to the Rules of Retreat. These retreated units are then flipped over, lose their Zone of Control and may not attack or move for the remainder of the Game-Turn; these units defend normally and may retreat as a result of Combat. At the end of the Game-Turn, units which have not been eliminated are flipped back over and function normally. Units which are not forced to retreat do **not** suffer any effects.

[15.32] If a unit is retreated into the blast zone of an unresolved Nuclear Attack, it suffers any results rolled against it as a result of that attack. A unit may thus suffer any number of Nuclear Attacks in a single Weapons InterPhase.

[15.4] RESTRICTIONS ON NUCLEAR WEAPONS

[15.41] Players may not plot or detonate more than three Nuclear Weapons in a single Special Weapons InterPhase.

[15.42] Players may not make more Nuclear Attacks in the course of the game than they have Weapons shown on the Nuclear Weapons Chart.

[15.43] Neither Player may detonate a Nuclear Weapon in a hex if there are Friendly units within the Maximum Effect Radius of that Weapon (the radius at which units are attacked with a +12 differential).

[15.44] The NATO Player may **not** detonate a Nuclear Weapon in a hex if there are Friendly units within the Minimum Effect Radius of that Weapon (the radius at which units are attacked with a -2 differential). The Soviet Player, however, may detonate a Nuclear Weapon in a hex even if there are Friendly units within the Minimum Effect Radius of that Weapon. The Soviet Player must attack those Friendly units a -2 on the Active Combat Results Table.

[15.45] If a Player plots a Weapon which subsequently may not be detonated due to the above restrictions, that Weapon is not detonated, but is nevertheless considered expended. It may not be replotted or reused on subsequent Game-Turns.

[15.46] Nuclear Attacks have unlimited Range; they may be plotted anywhere on the map within the above restrictions.

[16.0] NATO COUNTERATTACK

GENERAL RULE:

There is no restriction on how many times the Soviet Player may use the Active Combat Results Table throughout the game. (Please make note of Case 7.62 in the Standard Rules). The NATO Player on the other hand, may use the Active Combat Results Table only twice per game on two consecutive Game-Turns. The NATO Player does not have the option to withhold his use of the Active CRT from Game-Turn to Game-Turn. His choice to use the Active CRT must follow in consecutive Game-Turns.

[17.0] SOVIET AIR SUPREMACY

GENERAL RULE:

The Soviet Player is given Air Supremacy Points for the first six Game-Turns of Scenario 1. The number of air points will be determined by the Die Modification Table.

CASES:

[17.1] DIE MODIFICATION TABLE

[17.11] The Soviet Player rolls a die before starting a Game-Turn. From that die roll result he must subtract a figure equal to the number of the current Game-Turn less one. That number is then referred to on the Die Roll column on the Die Modification Table. The adjacent number of points the Soviet Player is entitled to use in his Combat Phase for that Game-Turn.

EXAMPLE: The Soviet Player is about to start Game-Turn "3." He rolls the die with a result of "6".

$$6 - (3 - 1) = 4$$

The Die Modification Table shows that the Soviet Player is entitled to 6 Air Points for Game-Turn 3.

DIE MODIFICATION TABLE

Die Roll	Air Points
1	1
2	2
3	4
4	6
5	8
6	10

[17.12] Any result less than one entitles the Soviet Player to no Air Points for that Game-Turn.

[17.13] The Air Points are treated as barrage points with ground units or alone. They **cannot** be used for FPF purposes.

[18.0] SCENARIOS

GENERAL RULE:

The fighting units in **Bundeswehr** represent NATO and Warsaw Pact forces. In actuality, and simulated in this game, the forces are stationed accordingly:

Soviets: the 32nd Guards Mechanized Division in Perleberg, East Germany; the 9th Armored Division in Neustrelitz, East Germany; the 20th Armored Division in Grossborn/Pommern, Poland; the 38th Armored Division in Neuhammer/Schleisen, Poland;

East Germans: the 8th Mechanized Division in Schwerin, East Germany;

West Germans: the 7th Panzer Grenadier Brigade of the 3rd Panzer Division is outside of Hamburg, West Germany; the 8th Panzer Brigade of the 3rd Panzer Division in Luneburg, West Germany; the 9th Panzer Brigade (in peace time, this brigade, the Lehr, is for training purposes) of the 3rd Panzer Division, outside of Munster; the 31st brigade of the 11th Panzer Grenadier Division in Wardern, West Germany; the 32nd brigade of the 11th Panzer Grenadier Division outside of Bremen, West Germany; the 33rd brigade of the 11th Panzer Grenadier Division outside of Lingen, West Germany;

British: (it is difficult to ascertain the exact location of regiments and battalions of the BAOR because of the rotation of the troops in three year cycles. In the time of open conflict in this area, it is surmised that the following troops would be called up) 7th Brigade Group HQ, 1st Royal Tank Regiment; 17th/21st Lancers (tank regiment); 1st Gordon Highlanders (infantry battalion); 1st Irish Guards (infantry battalion); 4th Field Regiment Royal Artillery (artillery battalion); 15th/19th Hussars (reconnaissance battalion).

In all of the scenarios the tanks that would be maintained by the battling forces reflect which are currently used, and in the case of the Soviets, a new type, the T-64. They are: West Germany: Leopard II; East Germany: T-62; Soviet Union:

T-62, T-64; British Army of the Rhine: Chieftans, except for the 15th/19th Hussars reconnaissance battalion which maintains Scorpion and Scimitar light tanks.

As all of the units, excluding artillery, are untried, exact unit identifications are not required for placement in the deployment of forces. This decision is left to the individual Player.

[18.1] THE SOVIET INVASION

[18.11] Historical Notes

This scenario depicts an anticipated Soviet sweep across the North German Plain. In its drive to Western Europe, the Soviet forces in this scenario ultimately hope to connect with Soviet units that are simultaneously fighting NATO forces North and South of that area. NATO units are expected to formulate a defensive line to push back or hold a Soviet advance. In the opening stages of this scenario, the Soviet 32nd and the East German 8th Mechanized Divisions have crossed the East German border. The 8th and 9th West German Panzer Brigades of the 3rd Panzer Division are stationed in readiness while British forces are mobilizing in the West. Both sides are heavily reinforced as the game progresses.

[18.12] Initial Order of Battle

Except for the artillery pieces, all units show untried strength values facing up.

Soviet:

9(mechanized infantry battalions), 1(3-17/1-9) 122mm howitzer, 1(4-0-8/1-9) 122mm rocket launcher enter on the east edge of the map, on hex 3908 or hex 3912.

9(mechanized infantry battalions), 1(3-1-7/1-9), 1(4-0-8/1-9) enter on the east edge of the map, on hex 3905 or hex 3901.

West German:

3(armored battalions), 1(mechanized infantry battalion), 1(1-2-7/2-12) M109 Self-Propelled 155mm gun deploy on or adjacent to hex 2503.

3(armored battalions), 1(mechanized infantry battalion), 1(1-2-7/2-12) deploy on or adjacent to hex 1317. Additional divisional units: 1(2-1-13/1-12) M107 Self-Propelled 175mm gun, 1(3-1-6/1-12) 110mm rocket launcher, 1(reconnaissance battalion).

British:

2(armored battalions), 2(infantry battalions), 1(1-2-7/12) M109 Self-Propelled 155mm gun, 1(reconnaissance battalion) enter on the west edge of the map, hex 0110 or hex 0112.

[18.13] Reinforcement Schedule

Except for the artillery pieces, all units show untried strength values facing up.

Soviet:

On Game-Turn Two:

3(armored regiments), 3(mechanized infantry battalions), 1(5-1-7/1-9) 152mm howitzer, 1(4-0-8/1-9) enter on the east edge of the map between hexes 3914 and 3917, inclusive.

On Game-Turn Three:

3(mechanized infantry battalions), 3(armored regiments), 1(5-1-7/1-9), 1(4-0-8/1-9), additional corps artillery: 1(3-1-11/1-9) 130mm gun, 2(7-2-7/1-9) 152mm howitzers, 1(4-1-8/1-9) 200mm rocket launcher enter on the east edge of the map, on hex 3923.

On Game-Turn Four:

3(armored regiments), 3(mechanized infantry battalions), 1(5-1-7/1-9), 1(4-0-8/1-9) enter the map on the east edge, on hex 3917.

[18.16] West German Reinforcement Schedule

Except for the artillery pieces, all units show untried strength values facing up.

On Game-Turn Two:

2(armored battalions), 3(mechanized infantry battalions), 1(1-2-7/1-12) enter the map on the west edge, hexes 0108 or 0110 or 0112.

On Game-Turn Three:

2(armored battalions), 3(mechanized infantry battalions), 1(1-2-7/1-12) enter the map on the west edge, hexes 0108, 0110, 0112; additional corps artillery: 1(1-2-7/1-12).

On Game-Turn Four:

2(armored battalions), 3(mechanized infantry battalions), 1(1-2-7/1-12) enter on the north edge of the map, hexes 1701 thru 2301, inclusive; additional divisional units: 1(2-1-13/1-12), 1(3-1-6/1-12), 1(reconnaissance battalion); additional corps artillery: 1(1-2-7/1-12).

On Game-Turn Five:

2(armored battalions), 3(mechanized infantry battalions), 1(1-2-7/1-12) enter on the south edge of the map, hexes 0126 thru 0426, inclusive; additional corps artillery: 1(2-1-7/1-12) 105mm howitzer.

[18.17] Special Rules

1. The Soviets may move only six Movement Points on the first Game-Turn.

2. The British may move only ½ their Movement Points on the first Game-Turn.

3. The NATO units have ½ a Movement Point on the roads while the Soviet units have one Movement Point on the roads.

4. The West Germans are flexible in the deployment of additional divisional and corps artillery. They can enter anywhere on the western edge of the map. The Soviets, on the other hand, must enter its additional corps artillery on the hexes stated in the Game-Turns.

[18.18] Game Length

The scenario length is ten Game-Turns.

[18.19] Victory Conditions

The objective of **Bundeswehr** is to capture the following cities (identified on the map with a brown star) while maintaining an unbroken line of communication: Bergen, Ebsdorf, Egestorf, Luneburg, Munster, Soltau.

NATO Decisive = Soviets capture none of the six objective cities

NATO Tactical = Soviets capture one of the six objective cities

NATO Marginal = Soviets capture two of the six objective cities

Draw = Soviets capture three of the six objective cities

Soviet Marginal = Soviets capture four of the six objective cities

Soviet Tactical = Soviets capture five of the six objective cities

Soviet Decisive = Soviets capture all of the six objective cities

For every Soviet unit that exits off the west edge of the map, the Soviet level of victory is raised one level. For example, if the Soviets capture four out of the six objectives plus exit one unit off the west edge of the map, the Soviets win a tactical victory. For every two Soviet artillery units that are destroyed by NATO, the Soviet Victory Conditions are lowered one level. These two conditions are cumulative.

[18.2] NATO COUNTERATTACK

[18.21] Historical Notes

When the Soviet forces invaded the North German Plain, the NATO High Command decided to pull back rather than stand and fight in the northern area of Germany. The Soviets rushed to take advantage of this withdrawal, but because of reverses in the invasion of southern Germany, the Soviet

forces were reassigned to help out Army Group South. The NATO forces kept several regiments in the Soltau area, and when the NATO High Command perceived a weakness in the Soviet line, a counterattack was ordered. The reorganized NATO units proved to be much stronger than the Soviets had anticipated, and to increase the defense problem, a large amount of NATO Air Support was lent to the area. Soviet initial reaction was slow, and results in the lateness of Soviet reinforcements. However, the West Germans the the British knew they had to make the initial attack count, for the Soviet war machine was too powerful for them to contend with at full strength.

[18.22] Soviet Initial Order of Battle

Except for the artillery units, all units show untried strength values facing up.

2(mechanized infantry battalions), 2(armored regiments) deploy within 3 hexes of Munster (hex 1414)

3(mechanized infantry battalions), 1(armored regiment) deploy within 3 hexes of Egestorf (hex 1203)

4(mechanized infantry battalions) deploy within 4 hexes of 1724 3(mechanized infantry battalions) deploy within 2 hexes of hex 1409

1(mechanized infantry battalion), 1(armored regiment) deploy at Luneburg (hexes 2501 and 2601)

1(mechanized infantry battalion), 1(armored regiment), 2(4-0-8/1-9) 122mm rocket launcher, 2(5-1-7/1-9) 152mm howitzer, 1(3-1-7/1-9) 122mm howitzer deploy at or adjacent to Uelzen (hexes 3015, 3115, and 3116)

2(mechanized infantry battalions), 1(4-1-8/1-9) 200mm rocket launcher at or adjacent to Ebsterf (hex 2512)

[18.23] NATO Initial Order of Battle

Except for the artillery units, all units show untried strength values face up.

British:

all British units in the countermix begin within 3 hexes of Bergen (hex 0924)

West German:

8(armored battalions), 8(mechanized infantry battalions), all artillery except 2(1-2-7/1-12) deploy anywhere north of xx22 hexrow and west of the 10xx hexrow (exclusive)

[18.24] Soviet Reinforcement Schedule

Except for artillery units, all units show untried strength values face up.

On Game-Turn Three:

5(mechanized infantry battalion), 1(armored regiment), 1(7-2-7/1-9) 152mm howitzer enter at hex 3026

On Game-Turn Five:

2(mechanized infantry battalion), 1(armored regiment), 1(3-1-11/1-9) 130mm gun, 1(3-1-7/1-9) 122mm howitzer, 1(4-0-8/1-9) 122mm rocket launcher enter at hex 3626

On Game-Turn Seven:

1(7-2-7/1-9), 1(4-0-8/1-9) enter at hex 3626

On Game-Turn Eight:

1(mechanized infantry battalion) enters at hex 2026

[18.25] West German Reinforcement Schedule

On Game-Turn Five:

3(armored battalions), 2(mechanized infantry battalions) enter at hex 0126

[18.26] Special Rules

1. Soviets set up first, NATO move first.

2. For the first two Game-Turns, the Soviet units have a 1 MP cost per road hex; starting the third Game-Turn, they receive the normal ½ MP charge.

3. The following Air Point Schedule is used:

Nato	Soviets	
10	0	Game-Turn 1
6	0	Game-Turns 2-4
5	1	Game-Turns 5-7
3	3	Game-Turns 8-9
2	4	Game-Turn 10

4. In any attack involving the West Germans, the mobile CRT is used. The British attacking alone and the Soviets may use the active CRT on any Game-Turns they wish.

5. It is recommended that the Players should not use the Nuclear Rules, but if they choose to, the Soviets must initiate nuclear warfare.

[18.27] Game Length

The scenario length is 10 Game-Turns.

[18.28] Victory Conditions

The Victory Conditions are the same as case 18.19, with the exception that the Soviets must exit three Soviet units off the west edge of the map to raise their level of victory by one, and the NATO Player may also raise his level of victory by one for every one NATO unit exited from the west edge of the map.

[18.3] FINAL SOVIET ASSAULT

[18.31] Historical Notes

The Soviet initial attack and NATO counterattack have both been halted. Nine days of intense fighting have taken their toll, with especially severe counterbattery exchanges between opposing artillery. The Soviets have managed to scrape up a tired armored division and a relatively fresh mechanized infantry division in order to make one last attempt to break through NATO's defenses.

[18.32] Soviet Initial Order of Battle

Set aside the seventeen Soviet units with "N" on their tried sides. (Ignore unit designations).

Deploy the following units, armor and infantry with untried values:

2(armored regiments), 3(mechanized infantry battalions), 1(4-0-8/1-9) 122mm rocket launcher, 1(5-1-7/1-9) 152mm howitzer within 4 hexes of Bienbuttel (2806)

6(mechanized infantry battalions), 1(3-1-7/1-9) 122mm howitzer, 1(4-0-8/1-9) 122mm rocket launcher within 4 hexes of 2516

2(armored regiments), 3(mechanized infantry battalions), 1(4-0-8/1-9) 122mm rocket launcher, 1(5-1-7/1-9) 152mm howitzer within 3 hexes of Weyhausen (2424).

[18.33] West German Initial Order of Battle

Except for the artillery units, all units show untried strength values.

Remove the two "0-1-12"s from the countertermix.

Deploy the following artillery units:

4(1-2-7/1-12), 1(2-1-7/1-12), 2(3-1-6/1-12) and 2(2-1-13/1-12), in any unoccupied hex west of the 24xx hexrow such that each unit could bombard any two Soviet units.

Deploy 6(armored battalions) and 10(mechanized infantry battalions) in any unoccupied hex between 19xx and 25xx inclusive subject to the following restrictions: Roll one die, adding '1' to the number; that is the maximum number of West German units that may start deployed adjacent to Soviet units. Subtract '1' from the die roll; this is the minimum number of West German units that must be deployed adjacent to Soviet units, assuming the Soviet deployment has made this possible.

[18.34] British Initial Order of Battle

No British units start this scenario on the map.

[18.35] Soviet Reinforcement Schedule

After reinforcements have been picked, they are turned to their tried strength sides and enter the map in that condition.



On Game-Turn One:

3(armored regiments), 2(mechanized infantry battalions), 1(4-0-8/1-9) 122mm rocket launcher and 1(5-1-7/1-9) 152mm howitzer on hex 3626; plus 1 "N" (mechanized infantry battalion) on either 3626 or 3801.

On Game-Turn Two:

1 "N" (mechanized infantry battalion) on either 3626 or 3801.

On Game-Turn Three:

1 "N" (mechanized infantry battalion) on either 3626 or 3801; plus 9 "N" (mechanized infantry battalions), 1 "N" (3-1-7/1-9) 122mm howitzer, 1 "N" (4-0-8/1-9) 122mm rocket launcher, 1 "N" (3-1-11/1-9) 130mm gun, 1 "N" (7-2-7/1-9) 152mm howitzer, 1(7-2-7/1-9) 152mm howitzer, 1(4-1-8/1-9) 200mm rocket launcher anywhere between 3026 to 3926 inclusive.

On Game-Turn Four:

1 "N" (mechanized infantry battalion) on either 3626 or 3801.

[18.36] NATO Reinforcement Schedule

After reinforcements have been picked, they are turned to their tried strength sides and enter the map in that condition.

On Game-Turn One:

West German 2(armored battalions), 1(mechanized infantry battalion) and 1(1-2-7/1-12) artillery on 1201.

On Game-Turn Three:

The six British units plus a West German (1-2-7/2-12) artillery unit anywhere between 0126 and 1226 inclusive.

On Game-Turns Six and Seven:

West German 2(armored battalions), 1(mechanized infantry battalion) and 1(1-2-7/2-12) artillery on 0426.

On Game-Turns Eight and Nine:

1 West German (recon battalion) on either 0110 or 0112.

[18.37] Special Rules

1. Soviet sets up first, moves first. After both sides have deployed, turn all units to their tried strength sides.

2. Bridges: All bridges are standing/repared except 1601/1702, 1602/1702, 1606/1707, 2502/2601 and 2602/2603. No bridges may be blown in this scenario.

3. All Line (= Armor/Mech/Recon) units except NATO's British units and the Soviet's "N" units attack and defend at 1 (one) less than printed strength. The West German "1-1-12", now a 0-0-12, may not voluntarily move into a Soviet ZOC.

4. All artillery units except the British 1-2-7/2-12, West German 2-1-13/1-12 and the four Soviet "N" units have their FPF, Barrage and Defense strengths halved, rounding down. Artillery units with a '0' barrage strength may not 'soak-off' and make diversionary attacks.

5. All attacks are treated separately, and any attack may be made on either the Active or Mobile Table. However, only British and Soviet "N" Line units (plus any units attacking with them) may make attacks using the Active Table. British and Soviet "N" units must be lost first if an "Exchange" or "Ax" result is rolled on the Active Table.

6. The following Air Point Schedule is used:

Game-Turn	1-2	3-4	5-6	7-8	9-10
NATO	4	4	4	5	6
Soviet	4	3	2	1	0

7. Air points may not 'soak-off' and make diversionary attacks. Air points may only be used in conjunction with attacks made by Line units and/or artillery units with a barrage strength of '1' or greater.

[18.38] Victory Conditions

Soviet Decisive = Control all six key towns plus exit any three units off the western map edge.

Soviet Tactical = Control all six key towns.

Soviet Marginal = Control five key towns.

Draw = Soviets control 3 or 4 key towns.

NATO Marginal = Soviets control two key towns.

NATO Tactical = Soviets control one key town.

NATO Decisive = Soviets control zero key towns.

The Soviet Player raises his victory level by one for every three units he exits off the western map edge. The NATO Player raises his level of victory by one for every unit he exits off the eastern map edge.

PLAYER'S NOTES

Untried units are not as great a threat to playability as they seem. In any turn that major attacks are launched, exploratory attacks should be made with, and on, untried units. Exploratory attacks are simply one unit attacks made at what is usually between the -4 to -1 columns. These attacks cannot succeed and would not normally be made in the interest of game speed, but are now made in order to reveal actual unit values.

Air points, although used for barrage only, can be used on defense by inference. It is a rare player who is willing to make a maximum advance after combat knowing his opponent's counterattacking units will be bolstered by air power.

The Active Table is the greatest asset and greatest danger in the game. It is very expensive in units and should not be used unless you have a considerable advantage in numbers or if more than 50% of the turn's attacks can be made on the +12 column. An attack that can't be made at at least +6 should not be made on the Active Table.

The Russian Player's biggest advantage is his concentration of attack strength in his artillery. This allows him to make large numbers of favorable attacks while using the rest of his units to guard his line.

The NATO Player's game should be organized around his FPF capability and the Soviet player's lack of it. The NATO FPF can be used over a wide reach to blunt Soviet thrusts, thus forcing the Soviet player into making only a few 'monster' attacks on any turn. Conversely, the NATO player can make his attacks with minimal Soviet artillery interference.

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BUNDESWEHR (Front)

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4-0-8 20 1-9 □ 1-9	4-0-8 38 1-9 □ 1-9	4-0-8 32G 1-9 □ 1-9	4-0-8 8EG 1n9 □ 1n9	3-1-7 32G 1-9 □ 1-9	3-1-7 8EG 1n9 □ 1n9	5-1-7 9 1-9 □ 1-9	5-1-7 20 1-9 □ 1-9	5-1-7 38 1-9 □ 1-9	7-2-7 1/24G 1-9 □ 1-9
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SOVIET

832G 1-2-12 □ 1-2-12	932G 1-2-12 □ 1-2-12	18EG 1-2-12 □ 1-2-12	20EG 1-2-12 □ 1-2-12	30EG 1-2-12 □ 1-2-12	40EG 1-2-12 □ 1-2-12	50EG 1-2-12 □ 1-2-12	60EG 2n2-12 □ 2n2-12	70EG 2n2-12 □ 2n2-12	80EG 2n2-12 □ 2n2-12
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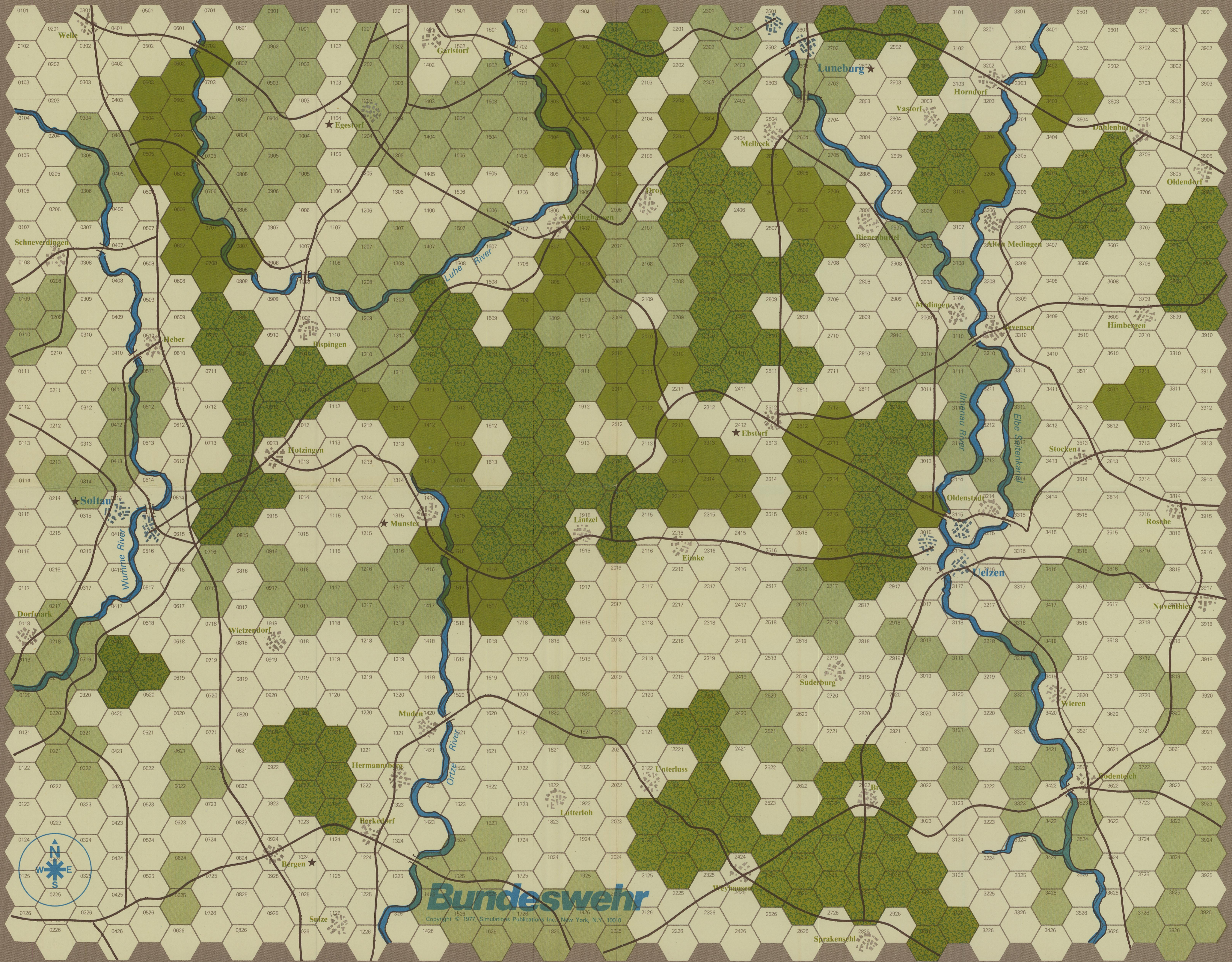
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Bundeswehr

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