

MODERN BATTLES

STANDARD RULES for the games WURZBURG, CHINESE FARM, GOLAN, MUKDEN

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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

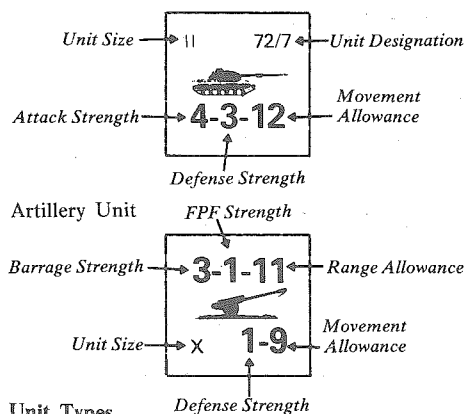
Various visual aids are provided for the Players in order to simplify and illustrate certain game functions. These are the Combat Results Tables, the Terrain Effects Chart, and the Reinforcement Charts.

[2.3] THE PLAYING PIECES

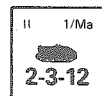
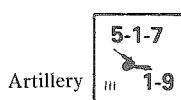
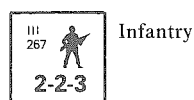
The cardboard pieces represent the actual military units that took part in the historical battles, or that are stationed in the areas portrayed in the hypothetical battles. The numbers and symbols on the pieces represent strength, movement capability, and type of unit represented by the piece. These playing pieces will hereafter be referred to as "units."

[2.31] How to Read the Units

Non-Artillery Unit



Unit Types



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

A complete game should include the following parts:

- One 22"x17" Game Map
- One Standard Rules Folder
- One Exclusive Rules Folder
- One Sheet of Charts & Tables
- One Set of Die-Cut Counters (100 pieces)
- One Folio (Folio edition only)

If any of these parts are missing or damaged, please write:

Customer Service
Simulations Publications, Inc.
44 East 23rd Street,
New York, New York 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 their respective Initial Deployment Charts. These charts tell 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 **Mukden** and **Wurzburg** this Phase is used to implement the Nuclear Weapons Rules. In **Chinese Farm** and **Golan** this Phase is used to implement the SAM Suppression 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 ½ 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.

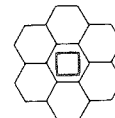
[5.3] EFFECTS OF OTHER FRIENDLY UNITS

[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.

[7.63] ACTIVE COMBAT RESULTS TABLE

Combat Differential (Attacking Strength minus Defending Strength)

Die Roll	-7	-6,5	-4,3	-2	-1	0	+1	+2,3	+4,5	+6,8	+9,11	+12	Die Roll
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)

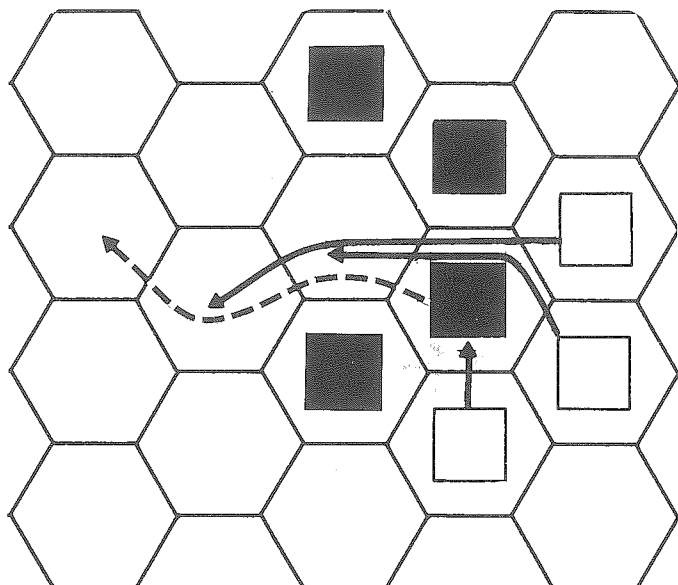
Die Roll	-7	-6,5	-4,3	-2	-1	0	+1	+2,3	+4,5	+6,8	+9,11	+12	Die Roll
1	A1	A1	A1	Br	Br	D1	D2	D2	D3	D3	D4	De	1
2	A1	A1	A1	A1	Br	D1	D1	D2	D2	D3	D3	D4	2
3	A1	A1	A1	A1	A1	Br	D1	D1	D2	D2	D3	D3	3
4	A1	A1	A1	A1	A1	Br	Br	D1	D1	D2	D2	D3	4
5	Ae	A1	A1	A1	A1	A1	Br	Br	D1	D1	D1	D2	5
6	Ae	Ae	A1	A1	A1	A1	A1	Br	Br	Br	D1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

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

[5.4] TERRAIN EFFECTS CHART

NOTE: Not all terrain is applicable to all games in this series. See Terrain Key on Game map.

Terrain	Movement Points (MP) to Enter (or Cross)	Effect on Combat
Clear Hex	1 MP	No effect
Mixed Hex	2 MP	No effect
Sand Hex	3 MP	No effect
Broken Hex	3 MP	Shift 2
Rough Hex	4 MP	Shift 3
Mountain Hex	6 MP	Shift 3
Woods Hex	2 MP	Shift 2
Grove Hex	2 MP	Shift 1
Trail Hex	1 MP; negates effect of other terrain in hex if entered through trail hexside	No effect; depends upon other terrain in hex
Road Hex	½ MP; negates effect of other terrain in hex if entered through road hexside	No effect; depends upon other terrain in hex
Town Hex	1 MP	Shift 2
Fortified Hex	No additional MP	Defender doubled in hex; Shift 3
Anti-Tank Ditch	2 MP additional	Shift 1
River/Canal Hexside	3 MP additional	Shift 2
Lake Hexside	May not cross	Not allowed
Escarpment Hexside	May only cross at road or trail hexsides	May only attack across road or trail hexsides
Bridge Hexside	No additional MP	Shift 1



[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 (See other side.)

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 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.

[14.5] USE OF SAM SUPPRESSION TABLE

The Israeli Player totals the number of Ground Support Points allocated to the SAM target hex and rolls the die. He then compares the die roll to the SAM Suppression Table. The results are applied immediately. This must be done for each SAM unit under SAM Suppression attack.

[14.4] SAM SUPPRESSION TABLE

Die Roll	Number of Ground Support Points Allocated		
	1	2	3+
1	1	1	2
2	1	1	1
3	0	1	1
4	0	1	1
5	0	0	1
6	0	0	0

Explanation of SAM Suppression Table:

The number result equals the number of Game-Turns that the SAM unit is neutralized.

[13.3] SAM RESOLUTION TABLE

		Number of Israeli Ground Support Points							
		1	2	3	4	5	6	7-10	11+
Number of SAM Points Allocated:	1	1	1	1	1	1	2	2	2
	2	1	1	1	1	2	2	3	4
	3	1	1	1	2	2	2	3	4
	4	1	1	2	2	3	3	3	4
	5	1	2	2	3	3	4	4	5
	6+	1	2	3	4	4	5	6	6

Explanation of SAM Resolution Table

The number result is the number of Victory Points the Arab Player receives if he rolls the correct die result (see SAM unit fire).

[13.21] Immediately after the commitment of all Israeli Ground Support Points, the Arab Player may use his SAM units to fire on those Ground Support Points. This is accomplished by totalling the SAM Strength being used against the Israeli Ground Support in a given hex, and cross-indexing this total (on the SAM Resolution Table)

with the total number of Israeli Ground Support Points committed to that hex. Then the die is rolled. If the number that is rolled is equal to or less than the number shown on the Table, the Arab Player receives a number of Victory Points equal to the number rolled.

[15.1] NUCLEAR WEAPONS CHART

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

QUADRIGAME ERRATA

(as of 19 Sept. '76)

As a result of post-publication playtesting, the following errata and addenda have been assembled to clarify and correct the various errors and ambiguities in the game components of **Blue & Gray**, **Modern Battles**, **Napoleon at War**, **Island War**, **Blue & Gray II**, and **Westwall**. The errata follow the sequence of the various rules folders.

BLUE AND GRAY Standard Rules

[9.0] (CLARIFICATION) A unit is doubled on defense as long as all adjacent attacking units attack across ford or bridge hexsides. The participation of non-adjacent units has no effect on this. A unit being attacked solely by artillery is doubled as long as the line of sight of the artillery fire crosses a ford or bridge hexside, a creek hexside, or an impassible hex.

Antietam

[14.2] (CORRECTION) Rods brigade should be deployed in hex 1214 (not 1114).

[17.2] (OMISSION) CONFEDERATE DECISIVE VICTORY: 1 to 1.5 or less.

Cemetery Hill

[15.51] (CORRECTION) All references to hex 2212 should be to hex 2112. All references to hex 2221 should be to hex 2120.

[15.52] (CORRECTION) All references to hex 2201 should be to hex 2101.

Chickamauga

[16.1] (CORRECTION) Either Player may exit his units from the map via hexes 0101 and 0111.

[17.31] (CORRECTION) The Confederate Player must be able to trace a road from hex 0101 or 0111 for a Line of Communications.

MODERN BATTLES Golan

[12.12] (CLARIFICATION) The additional Movement Point cost for the anti-tank ditch on Game-Turns 1 and 2 is not negated by roads and trails running through the hexside.

[20.12] (CLARIFICATION) The Israeli Player deploys his units first.

[20.13] (CORRECTION) Only 1 (3-5-8) should be included in the Syrian Reserve.

Mukden

[11.0] (CORRECTION) All references to mountain hexes should be to rough hexes. Note also that a unit with a Movement Allowance of four or less must expend two additional Movement Points to cross a river hexside.

[14.13] (CLARIFICATION) This is the only time during the Game-Turn that the Chinese Player may voluntarily create Guerillas.

[14.14] (ADDITION) Guerillas are also formed from Chinese units destroyed by nuclear weapons.

[16.21] (CLARIFICATION) City hexes are considered road hexes for purposes of supply.

[19.1] (CLARIFICATION) The effect of anti-tank units is computed at the instant of combat. Therefore, an anti-tank unit may be eliminated before that combat is resolved.

NAPOLEON AT WAR Battle of Nations

[15.52] (CORRECTION) The following units should appear on Game-Turn Three on hex 2915 (not hex 0125): 11-4 (1Gd); 11-4 (2Gd).

The following units should appear on Game-Turn Twelve on hex 0108 (not hex 2901): 8-4 (21); 7-4 (24); 7-4 (26); 7-4 (27).

ISLAND WAR Standard Rules

[5.13] (CLARIFICATION) During any Friendly Movement Phase a unit may always move one hex, regardless of the number of Movement Points it has to expend, except when prohibited from exiting a hex by the rules concerning Enemy Zones of Control.

[7.21] (CLARIFICATION) Barraging Artillery and/or Ground Support Points do fulfill the requirement of attacking Enemy units in Friendly Zones of Control. However, when adjacent to an Enemy unit, Artillery units must still participate in an attack against an adjacent Enemy unit(s).

[7.62] (OMISSION) * = no result. All units remain in place.

[9.11] (CLARIFICATION) Ground Support Points may be used for Barrage and FPF in the same Game-Turn.

Counter Mix (CLARIFICATION) In **Leyte**, all U.S. units are Army units. In **Bloody Ridge**, **Okinawa**, and **Saipan** the light green U.S. units are Marines; the dark olive units are Army units.

Bloody Ridge

[13.2] (OMISSION) If any hex of Henderson Field is occupied by a Japanese unit, the U.S. Player immediately loses his Ground Support Points. The Points are returned to the U.S. Player on the Game-Turn following that in which all the hexes of Henderson Field are reoccupied by U.S. units.

[14.0] (CORRECTION) The Japanese Player wins by occupying any two (or more) hexes of Henderson Field with any of his units at the end of any two consecutive Japanese Combat Phases.

[15.2] (CLARIFICATION) There are two Japanese units (1/230, 2/230) listed in the Scenario II Initial Deployment which are not listed on the Turn Record/Reinforcement Track, nor are they included in the counter mix. They should be included in the game, but not in the Initial Deployment for the Scenario. Instead, they appear as reinforcements on Game-Turn 21. Use any eliminated Japanese (2-2-10) infantry units or simply make them up from the blank counters.

Leyte

[12.2] (CORRECTION) Reinforcements listed as arriving at "0001" may enter the map in any hex whose last two digits are "01" (the Western mapedge anywhere from hex 1001 northwards to hex 2901, inclusive). Note that the U.S. reinforcements scheduled to arrive on Nov. 3 (3-2-5 only), Nov. 18 and Nov. 27 are incorrectly listed as appearing at "0100". They should appear at "0001," (as should the Japanese units on Game-Turn 20).

[15.31] (CLARIFICATION) Only the East and North Beach hexes are active in the American Assault and Mountain Barrier Scenarios. All Beach hexes are active in the Final Collapse Scenario.

[16.14] (OMISSION) The U.S. Player receives 5 Points for the occupation of each hex listed.

[18.1] (CHANGE) GAME-TURN TWO: Units scheduled to enter on (S) Beach hexes should instead enter on (E) Beach hexes.

Turn Record/Reinforcement Track (CORRECTION) Oct. 22: U.S., 5-5-5s entering on (E) Beach hexes are infantry units; Oct. 30: U.S. 5-5-5 is an infantry unit; Nov. 3: Japanese 4-6-5 should be "x 3".

Counter Mix (DELETION) The U.S. 304 Artillery Battalion (2-3-5/1-4) does not appear in the game.

Map (OMISSION) The town of Limon is in hex 2503.

Okinawa

[12.2] (CLARIFICATION) U.S. units entering the game by invasion are simply placed in any vacant clear terrain coastal hex. Such units do not count towards the six unit U.S. limit outlined in (14.14).

[18.12] (CLARIFICATION) The town of Yonabaru referred to in this deployment is composed of hexes 1912, 2012, and 2013. It should not be confused with another town also named Yonabaru, in hex 2310. The '1-2-5/1-6' unit deploying anywhere south of the Primary Line should be a 1-2-15/1-6.

[18.22] (CORRECTION) The 2 (1-1-0) units should be 2 (1-1-10) units.

[18.32] (CORRECTION) The 4 (2-4-10) units should be 3 (2-4-10) units.

Saipan

[12.1] (CORRECTION) The second sentence should read: "One unit of any type may be taken for each remaining vacant Beachhead Marker during each Turn after the First Game-Turn."

[14.12] (CLARIFICATION) Note that all U.S. units must attack on Game-Turn One, because they begin their Combat Phase in Enemy Zones of Control.

BLUE & GRAY II Hooker & Lee

[16.11] (ERROR) The correct exit hex number is 2101, not 2107.

Fredericksburg

Game Map (CLARIFICATION) The hexside 0713/0714 is treated as a stream hexside for all purposes (the break in the line indicates the extent of the Canal).

Battle of the Wilderness

[17.21] (CLARIFICATION) This case should be taken literally: Union units which begin the game in non-road/trail Forest hexes surrounded by Forest hexes may not move on the first day, except into an Enemy Zone of Control.

WESTWALL Arnhem

[12.0] (CLARIFICATION) Highway Bridges are non-RR bridges over rivers. Canal Bridges are non-RR bridges over canals.

[18.22] (ADDITION) The German BrDf (2-2-7) must be placed in hex 2621.

Map (CLARIFICATION) Hexside 2120-2121 is a Canal Bridge for all purposes.

Bastogne

[15.17] and [15.37] (CLARIFICATION) The Player with the highest Victory Point total at the end of the game wins.

MODERN BATTLES

Golan

EXCLUSIVE RULES

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[10.0] INTRODUCTION

Golan is a two-Player simulation of the conflict between Israel and the Arab allies (primarily Syria, Iraq and Jordan) in October of 1973. The game focuses on the ground-air battle which opened with a nearly successful Syrian attack, and ended with the Israelis at the gates of Damascus. There are two hypothetical Scenarios and one historical Scenario. Play is regulated by a simple sequential movement and combat system.

[11.0] FORTIFIED HEXES

GENERAL RULE:

Fortified hexes simulate the rather extensive network of semi-permanent field fortifications which both the Israelis and the Syrians had erected. Fortified hexes affect Combat and Zones of Control.

CASES:

[11.1] EFFECT ON DEFENSE

[11.11] A unit defending in a Fortified hex has its printed Defense Strength doubled.

[11.12] Final Protective Fire does not double when added to a unit defending in a Fortified hex.

[11.2] EFFECT ON COMBAT RESOLUTION

[11.21] In an attack where the defending unit is in a Fortified hex, shift the Combat Resolution Differential three columns to the left. This is noted on the Terrain Effects Chart. This effect is in place of, rather than in addition to, other terrain benefits in the hex.

[11.22] If a unit is defending in a Fortified hex and a Br (both retreat) Result is rolled, the attacking unit(s) must retreat first. (This is an exception to the explanation in Rule 7.65.)

[11.23] Given an Exchange or an Attacker Exchange (Ex or Ax) Result, losses are calculated on the basis of the printed Defense Strengths of the units concerned.

[11.3] EFFECT ON ZONES OF CONTROL

[11.31] A unit in a Fortified hex maintains its normal Zone of Control.

[11.32] A unit in a Fortified hex is exempt from Rule 7.2, which essentially requires a Friendly unit to attack an adjacent Enemy unit. This exemption is an option open to the Player owning the unit in the Fortified hex. He may, if he wishes, cause the unit in the Fortified hex to attack. If he does so, Rule 7.2 applies with full vigor (i.e., all adjacent Enemy units must be attacked; he can't be selective). If he applies the exemption, the unit in a Fortified hex simply remains inactive and in place during his Combat Phase (though it maintains its Zone of Control).

[11.4] EFFECT ON MOVEMENT

A Fortified hex has no effect on Movement, per se. The other terrain in the hex dictates Movement Point costs normally.

[11.5] PERMANENCE OF FORTIFIED HEXES

[11.51] A Fortified hex is permanent, regardless of the fate of occupying units.

[11.52] A Fortified hex benefits whichever nationality is in occupation. The terms "Syrian" Fortified hexes or "Israeli" Fortified hexes refer to their initial positions on either side of the DMZ and are of no consequence in play (though Victory Conditions may reflect on final occupation).

[11.6] EFFECT ON AIR WAR AND ARTILLERY

[11.61] SAM units derive no benefit from a Fortified hex.

[11.62] A unit in a Fortified hex is not affected by Barrage Fire which is not combined with a ground attack. Thus, the Attacking Player cannot use Artillery Barrage Fire to "soak off" against a unit in a Fortified hex. If he uses Barrage Fire against a Fortified hex, he must do so in conjunction with the attack of an adjacent unit.

[12.0] ISRAELI ANTI-TANK DITCH AND DMZ LINE

GENERAL RULE:

The De-Militarized Zone (DMZ) was established by the U.N. to keep Syrian and Israeli forces apart. In addition, the Israelis had erected an anti-tank ditch running behind the DMZ.

CASES:

[12.1] EFFECT

[12.11] Units may not be initially deployed in DMZ hexes, nor may reinforcements enter the map via DMZ hexes. DMZ hexes have no effect upon Combat. The other terrain in the DMZ hex determines the Movement Point cost.

[12.12] During Game-Turns One and Two a unit must expend two additional Movement Points to cross the Anti-Tank Ditch, and must shift left one column on the CRT when attacking solely across the Anti-Tank Ditch. From Game-Turn Three on, the Anti-Tank Ditch is ignored.

[13.0] SURFACE TO AIR MISSILES [SAM's]

1-25
←
0-0

GENERAL RULE:

SAM units are used to score Victory Points against Israeli air power. These units exert no Zone of Control and have no Attack or Defense Strength against ground units.

[13.1] EFFECT ON COMBAT

[13.11] SAM units cannot attack Israeli ground units, nor can Israeli ground units attack SAM units. SAM units have no Zones of Control.

[13.12] A SAM unit is immediately destroyed at the instant an Israeli unit enters the hex (during the Movement or Combat Phase) occupied by the SAM unit.

[13.13] A SAM unit which is displaced due to the retreat of a Friendly unit is destroyed instead.

[13.2] SAM UNIT FIRE

[13.21] Immediately after the commitment of all Israeli Ground Support Points, the Syrian Player may use his SAM units to fire on those Ground Support Points. This is accomplished by totalling the SAM Strength being used against the Israeli Ground Support in a given hex, and cross-indexing this total (on the SAM Resolution Table) with the total number of Israeli Ground Support Points committed to that hex. Then the die is rolled. If the number that is rolled is equal to or less than the number shown on the Table, the Syrian Player receives a number of Victory Points equal to the number rolled. EXAMPLE: Two SAM Points are allocated against a hex in which the Israeli Player has committed five Ground Support Points. Cross-indexing yields the number "2." The Syrian Player now rolls the die. If a "1" were the result, the Syrian Player would receive 1 Victory Point, and if a "2" were rolled, 2 Victory Points would be scored. But if a "3" (or higher) were rolled, the Syrian Player would get no Victory Points.

[13.22] A SAM unit may fire only at one hex, and only once per Phase. However, an individual SAM unit may fire once each in three separate Phases: Special Weapons, Israeli Combat and Syrian Combat. After a SAM unit fires during a specific Phase, it should be flipped over, and after the Phase is over, flipped back.

[13.23] The SAM Fire is resolved before any other combat. It must be emphasized that a result against Israeli Ground Support Points counts only towards Victory Points; there is no effect which removes the Ground Support Points from the game or negates their effect on Arab units.

[14.0] SAM SUPPRESSION

GENERAL RULE:

Syrian SAM units may be suppressed or neutralized by Israeli Ground Support Points for a Game-Turn or longer.

PROCEDURE:

During the Special Weapons Interphase of the Game-Turn, the Israeli Player allocates what Ground Support Points, if any, are to be used in SAM Suppression attacks. He then commits these Ground Support Points against individual SAM units for the attack. Each attack is resolved separately, using the SAM Suppression Table, and the results are applied immediately.

CASES:

[14.1] RESTRICTIONS

[14.11] All Ground Support Points committed to SAM Suppression can only attack once that Game-Turn.

[14.12] SAM units may only SAM Fire once during SAM Suppression.

[14.13] The Israeli Player allocates any number of available Ground Support Points, from those given for that Game-Turn, against any number of SAM's. The remaining Ground Support Points may be used to attack Arab units normally during the Israeli and Arab Combat Phases.

[14.14] All Ground Support Points allocated to SAM Suppression cannot be used for the remainder of the Game-Turn.

[14.2] EFFECTS OF SAM SUPPRESSION

[14.21] A SAM unit may not move or SAM Fire while suppressed.

[14.22] Suppression results are cumulative. Example: A SAM unit which receives an S2 on Game-Turn Four and another S2 on Game-Turn Five is suppressed until the end of Game-Turn Seven.

[14.23] All SAM's regain their normal status at the end of suppression.

[14.3] SEQUENCE OF SAM SUPPRESSION

The Israeli Player announces the number of Ground Support Points that are attempting to suppress an individual SAM unit. Prior to the Israeli attack on the SAM's, the Syrian Player has the option to SAM Fire against the Israeli Ground Support Points. The target SAM unit, as well as other SAM units, may combine in the attack. After SAM Fire is resolved, the Israeli Player may proceed with his suppression attack.

[14.4] SAM SUPPRESSION TABLE

(See separate sheet.)

[14.5] USE OF SAM SUPPRESSION TABLE

The Israeli Player totals the number of Ground Support Points allocated to the SAM target hex and rolls the die. He then compares the die roll to the SAM Suppression Table. The results are applied immediately. This must be done for each SAM unit under SAM Suppression attack.

[15.0] 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 value of the Reinforcing units, the number of units, Game-Turn of appearance and the specific hex or mapedge on which they enter the map.

PROCEDURE:

During his Movement Phase, the Owning Player places a Reinforcing unit in the scheduled hex or on any hex of the specified mapedge. He may place them at any time during his Movement Phase.

CASES:

[15.1] MOVEMENT OF REINFORCEMENTS

[15.11] Reinforcements are presumed to be poised adjacent to the map. When placed on the map, a Reinforcement 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.

[15.12] 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 listed. If the entry hex is a road hex, a hypothetical road may be presumed to stretch off the map, away from the entry hex.

[15.13] As each unit enters the map, it will pay the cost for entering the entry hex, plus the 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 a column would pay 1/2 Movement Point to enter the map, the second would pay 1 Movement Point to enter the map, the third 1 1/2 Movement Points, etc., etc.

[15.14] Once on the map, Reinforcements may be moved normally. The Owning Player may begin the arrival of his Reinforcements at any time during his Movement Phase.

[15.2] RESTRICTIONS

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

[15.22] 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. (However, all Friendly units must appear on the Friendly side of the DMZ.)

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

[15.24] Regardless of whether a Reinforcement unit is brought into play on its scheduled Turn, it must appear in its scheduled hex or alternate (see 15.22).

[15.25] Until they enter the map, Reinforcements have no effect on play; they do not cast a Zone of Control onto the map, nor may artillery units (for example) fire from imaginary hexes off the map.

[16.0] EXITING 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 mapedge. The terrain in this imaginary hex is presumed to be similar to the terrain in the hex from which the unit exited.

CASES:

[16.1] RESTRICTIONS

[16.11] Once a unit exits the map it may not return.

[16.12] Exited units are not considered eliminated (but see Case 16.13), and are kept separated from eliminated units.

[16.13] 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 Owning Player's Movement Phase.

[17.0] ALLOCATION OF ISRAELI GROUND SUPPORT POINTS

[17.1] ALLOCATION

[17.11] On every Game-Turn the Israeli Player has 30 Ground Support Points available for his use. Prior to the start of the Game-Turn, he must decide exactly how many of these Ground Support Points he will use in that Game-Turn. He may use no Points, all thirty Points, or some number in between. He decides on the number and notes this number secretly on a piece of scrap paper.

[17.12] Whatever number he selects, the Israeli Player must use all of the Points during the course of the Game-Turn. That is, if he selected twenty-five Points, he must use these twenty-five Points during the course of that Game-Turn, in some combination of legitimate actions.

[17.13] The Israeli Player must select the number of Ground Support Points, without necessarily knowing exactly what course the Game-Turn will take.

[18.0] SYRIAN RESTRICTIONS

[18.1] ARTILLERY

[18.11] Syrian artillery units may only use Barrage Fire against Israeli targets in Israel in coordination with ground attacks. The term "Israel" includes the Golan occupied zone behind the DMZ.

[18.12] Syrian artillery may be used without restriction to fire on targets in Syria.

[18.2] SAM's

[18.21] Syrian SAM units may not move into Israeli Golan.

[18.3] SYRIAN RESERVES

The Syrian Reserve units which are deployed in and around Sasa (2804) may not be moved until Game-Turn Eight or until an Israeli unit enters Syria, whichever comes first.

[19.0] VICTORY CONDITIONS

GENERAL RULE:

Victory is judged at the end of a Scenario on the basis of Victory Points scored by the Players. Victory Points are awarded to Players for eliminating Enemy units, for seizing territorial objectives and (to the Syrian Player) as a direct consequence of SAM Fire (see 13.21).

PROCEDURE:

There is no Victory Points record chart. Players must keep track of Victory Points scored on a piece of scrap paper.

CASES:

[19.1] VALUE OF UNITS IN VICTORY POINTS

[19.11] Each unit has a numerical Victory Point value equivalent to its total Combat Strengths (Attack plus Defense Strength for non-artillery units; Barrage, FPF and Defense Strengths for

artillery units; and SAM Strength for SAM units). Thus a 4-3-12 armored battalion is worth 7 Victory Points.

[19.12] Victory Points are awarded to a Player when he eliminates Enemy units. If the Syrian Player eliminates an Israeli 4-3-12, he (the Syrian) would receive seven Victory Points.

[19.2] TERRITORIAL OBJECTIVES

[19.21] Each Scenario will list certain hexes by number and Victory Point Value, to each Player. These Points are awarded to the Player at the end of the game on the condition that his units occupy the hex. Occupation is defined as being the last Player to have a unit physically present in the hex.

[19.22] Some hexes are listed as having conditional Victory Point Value. E.g., Player X receives Y Points if he has occupied Hex Z by the end of the Sixth Game-Turn, etc.

[19.3] LEVELS OF VICTORY

[19.31] Victory is determined by comparing the total Victory Points won by each Player, stating this comparison as a ratio (Israeli Player to Syrian Player) and evaluating this ratio against the Schedule below.

[19.32] Victory Level Schedule

Ratio	Victory Level
3.0 or more to 1	Israeli Decisive
between 2.5 and 2.99 to 1	Israeli Substantive
between 2.01 and 2.49 to 1	Israeli Marginal
2.0 to 1	Draw
between 1.5 and 1.99 to 1	Syrian Marginal
between 1.01 and 1.49 to 1	Syrian Substantive
1.0 or less to 1	Syrian Decisive

[19.4] MANDATORY SYRIAN OFFENSIVE

The play balance of all Scenarios in **Golan** is based on the assumption that the Syrian Player will conduct an all-out offensive into Israeli-held Golan. In order to realize this assumption, the following requirements are normally incumbent on the Syrian Player. In all Scenarios, if he fails to meet these requirements, he automatically **loses** and the Israeli Player wins a Decisive Victory regardless of the Victory Point Ratio.

[19.41] The Syrian Player must seize at any time at least **three** Israeli Fortified hexes. Seizure is defined as moving a Syrian unit into or through the hex. The Syrian need not hold these hexes nor does he need to seize all three on the same Game-Turn. (There is no time-limit to this requirement. It must be met by the end of the Scenario. In most games it becomes obvious long before the end of a Scenario whether the Syrian Player will meet this requirement.)

[19.42] At the end of any one Game-Turn (of the Syrian Player's choice) there must be at least **ten** Arab units west of hexrow 1200, inclusive. After this condition is met, these units need not remain west of hexrow 1200.

[19.5] AUTOMATIC SYRIAN VICTORY

The Syrian Player wins an Automatic Syrian Decisive Victory if he exits an Arab unit off the west edge of the map and meets the requirements in 19.4. He may exit the unit during any Game-Turn, but it only counts if and when he fulfills the conditions of Case 19.4.

[20.0] THE SCENARIOS

Golan has three Scenarios; the first, or historical, Scenario is based on the actual forces engaged in the war; the second examines the consequences of an early Israeli mobilization; the third envisions a

more competent Arab army. Each Scenario is a complete game in itself.

GENERAL RULE:

The instructions for each Scenario include: Historical Notes, detailing briefly the events and circumstances of the Scenario; each Player's Initial Order of Battle and these initial units' deployment hexes; the Reinforcement Schedule for each Player; Special Rules in effect for that particular Scenario; the length (in Game-Turns) of the Scenario; and the special Victory Conditions of that Scenario.

CASES:

[20.1] SCENARIO I

[20.11] HISTORICAL NOTES

Shortly after noon on October 6, 1973, Israeli radar began plotting incoming Syrian threats which soon after turned out to be Sukhoi 7 fighter-bombers delivering the opening strikes of the Yom Kippur War at targets inside Israeli-held Golan. These attacks were followed by an intense artillery barrage and the onfall of two Syrian infantry divisions and a mechanized division reinforced with strong armored components. By nightfall the Israeli defenders (two understrength armored brigades, plus scattered infantry) were totally committed along a 50 kilometer front. Within twenty-four hours the Syrians were within three or four clicks of the escarpment heights overlooking the Jacov Bridge and the all-important road leading up from the bridge to Naffak and Kuneitra. But this was their high water-mark. Arriving Israeli reserves, the incessant strikes of the Israeli Air Force and severe attrition caused by the self-sacrifice of the initial Israeli defenders stopped the Syrian advance. The Israeli Counter-attack began on October 8th. It was no blitzkrieg, but an effective, methodical combined arms operation which first crushed the Syrian forces in Golan, then advanced into pre-war Syria, dealing in turn with Syrian reserves and newly arrived Iraqi and Jordanian forces. The Israeli drive persisted for about a week, terminating in a salient that reached to Sasa. For the remainder of the war, the Israelis were content to stay in place, confident that they had shattered the Arab offensive capability.

[20.12] ISRAELI INITIAL ORDER OF BATTLE

Within six hexes of hex 1416:

3(4-3-12)

Within seven hexes of hex 1424:

2(4-3-12).

On hex 1411:

1(2-3-12).

On hex 2028:

1(2-3-12).

Anywhere in Israeli Golan:

2(1-2-5/2-12), 2(2-3-7/2-12).

[20.13] SYRIAN INITIAL ORDER OF BATTLE

Within two hexes of hex 1710:

3(3-5-8), 1(6-4-12), 1(2-1-8/1-8).

Within two hexes of hex 2014:

3(3-5-8), 1(6-4-12), 1(2-1-8/1-8).

Within three hexes of hex 2230:

2(5-5-12), 1(6-4-12), 1(2-1-8/1-8).

On or adjacent to hex 2310:

3(6-4-12), 1(1-2-12), 1(2-1-8/1-8).

On or adjacent to hex 2823:

3(6-4-12), 1(1-2-12), 1(2-1-8/1-8).

On hex 1507:

1(3-5-8).

Anywhere in Syria:

2(4-2-7/1-6), 2(2-1-11/1-8), 2(3-1-4/1-8).

Anywhere in Syria:

6(1-25/0-0), 4(2-15/0-0), 6(3-12/0-12).

Within three hexes of Sasa. (This is the Syrian Reserve. See 18.3 for employment.)

2(6-4-12), 1(4-5-12), 2(3-5-8), 2(2-1-8/1-8).

[20.14] ISRAELI

REINFORCEMENT SCHEDULE

On Game-Turn Two (on hex 0124):

2(4-3-12).

(on hex 0115):

2(2-3-12).

(on hex 0132):

1(2-3-12), 1(1-2-5/2-12).

On Game-Turn Three (on hex 0124):

3(4-3-12).

(on hex 0633):

1(4-3-12).

(on hex 0132):

1(2-3-12), 1(2-3-7/2-12).

On Game-Turn Four (on hex 0124):

2(4-3-12), 2(2-3-12), 1(3-2-13/1-12).

(on hex 0633):

1(4-3-12).

(on hex 0132):

1(2-3-12), 1(3-2-13/1-12).

On Game-Turn Five (on hex 0115):

2(2-3-12).

(on hex 0132):

1(2-3-12).

(on hex 0633):

1(1-2-12).

[20.15] SYRIAN

REINFORCEMENT SCHEDULE

On Game-Turn Ten (on hex 2914):

2(6-4-12), 1(4-4-12), 1(5-5-8).

On Game-Turn Nineteen (on hex 2823):

1(8-6-12).

[20.16] SPECIAL RULES

1. The **Syrian Player** is the First Player.
2. During the first six Game-Turns the **Syrian Player must** use the Active Combat Results Table. Thereafter he may continue to use the Active Combat Results Table for as long as he wishes, reverting to the Mobile Combat Results Table when he sees fit. When he does switch to the Mobile CRT, he may not thereafter revert to the Active CRT.
3. The **Israeli Player** may use either the Active or the Mobile Combat Results Table on any Game-Turn as he sees fit.

[20.17] GAME LENGTH

This Scenario lasts thirty-two Game-Turns.

[20.18] VICTORY CONDITIONS

Victory Point Values for Territorial Objectives:

Objective/Hex	Israeli	Syrian
Sasa 2804	25	—
Baht Jinn 2003	15	—
Nawa 2933	10	—
Harrah 2721	10	—
Kuneitra 1416	—	50
Naffak 0921	—	100
Massada 1007	—	25
Rafid 2028	—	10

The **Syrian Player** receives a bonus of **25 Victory Points** if at the end of Game-Turn Twelve there are six or fewer Israeli units inside Syria as defined by the Syrian DMZ line.

[20.2] SCENARIO II

[20.21] HISTORICAL NOTES

Israeli intelligence had monitored the Arab forward deployment of troops both on the Golan and Suez fronts. However, for a complex variety of reasons, the Israelis chose not to mobilize their reserves until almost too late. Assuming that the Israelis had mobilized some twenty-four to forty-eight hours earlier than they did, they could

have presented a much stronger defense in the Golan. Assuming that the Arabs still attacked when they did, we would expect that the Syrians would have been stopped almost on the DMZ and quickly thrust back into Syria.

[20.22] ISRAELI INITIAL ORDER OF BATTLE Set up exactly as shown in Scenario I (20.12)

[20.23] SYRIAN INITIAL ORDER OF BATTLE Set up exactly as shown in Scenario I (20.13).

[20.24] ISRAELI
REINFORCEMENT SCHEDULE
Exactly as shown in Scenario I (20.14).

[20.25] SYRIAN
REINFORCEMENT SCHEDULE
Exactly as shown in Scenario I (20.15).

[20.26] SPECIAL RULES

1. The Syrian Player is the First Player.
2. During the first three Game-Turns neither Player may move his units across the DMZ line, no artillery may be fired, and no air power used. Each Player is restricted to moving forces within his own country and receiving reinforcements. Starting with Game-Turn Four, both Players may move and fight normally.
3. On Game-Turns Four, Five and Six, the Syrian Player must use the Active Combat Results Table.
4. The Israeli Player may use either the Active or the Mobile Combat Results Table on any given Game-Turn.

[20.27] GAME LENGTH

This Scenario lasts thirty-two Game-Turns.

[20.28] VICTORY CONDITIONS

Victory Point Values of Territorial Objectives:

Objective/Hex	Israeli	Syrian
Baht Jinn 2003	15	10
Sasa 2804	25	20
Nawa 2933	15	10
Massada 1007	—	20
Kuneitra 1416	—	50
Rafid 2028	—	10

Special Victory Conditions: The requirements of a mandatory Syrian offensive (see 19.4) are almost impossible to fulfill against a competent Israeli Player in this Scenario. Therefore, the Syrian Player can substitute the following requirements for those in 19.4: He must seize at least one Israeli Fortified hex and he must have at least ten Arab units across the Israeli DMZ line at the end of any one Game-Turn.

The Israeli Player may permanently withhold Reinforcements and convert them into Victory Points. To do this he states to the Syrian Player on the Turn in which the Israeli unit is due to arrive "I am permanently withholding this unit." He then places the unit aside and counts its Value toward his (Israeli) Victory Point total. Such a unit may never be brought into play at a later Turn.

[20.3] SCENARIO III

[20.31] HISTORICAL NOTES

The Syrian Army which crossed the DMZ on October 6 came to fight. Even after taking crippling losses it did not fold up like it did in 1967. The individual infantrymen and tankers fought with a tenacity which the Israelis soon learned to respect. However, after the initial impetus was spent, the army showed it could not manage a mobile battle. It had serious inadequacies in its command control and its logistical systems. Some units ran out of gas. Others held in place too long, to be surrounded and cut up by the nimble Israelis. Reserves, including arriving Iraqi and Jordanian armor, were thrown against the

advancing Israelis piecemeal. Even the early offensive was poorly managed and inefficient. The Syrians used mass instead of finesse, did not reinforce success and persisted in costly attacks against Israeli strongpoints. Given the level of training and experience, it is questionable whether the Syrians could have improved on their performance. This Scenario will examine the possibility.

[20.32] ISRAELI INITIAL ORDER OF BATTLE Same as shown in Scenario I (20.12).

[20.33] SYRIAN INITIAL ORDER OF BATTLE Same as shown in Scenario I (20.13).

[20.34] ISRAELI
REINFORCEMENT SCHEDULE
Same as shown in Scenario I (20.14).

[20.35] SYRIAN
REINFORCEMENT SCHEDULE
Same as shown in Scenario I (20.15).

[20.36] SPECIAL RULES

1. The Syrian Player is the First Player.
2. After the Players have set up and before the start of the First Game-Turn, the Syrian Player (only) may make a free move (each unit may move its full Movement Allowance from its deployment hex). Units may not move across the Syrian DMZ during this free move.
3. Both Players may use either the Active CRT or the Mobile CRT on any Game-Turn.
4. **Increased Syrian Effectiveness:** The Syrian restrictions in Rule 18.0 are removed. Syrian reserves may be moved as soon as the Syrian Player seizes one Israeli Fortified hex (addition to Rule 18.0).

[20.27] GAME LENGTH

This Scenario lasts thirty-two Game-Turns.

[20.28] VICTORY CONDITIONS

Victory Point Values for Territorial Objectives:

Objective/Hex	Points to Israeli	Points to Syrian
Baht Jinn 2003	15	—
Sasa 2804	30	5
Nawa 2933	15	—
Harrah 2721	10	—
Massada 1007	—	15
Rafid 2028	—	15
Kuneitra 1476	—	50
Naffak 0921	—	100

Special Victory Conditions: The Syrian Player receives a bonus of 25 Victory Points if he seizes both Naffak and Kuneitra by the end of Game-Turn Five.

The Israeli Player receives a bonus 25 Victory Points if he seizes Sasa by the end of Game-Turn Twenty.

[21.0] GAME NOTES

[21.1] PLAYER'S NOTES

The Syrian Player is well advised to follow historical precedent and thrust decisively into Golan. He has to meet the requirements of Rule 19.4 early in the contest or he might as well concede. Once he meets these requirements, he will be faced with his most important decision: Whether to stay and try for an automatic victory or a big win (which almost certainly will require him to commit most of his reserves into the Golan) or to pull back, fight an attrition battle and go for Marginal Victory. The risks are commensurate with the rewards. If he goes for the big win and doesn't get it, the Israeli Player will probably put him in the bag cheap and occupy most of the map before the game's end. If, on the other hand, he withdraws and fights from his fortified zone, he most assuredly can keep the Israeli Player from getting a Decisive win.

The Israeli Player must play to stop the Syrian advance early in the battle, covering at all costs access to the escarpment road defiles. He can play to prevent the Syrian requirements in Rule 19.4, but to do so usually requires him to fight a static battle, spread out with (a) greater losses and (b) a greater chance of Syrian breakthrough. The Israeli is given a cornucopia of air power. The secret is not to use it except for battles which the Israeli cannot afford to lose. Except against an Arab cretin, use of air power draws SAM Fire which inevitably puts Victory Points in the Arab column.

As a general rule, he should only suppress SAM's which could otherwise SAM Fire at large concentrations of Ground Support Points intervening in the ground battle. If the Syrian Player deploys his immobile SAM 2 and 3 units forward, he will insure maximum SAM Fire coverage of the map, but they will become easy meat for the Israeli in the later stages of the Scenario.

[21.2] DESIGNER'S NOTES

Surprisingly, the stickiest design problems in Golan were what are usually the easiest in other games. These were the map and the orders of battle. In September of '74, when the game was conceived, the Yom Kippur War had been over for almost a year. Many published and unpublished accounts of the conflict were available, but with one or two exceptions, they were bereft of hard information needed to compose a battalion level game. Those sources which did give units and numbers never agreed with each other. There existed no official or unofficial history which gave anything but the most general account of the course of the battle. The Israelis in particular seem to be past masters in the art of disguising their order of battle. In the end, we relied quite heavily on information derived by Col. Dupuy (USAR) who was doing concurrent research on the same subject and who has published and will publish further accounts of the war. The map presented quite the same problem as the OB's. We could not lay our hands on any 1:100,000 or even 1:150,000 scale topographical maps. The Defense Map Agency provided us with 1:250,000 scale sheets, which, in conjunction with satellite photos obtained from the EROS program, gave us the lay of the land. The road net is a distillation of all the various small maps we were able to obtain, plus, again, the aid of Col. Dupuy. The placement of the fortifications and the anti-tank ditch is surmised from a reading of the course of the battle.

Finally, the Victory Conditions reflect the designer's opinion that the Israelis won a military victory, but that the Arabs won the war. Given the willingness of the Soviet Union to arm and rearm the Arab armies, the Yom Kippur War, and particularly the Golan battle, showed that the security of Israel could not be guaranteed by force alone; that the Arabs need not win, but only fight half-way competently.

DESIGN CREDITS

Game Design: Irad B. Hardy

Physical Systems Design and Graphics: Redmond A. Simonsen





















Systems Design and Game Development: Irad B. Hardy, Edward Curran, Jay Nelson.

Research: Col. T.N. Dupuy





















Production: Manfred F. Milkuhn, Larry Catalano, Linda Mosca, Kevin Zucker.



















GOLAN





















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X 5/7  3-5-8	X 6/7  3-5-8	X 7/7  3-5-8	X 4/9  3-5-8	X 8/9  3-5-8	X 9/9  3-5-8	X M  3-5-8	X fpara  3-5-8	X Com  5-5-8	X 1/3  5-5-12
X 2/3  5-5-12	X 11/31  4-4-12	X 63  4-5-12	X 11/7  6-4-12	X 17/9  6-4-12	X 3/3  6-4-12	X 12/1  6-4-12	X 21/1  6-4-12	X 22/1  6-4-12	X 14/3  6-4-12
















SYRIANS

X 13/3  6-4-12	X 15/3  6-4-12	X 51  6-4-12	X 52  6-4-12	X 4/31  6-4-12	X 5/31  6-4-12	II 102/1  1-2-12	II 101/3  1-2-12	2-1-8  III 1-8	2-1-8  III 1-8
2-1-8  III 1-8	2-1-8  III 1-8	2-1-8  III 1-8	2-1-8  III 1-8	2-1-8  III 1-8	2-1-11  II 1-8	2-1-11  II 1-8	4-2-7  II 1-6	4-2-7  II 1-6	3-1-4  II 1-8

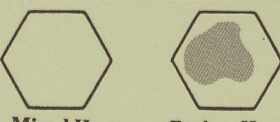
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II 131/3  2-3-12	II 132/3  2-3-12	II 133/3  2-3-12	II 7/G1  2-3-12	II 8/G1  2-3-12	II 9/G1  2-3-12	II 4/4  2-3-12	II 5/4  2-3-12	II 13/4  2-3-12	II 19/19  2-3-12
II 20/19  2-3-12	II 21/19  2-3-12	II 71/7  4-3-12	II 72/7  4-3-12	II 73/7  4-3-12	II 91/9  4-3-12	II 92/9  4-3-12	II 93/9  4-3-12	II 5/5  4-3-12	II 51/5  4-3-12

ISRAELIS

II 52/5  4-3-12	II 11/11  4-3-12	II 10/11  4-3-12	II 12/11  4-3-12	II 171  4-3-12	II 172  4-3-12	II 6  1-2-12	1-2-5  II 2-12		
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TERRAIN KEY



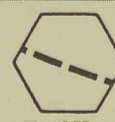
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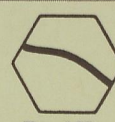
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Mountain Hex



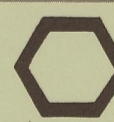
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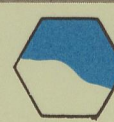
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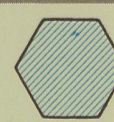
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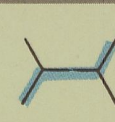
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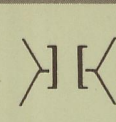
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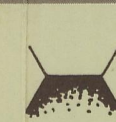
DMZ Hex



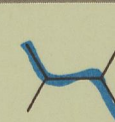
AT Ditch Hexside



Bridge Hexside



Escarpment Hexside



River Hexside

Golan

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