

# 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

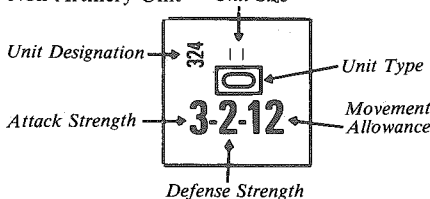
Various visual aids are provided for the Players in order to simplify and illustrate certain game functions.

### [2.3] THE PLAYING PIECES

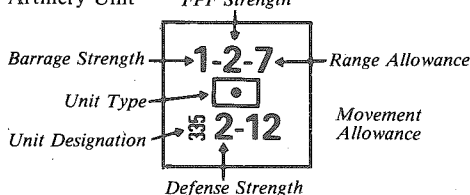
The cardboard pieces represent the actual military units that took part in the historical battles, or that are stationed in the areas portrayed in the hypothetical battles. The numbers and symbols on the pieces represent strength, movement capability, and type of unit. These playing pieces are hereafter 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

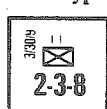
Non-Artillery Unit      Unit Size



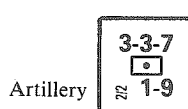
Artillery Unit



### 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.

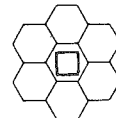
### [5.3] EFFECTS OF OTHER FRIENDLY UNITS

[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)

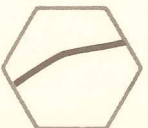
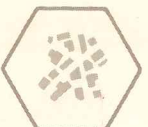
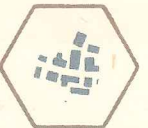

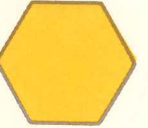
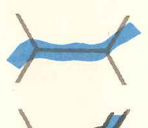
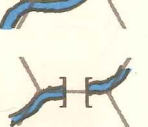

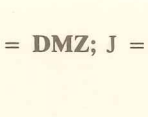
**[17.1] GROUND SUPPORT TABLE [DMZ]**

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."

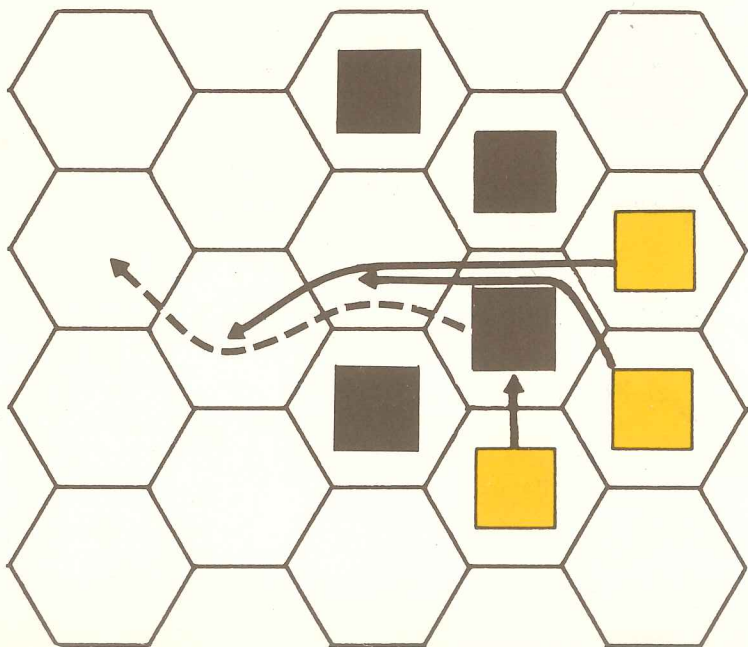
## [7.64] MOBILE COMBAT RESULTS TABLE

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

## DMZ

### The Battle for South Korea, late 1970's EXCLUSIVE RULES

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- 10.0 INTRODUCTION
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- 12.0 RIVERS
- 13.0 REINFORCEMENTS
  - 13.1 Movement of Reinforcements
- 14.0 EXITING THE MAP
  - 14.1 Restrictions
- 15.0 TERRAIN MODIFICATIONS
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  - 15.2 Restrictions on Armored Units
- 16.0 THE DMZ
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- 18.0 NORTH KOREAN AMMUNITION DEPLETION
- 19.0 B-52 ATTACKS
  - 19.1 How to Attack
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  - 21.2 How Replacements Enter the Map
- 22.0 SCENARIOS
  - 22.1 The Battle for Seoul
  - 22.2 U.S. Withdrawal
  - 22.3 Counterstroke Across the DMZ

#### [10.0] INTRODUCTION

DMZ is an operational level simulation of hypothetical combat in Korea in the late 1970's and early 1980's occurring around the South Korean capital city of Seoul.

#### [11.0] UNTRIED UNITS

##### GENERAL RULE:

All units in DMZ (except artillery units) are untried. Untried units are deployed on the map with only a "U" and the unit's Movement Allowance showing. Neither Player will know the exact value of an untried unit until the unit is about to engage in combat for the first time. When untried units are first placed on the map, they should be separated by type, thoroughly mixed, and then chosen (without the choosing Player looking at the combat strengths of the units) by a random pick from the appropriate type of units. The untried units are then placed on the map as called for in the initial set up rules or in the reinforcement schedule.

##### PROCEDURE:

Once 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, FPF, and Ground Support Points—the true strength of the unit is revealed by flipping the counter over to the side with its combat strengths. 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 roll the die for that particular combat. Once the units have been committed to combat, they may not be withdrawn, even if the combat has now proven to be unfavorable to the Phasing Player. Reinforcements always enter the map in an untried state. Replacements enter the map with their combat strengths showing. Once a unit has had its combat strengths revealed, it may never become untried again.

##### COMMENTARY:

In DMZ, almost all untried units also have their parent division's number or letter on their untried counter side. First, this allows for some sort of divisional integrity for initial deployment and reinforcement purposes. For example, if the ROK Player is asked to deploy all infantry units which bear a "C" divisional designation in a certain area of the map, he would locate all such units, choose them randomly as previously described, and then place them on the map according to the restrictions in the rules of the scenario. Second, this allows for at least a slight knowledge of the untried unit's capability since some divisions—particularly for the North Korean Player—are much "better" than others. For example, after the North Korean Player has finished his initial deployment he would not specifically know the strength of any of his untried units on the map. However, if he knows that the 27th Division totals 20 Attack Strength Points among all its infantry units and the 9th Division only 6, he would at least understand that untried units showing the 27th Division as their parent formation have a better chance of having high combat strengths than those of the 9th Division. To a lesser extent, this rule of thumb applies to the ROK Player.

#### [12.0] RIVERS

Units may move across Rivers in their Friendly Movement Phase. However, they may never retreat across Rivers as a result of combat, even if a road crosses the River hexside. Units may always retreat across Streams. It costs six additional MP's for any unit to cross a River hexside, one additional to cross a Stream hexside. There is a shift of

one column to the left on the CRT in addition to other terrain shifts when units are attacked solely across a River hexside.

#### [13.0] REINFORCEMENTS

##### GENERAL RULE:

Both Players may receive reinforcements in a particular scenario. These appear during the Owning Player's Movement Phase on the Game-Turn indicated on the Reinforcement Schedule. This Schedule states the Game-Turn of appearance, the number of units, and the designations of those units. A hex number on which the reinforcements enter the map is also provided.

##### 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.

[13.12] In several cases, more than one unit is scheduled to appear in the same hex on 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 or trail hex, a hypothetical road or trail may be assumed to stretch off the map, away from the entry hex.

[13.13] As a unit enters the map it will pay the cost for entering the entry hex, plus any additional cost for any hypothetical road or trail hexes it would have to traverse in order to reach the entry hex. If units are entering on a road or trail hex, they are considered to have moved through hypothetical road or trail hexes until they reach the entry hex.

[13.14] Reinforcements may never enter a hex which is occupied by an Enemy unit. A reinforcing unit may enter an Enemy-controlled hex (but it must cease its movement therein).

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

#### [14.0] 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 map edge. The terrain in this hex is presumed to be the same as the terrain from which the unit exited the map.

##### CASES:

##### [14.1] RESTRICTIONS

[14.11] Once a unit has exited the map it may not return.

[14.12] North Korean units may only exit the map on roads or trails. South Korean and U.S. units may exit the map from any hex.

[14.13] Exited units are not considered eliminated (exception: see Case 14.14), and are kept separated from eliminated units. Some scenarios may grant Victory Points for exiting units off particular map edges or roads. Check the individual scenario for details.

[14.14] A unit may not exit the map as a result of combat. If it does so, it is eliminated.

## [15.0] TERRAIN MODIFICATIONS

### CASES:

#### [15.1] UNITS WITH A MOVEMENT ALLOWANCE OF EIGHT

[15.11] All ROK and U.S. units with a Movement Allowance of eight may move along roads at ½MP's per hex and along trails at ¼MP's per hex.

[15.12] All infantry units (of both sides) with a Movement Allowance of eight may enter Rough or Mountain hexes at a cost of three Movement Points.

#### [15.2] RESTRICTIONS ON ARMORED UNITS

[15.21] All units which bear a pure Armor (Tank) symbol may only enter Rough or Mountain hexes on primary or secondary roads.

[15.22] Armored units on a road in Rough or Mountain hexes only exert ZOC's into other Rough and Mountain hexes containing roads or trails. They do not exert ZOC's into adjacent Rough or Mountain hexes without roads or trails in them. (Note that this road does not necessarily have to connect with the road that the armored unit is on.)

## [16.0] THE DMZ

### GENERAL RULE:

DMZ hexes cost three Movement Points for all units to enter. If any units are attacking from a DMZ hex, the final differential column must be shifted one to the left in addition to any other terrain shifts. It does not matter if some units in the attack are not in the DMZ—as long as one unit in an attack is in a DMZ hex, the shift to the left is awarded.

## [17.0] GROUND SUPPORT VARIABILITY

### GENERAL RULE:

Players receive Ground Support Points through die rolls on the Ground Support Table (see Case 17.1). Each scenario will specify when to roll for Ground Support Points and what lettered column to use in order to determine the number of Points available to each Player.

### CASES:

#### [17.1] GROUND SUPPORT TABLE (see separate sheet)

#### [17.2] SPECIAL AIR POWER RULES

[17.21] Ground Support Points used for FPF are halved (round fractions down).

[17.22] Ground Support Points used for Barrage against City hexes are halved (round fractions down).

[17.23] ROK Ground Support Points allocated to any hex northwest of the North Korean Air Defense Line are halved (round fractions down).

[17.24] North Korean Ground Support Points allocated to any hex southeast of the ROK Air Defense Line are halved (round fractions down).

[17.25] All Ground support penalties are cumulative. It is perfectly permissible for Ground Support Points to be halved once due to one type of penalty, and then halved again due to another. A fraction below one is considered to be zero.

## [18.0] NORTH KOREAN AMMUNITION DEPLETION

### GENERAL RULE:

If any North Korean artillery or rocket artillery units are using their Barrage Strengths during the North Korean Combat Phase and they are south of the DMZ (inside South Korea), there is the possibility that they will run out of ammunition. When a "six" is rolled for a North Korean attack during this Phase and all the artillery units supporting this attack with their Barrage Strengths are south of the DMZ, one of these artillery units must be removed from the map (the choice of which unit to lose is left to the North Korean Player). This unit does not count towards victory conditions of a particular scenario, although it may never be brought back into play again.

## [19.0] B-52 ATTACKS

### CASES:

#### [19.1] HOW TO ATTACK

[19.11] In some scenarios the ROK Player is allowed to make B-52 attacks (utilizing the B-52 fleet at Guam). At the beginning of a Movement Phase of an ROK Player-Turn (before any movement takes place) of a Game-Turn in which a B-52 attack is permitted, the ROK Player may choose one North Korean unit to attack. This unit may not be in a Mountain or Rough hex, nor may it be northwest of the North Korean Air Defense Line. It may be in an ROK or U.S. Zone of Control.

[19.12] The B-52 attack against a North Korean unit is resolved at the beginning of the ROK Movement Phase, before any movement takes place.

[19.13] B-52 attacks must take place on the Mobile CRT.

[19.14] The basic attack strength of a B-52 attack is +12 regardless of the Defense Strength of the attacked unit. However, shifts due to terrain are taken into account in the resolution of this attack.

#### [19.2] RETREATS DUE TO B-52 ATTACKS

Retreats called for due to a B-52 attack must be executed immediately. Normal retreat rules apply. North Korean units may retreat out of ROK or U.S. ZOC's. The ROK Player is not affected by adverse results due to B-52 attacks. After the North Korean Player has retreated his units, the ROK Player may proceed with his Movement Phase.

#### [19.3] B-1 BOMBERS (OPTIONAL)

Players may wish to postulate the U.S. replacement of the B-52 fleet with new B-1 bombers by the date the game represents. Conduct B-1 attacks just like B-52 attacks, except the ROK Player may attack any hex on the map. Always resolve B-1 attacks on the +12 column of the Mobile CRT regardless of terrain.

## [20.0] NORTH KOREAN COMMANDOS

### CASES:

#### [20.1] COMMANDO MOVEMENT

[20.11] The North Korean commando unit may ignore Enemy Zones of Control. It has an unlimited Movement Allowance, but pays Movement Points according to the following schedule: 1 MP for

each hex southeast of the DMZ that is not in an ROK or U.S. unit's Zone of Control; 5 MP's for each ROK or U.S. unit's ZOC in a Mountain or Rough hex; 10 MP's for each ROK or U.S. unit's ZOC in a Broken, Grove, or Clear hex; 15 MP's for each DMZ hex that is also the ZOC of an ROK or U.S. unit; +1 MP's to cross a River.

[20.12] Total the number of Movement Points expended by a Commando unit immediately after it has completed its movement for that North Korean Movement Phase. Consult the Commando Movement Table (20.13) to achieve the result.

#### [20.13] Commando Movement Table

Die Roll	MP's expended				
	1-9	10-19	20-29	30-39	40+
1	*	*	*	*	*
2	*	*	*	*	E
3	*	*	*	E	E
4	*	*	E	E	E
5	*	E	E	E	E
6	E	E	E	E	E

### Explanation of Results:

\*: Movement succeeds; Commando unit may remain in hex.

E: Commando Eliminated; remove the Commando unit from play.

#### [20.2] COMMANDO EFFECTS

[20.21] Commando units may never attack. They have no Zone of Control and U.S. or ROK units adjacent to the Commando unit are not obligated to attack it during their Combat Phase.

[20.22] Commando units have an intrinsic Defense Strength of one. They can only be attacked on the Mobile CRT. They are eliminated by a result of "D2", "D3", "D4", or "DE". Any other result reads as "No Effect." Never take terrain into account in an attack on a Commando unit. Barrage or Ground Support Points may not be used against Commandos. FPF Points may not be used by the North Korean Player in conjunction with Commando units.

[20.23] Commandos may not be attacked in combination with an attack on any other North Korean units.

[20.24] No ROK or U.S. unit may ever retreat onto a Commando unit. It may retreat adjacent to the Commando unit if that hex is not in a North Korean ZOC. If forced to retreat onto a Commando unit, a U.S. or ROK unit is eliminated.

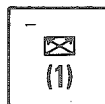
[20.25] Any ROK or U.S. unit that moves adjacent to a Commando unit by using road or trail must stop and move no further that Movement Phase. The Commando unit may be attacked during the ensuing Combat Phase (see Case 20.22).

[20.26] If a Commando unit is eliminated, it may be brought back into play three Game-Turns later as one Replacement Point (see Section 21.0). When re-entering the map as a replacement, Commando units are not obligated to enter on a NW map edge road hex. They may simply be placed adjacent to any North Korean unit on the map, but not in an ROK or U.S. Zone of Control.

## [21.0] NORTH KOREAN REPLACEMENTS

### GENERAL RULE:

In some scenarios, the North Korean Player will receive "Replacement Points". These points will enable the North Korean Player to bring back units to play which have been destroyed in combat. Replacement Points apply only to infantry units, not to artillery or armor.



## PROCEDURE:

Each Replacement Point represents one **Attack Strength Point** of infantry. Thus, if the North Korean Player had seven Replacement Points available, he could bring an infantry unit with an Attack Strength of seven on to the map. His Replacement Point total would then be zero.

## CASES:

### [21.1] RESTRICTIONS

Replacement Points may be accumulated from Game-Turn to Game-Turn. Whenever a unit is brought on to the map as a Replacement, deduct the number of points in that unit's Attack Strength from the cumulative total of Replacement Points.

### [21.2] HOW REPLACEMENTS ENTER THE MAP

[21.21] North Korean Replacements may be taken only from infantry units that were eliminated as a result of combat in previous Game-Turns.

[21.22] Replacements enter the map exactly like Reinforcements (see Section 13.0). The only restriction is that they enter the map on a road or trail hex above (north or northwest of) the DMZ.

## [22.0] SCENARIOS

### GENERAL RULE:

There are three Scenarios in DMZ. The first two postulate an all-out surprise North Korean offensive whose ultimate aim is the capture of the South Korean capital of Seoul. The third scenario postulates the American and South Korean build-up in response to a bogged-down North Korean attack, and a counter-offensive back across the DMZ into North Korea.

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; the Reinforcement Schedule for each Player; Special Rules in effect for each Player; the length of the Scenario; and the Victory Conditions of that Scenario. (Note: the ROK Player controls both ROK and U.S. combat units.)

## CASES:

### [22.1] THE BATTLE FOR SEOUL

[22.11] **Historical Notes:** By 1979, the soldiers of the U.S. 2nd Division were truly the forgotten soldiers of the U.S. Army. Americans at home no longer paid any attention to the constant North Korean threats to strike south. Suddenly, on May 1, 1979, the North Koreans struck—headed by T-55 tanks of the 1st Armored Division and reinforced infantry regiments of the 27th Infantry Division. From their base camps near the DMZ, the Americans joined in the desperate defense of Seoul.

### [22.12] South Korean and U.S. Initial Order of Battle

Set up **first**—with untried strengths showing (see Section 11.0)—according to the following procedure:

All 18 infantry units (U-8's) which bear a "C" or "9" division designation, two ROK tank units (U-12's); **within three hexes southeast or northeast of the DMZ, exclusive.** (Note: these infantry units must be deployed within three hexes of another infantry unit of the same division.); 30/9, 50/9,

51/9, 966/9, 10/C, 60/C, 61/C, and 628/C artillery units: **within five hexes southeast of the DMZ (exclusive) and within two hexes of another unit of the same division;** all six infantry units (U-8's) which bear an "RR" division designation: one on each of the following hexes—0724, 0725, 0923, 1022, 1122, 1221; RR artillery unit: hex 0625.

### U.S. Units:

15/2 artillery and 38/2 artillery: hex 0823; two infantry unit's (U-8's), one tank unit (U-12): hex 1618; two infantry units (U-8's) 37/2 artillery and c/37/2 artillery; hex 1619; two mechanized infantry units (U-12's), one infantry unit: hex 2214; one tank unit, 17/2 artillery: hex 2314. (Note: U.S. units may set up stacked. This is for starting purposes only. U.S. units may never stack once they have been committed to combat.)

### [22.13] North Korean Initial Order of Battle

All North Korean units: **anywhere northwest of the DMZ, but never on the DMZ itself.** If a unit possesses a division number on its untried side, it must be deployed within two hexes of another unit of the same division. One North Korean commando unit is included in this deployment. (Note: Some NK artillery units "belong" to two divisions. These units may be deployed within two hexes of a unit of either division.)

### [22.14] ROK and U.S. Commitment and Reinforcement Schedule

### COMMITMENT:

No Ready Reserve ("RR") unit may move on Game-Turn One. Three Ready Reserve units may move on Game-Turn Two. All Ready Reserve units may move freely from Game-Turn Three to the end of the game.

At the beginning of the South Korean Movement Phase on Game-Turn One, the ROK Player rolls the die. The number shown on the die roll is the number of U.S. units he may move that Game-Turn. At the beginning of subsequent ROK Movement Phases, the ROK Player rolls the die, releasing **double** the number of U.S. units as shown on the die roll. The ROK Player rolls the die each Friendly Movement Phase until he has released all U.S. units. U.S. units are automatically released if they are attacked.

### REINFORCEMENTS:

#### Game-Turn Five:

Four ROK Marine infantry units (U-8's, "2n" designation), 2M artillery unit: hex 0126.

### [22.15] North Korean Replacements

The North Korean Player receives two Replacement Points per Game-Turn. These may be accumulated (see Section 21.0).

### [22.16] Ground Support

At the beginning of Game-Turn One, roll the die and consult Time Period "A" column for the results. Roll again at the beginning of Game-Turns Three, while consulting "B"; Seven, consulting "C"; Ten, consulting "D"; and finally Thirteen, consulting "E". The Ground Support Points received as a result of these rolls may be used each Game-Turn until a new die roll is made on a new column on the Ground Support Table.

### [22.17] Special Rules

1. The North Korean Player is the first Player.
2. The North Korean Player may use the Active CRT for three Game-Turns. The ROK Player may use the Active CRT for three Game-Turns, but only after all U.S. units have been released.
3. The North Korean commando unit must be moved into at least one ROK ZOC on Game-Turn One.

4. The ROK Player may make one B-52 attack on every odd-numbered Game-Turn starting on Game-Turn Five.

5. During the North Korean Combat Phase of Game-Turn One, the North Korean Player may shift all of his attack differential columns **two to the right** because of surprise. This shift is performed after all terrain shifts have been determined. On Game-Turn Two, the North Korean Player may shift his attack differentials **one to the right** on the CRT during his Combat Phase. After Game-Turn Two, the North Korean Player no longer receives this bonus for the remainder of the game.

### [22.18] Game Length

The scenario Game-Length is fifteen Game-Turns.

### [22.19] Victory Conditions

The North Koreans obtain a **Decisive Victory** if at any time during the course of the game one of their units enters a Seoul hex. The game ends immediately upon the achievement of this objective. The North Koreans achieve a **Substantive Victory** if at the end of the game North Korean units occupy (or were the last to pass through) the cities of Uijongbu (0823) and Chorwon (3608). The North Koreans obtain a **Marginal Victory** if at the end of the game they occupy Chorwon or Uijongbu and no ROK or U.S. units occupy hexes northwest of the NK Air Defense Line (ADL).

The ROK Player obtains a **Marginal Victory** if at the end of the game a Friendly unit occupies either Chorwon or Uijongbu and at least one Friendly unit occupies a hex northwest of the North Korean ADL. The ROK Player achieves a **Substantive Victory** if Friendly units occupy Chorwon and Uijongbu, and at least three Friendly units end the game northwest of the North Korean ADL. The ROK's obtain a **Decisive Victory** if they occupy Chorwon and Uijongbu, and at least six Friendly units end the game northwest of the DMZ.

**MODIFIERS:** Victory is shifted one "level" in favor of the North Koreans if seven or more U.S. units are destroyed. Victory is shifted one level in favor of the NK's if they have exited at least **four** units off the southeast map edge at the end of the game. (Example: If the NK's achieve both of the above modifiers, an NK Marginal Victory would become an NK **Decisive Victory**.) Victory is shifted a maximum of one level in favor of the ROK's if at least one ROK-U.S. unit exits the northwest map edge. All the above Modifiers are cumulative when victory is being determined.

### THE BATTLE FOR SEOUL:

#### "HISTORICAL" ALTERNATIVE

This alternative to **Battle for Seoul** is given for those who wish to ignore the untried unit rule (section 11.0). This enables the Players to place units on the map as they might actually be deployed on some date in the very near future. (Note: ROK and North Korean deployment is mostly guesswork because of the tight security that exists around the 38th parallel. However, this deployment is roughly accurate in terms of the number of men on both sides along this front at any given time.)

ROK (place units with combat strengths showing):

1/28/9: 0111; 2/28/9: 0310; 3/28/9: 0308; 1/29/9: 0507; 2/29/9: 0706; 3/29/9: 0905; 1/30/9: 1204; 2/30/9: 1404; 3/30/9: 1604; "9" tank: 1803; 1/C/C: 2003; 2/C/C: 2203; 3/C/C: 2403; 1/1/C: 2603; 2/1/C: 2803; 3/1/C: 3003; 1/26/C: 3203; 2/26/C: 3403; 3/26/C: 3603; "C" tank: 3803; 30/9, 50/9, 51/9, 966/9 artillery: **within two hexes of a 9th Division unit, SE of DMZ;** 10/C, 60/C, 61/C, 628/C artillery: **within two hexes of a "C" unit, SE of DMZ;** 1/30RR: 0724; 2/30RR: 0725; 3/30RR: 0923; 1/35RR: 1022; 2/35RR: 1122; 3/35RR: 1221; RR artillery: 0625.



U.S.:

15/2 artillery, 38/2 artillery: **0823** (Camp Stanley); 1/72A/2, 2/9/2, 1/32/2: **1618** (Camp Casey); 1/9/2, 1/23/2, 37/2 artillery, c/37/2 artillery: **1619** (Camp Hovey); 1/17/2, 1/31/2, 1/38/2: **2214** (Camp Howze); 4/7C/2, 17/2 artillery: **2314** (Camps Rice and Pelham.)

NORTH KOREA (also place units with combat strengths showing, always northwest of DMZ. Units may set up within two hexes of the listed hex unless otherwise noted):

All units of 27th Division: **0107**; all units of 3rd Division: **0303**; all units of 19th Division: **0602**; all units of 9th Division: **1001**; all units of 18th Division: **1401**; all units of 8th Division: **1901**; all units of 1st Armored Division: **2401**; all units of 15th Division: **2901**; all units of 2nd Division: **3501**; all non-divisional units and commando unit: anywhere northwest of the DMZ.

The game may now begin. All rules and special rules are the same as in *Battle for Seoul*. However, ignore the untried unit rules (see Section 11.0).

#### [22.2] U.S. WITHDRAWAL

[22.21] **Historical Notes:** On January 2, 1978 President Carter finally authorized action on the 1975 Appropriations Committee's Report #93-1255: the withdrawal of the U.S. 2nd Division from the DMZ combat zone in South Korea, prior to its total removal from the peninsula. When the North Koreans struck on Oct. 1, 1980, Carter—who was in the middle of a hotly-contested election—was in a dilemma: should Americans be committed to the fighting?

#### [22.22] South Korean Initial Order of Battle

Set up first—with untried strengths showing—according to the following procedure:

All units which bear "C" and "9" division designation (including artillery), two ROK tank units, all units bearing "2M" designation: within three hexes southeast or northeast of the DMZ, exclusive. (Note: all units must be deployed within three hexes of another unit bearing the same division designation.) All units bearing an "RR" designation: in any hex southeast of the North Korean Air Defense Line. No U.S. units are set up on the map at the start of the game.

#### [22.23] North Korean Initial Order of Battle

Exactly the same as described in Case 22.13.

#### [22.24] ROK and U.S. Commitment and Reinforcement Schedule

All ROK units are committed on Game-Turn One. REINFORCEMENTS:

Game-Turn Nine:

Any three U.S. units: any road hex on the southeast map edge.

Game-Turn Ten:

All remaining U.S. units: on any road hex on the southeast map edge.

#### [22.25] North Korean Replacements

The North Korean Player receives two Replacement Points per Game-Turn. These may be accumulated (see Section 21.0).

#### [22.26] Ground Support

Ground Support die rolls take place at exactly the same time as those described in Case 22.16. However, each and every time a Ground Support die roll takes place, subtract one from this die roll. If the die roll is a one, this remains a one. All other Ground Support rules are the same.

#### [22.27] Special Rules

1. All Special Rules are the same as in Case 22.17 except for Rule Number Four. In the U.S. Withdrawal scenario the ROK Player may make

one B-52 attack on every odd-numbered Game-Turn starting on Game-Turn Nine.

#### [22.28] Game Length

The scenario Game-Length is fifteen Game-Turns.

#### [22.29] Victory Conditions

Victory Conditions are exactly the same as those described in Case 22.19.

#### ALTERNATIVE U.S. WITHDRAWAL:

This alternative postulates a total U.S. withdrawal from South Korea. This is played as described in Case 22.2 with the following modifications:

(a) Subtract two from every Ground Support die roll.

(b) No B-52 attacks are allowed.

(c) No U.S. reinforcements appear during the game.

(d) The North Korean Player never receives a surprise bonus for the duration of the game.

(e) The game length is twelve Game-Turns.

#### [22.3] COUNTERSTROKE ACROSS THE DMZ

[22.31] **Historical Notes:** The North Korean attack towards Seoul reached its logistical tether two weeks after the initial drive across the DMZ. Meanwhile, American and South Korean generals plotted and planned. Suddenly, a U.S.-ROK corps wheeled northeast of Seoul and struck the disorganized enemy west of Uijongbu. It was now the North Korean turn to organize a desperate defense.

#### [22.32] North Korean Initial Order of Battle

Set up first, with untried strengths showing:

The North Korean Player may set up his units within one hex of all listed hex numbers. All units of the 9th Division: **0116**; all units of the 19th Division: **0417**; all units of 3rd Division: **0819**; all units of 2nd Division: **1121**; all units of 15th Division: **1124**; all units of 8th Division: **1623**; all units of 18th Division: **2421**; all units of 27th Division: **3608**.

#### [22.33] South Korean and U.S. Initial Order of Battle

Set up second, with untried strengths showing:

All units which bear an "RR" designation (including artillery), three infantry units (U-8's) which bear a "C" designation, 10/C and 628/C artillery units: within seven hexes of hex **0126**.

#### [22.34] ROK and U.S. Commitment and Reinforcement Schedule

All ROK-U.S. units are committed at the beginning of the game or when they enter the map as reinforcements.

#### REINFORCEMENTS:

Game-Turn One:

All five ROK units which bear a "2M" designation, two ROK tank units (U-12's): hex **1926**; three infantry units (U-8's) which bear a "C" division designation, 60/C artillery unit: hex **0126** (Note: these last-named reinforcements may be brought on the map at hex 1926 at the ROK Player's option, but are delayed one Game-Turn in their arrival by so doing).

Game-Turn Two:

All fourteen U.S. units: hex **3126**; three ROK infantry units (U-8's) which bear a "C" division designation, 61/C artillery unit: hex **0126** (Note: these last-named reinforcements may be brought on the map at hex 1926 at the ROK Player's option, but are delayed one Game-Turn in their arrival by so doing).

At the beginning of the second ROK Movement Phase after an ROK or U.S. unit has entered Chorwon (hex 3608):

All fourteen ROK units which bear a "9" divisional designation: hex **3914**.

#### [22.35] North Korean Reinforcement and Replacement Schedule

**Reinforcements:** On the first North Korean Movement Phase after an ROK or U.S. unit has entered Chorwon (3608) or entered a hex northwest of the NK Air Defense Line the North Korean Player receives all six units which bear a "1A" division designation on any road hex on the northwest edge of the map.

**Replacements:** The North Korean Player receives two Replacement Points for the first Four Game-Turns and one Replacement Point on all subsequent Game-Turns.

#### [22.36] Ground Support

Roll for Ground Support on Column D at the beginning of the following Game-Turns: **1,3,5, and 7**. Roll for Ground Support on Column E at the beginning of the following Game-Turns: **9 and 11**.

#### [22.37] Special Rules

1. The ROK Player is the first Player.
2. The North Korean Player may use the Active CRT on one Game-Turn only. The ROK Player may use the Active CRT for three Game-Turns.
3. Ignore Sections 16.0, 18.0, and 20.0 in this scenario.
4. The ROK Player may make one B-52 attack on every odd-numbered Game-Turn starting Game-Turn Three.

#### [22.38] Game Length

The scenario length is twelve Game-Turns.

#### [22.39] Victory Conditions

The ROK Player obtains a **Decisive Victory** if fourteen or more Friendly units have exited the northwest map edge by the end of the game. He wins a **Substantive Victory** if seven or more Friendly units have exited the northwest map edge by game's end. He wins a **Marginal Victory** if he has exited at least one Friendly unit from the northwest map edge at game's end.

The North Korean Player wins a **Marginal Victory** if at game's end no ROK-U.S. units have exited the northwest map edge. He wins a **Substantive Victory** if no enemy units have exited the NW map edge and no enemy units end the game NW of the DMZ. He wins a **Decisive Victory** if he fulfills the requirements for a Substantive Victory and he has lost less units than the ROK Player.

## [23.0] DESIGN CREDITS

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# DMZ (Front)

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130RR 1-1-8	230RR 1-2-8	330RR 2-5-8	135RR 1-3-8	235RR 2-4-8	335RR 2-6-8	12M 6-6-8	22M 5-5-8	32M 4-4-8	42M 3-3-8
10C 4-5-8	210C 3-4-8	310C 2-3-8	11C 4-5-8	21C 3-4-8	31C 2-3-8	126C 3-4-8	226C 2-3-8	326C 1-2-8	1289 5-6-8

## SOUTH KOREA

2289 4-5-8	3289 3-4-8	1309 3-4-8	2309 1-2-8	3309 2-3-8	1289 3-4-8	2289 2-3-8	3289 4-5-8	9 5-3-12	C 3-2-12
1-2-4 309 2-8	1-2-4 509 2-8	1-2-4 519 2-8	1-2-4 10C 2-8	1-2-4 60C 2-8	1-2-4 61C 2-8	4-4-4 RR 3-8	2-2-6 9689 2-8	2-2-6 628C 2-8	2-2-6 2Mar 2-12

U.S.A.

d372 1-1-2	152 2-8	172 2-8	382 2-8	372 2-8	1312 2-4-12	1172 4-6-12	1119 1-2-8	2119 2-3-8	3119 4-3-8
47C2 4-4-12	112A2 6-4-12	1322 3-4-8	1232 2-3-8	1382 1-2-8	192 3-4-8	292 4-5-8	127 5-4-8	227 6-5-8	327 9-6-8

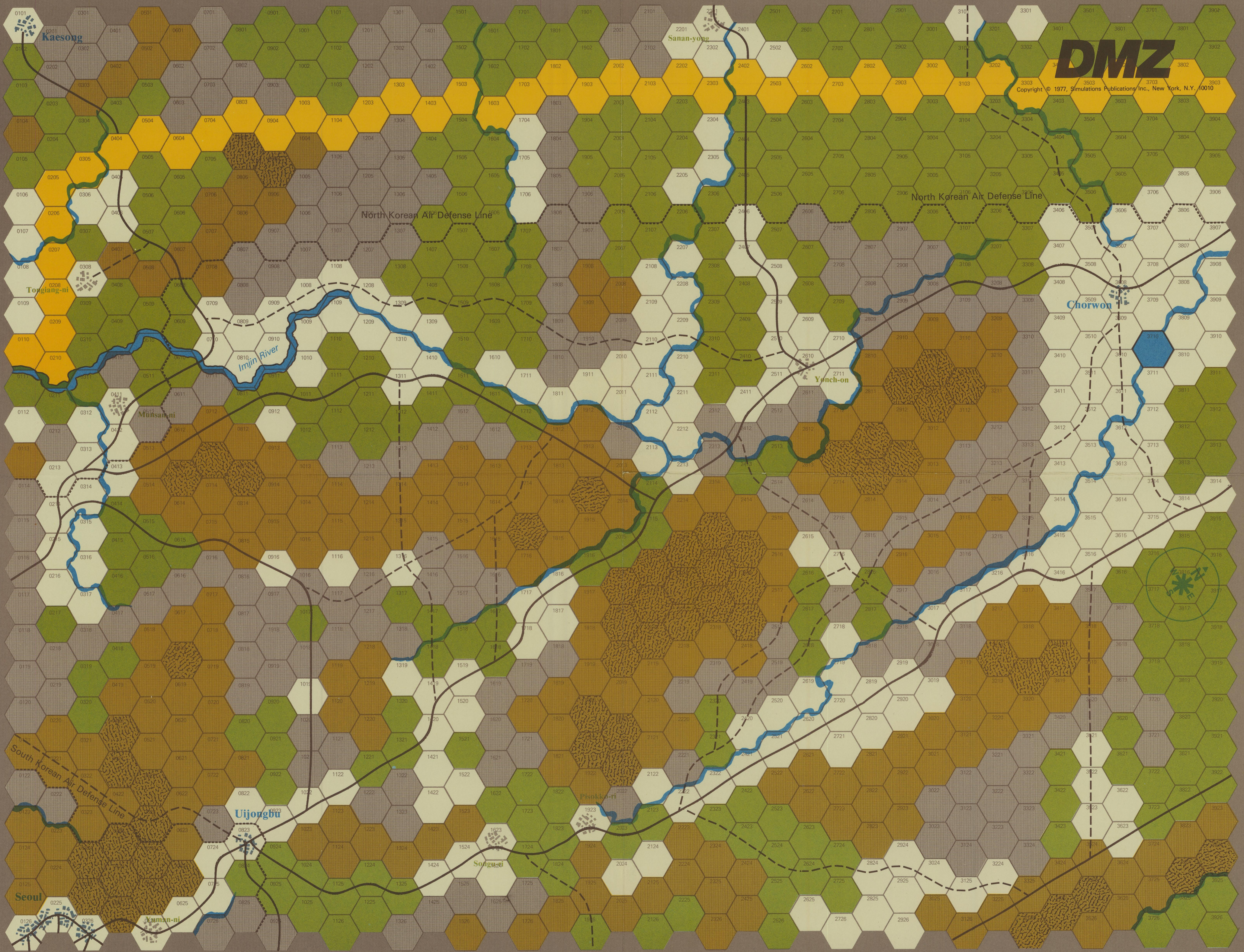
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23 3-2-8	33 4-3-8	19 2-3-8	29 3-2-8	39 1-1-8	12 6-4-8	22 2-2-8	32 1-1-8	1 (1)	5-1-10 1-5

## NORTH KOREA

5-1-10 1-5	5-0-7 9.19 1-8	5-0-7 8.18 1-8	5-0-7 3.27 1-8	5-0-7 2.15 1-8	3-1-6 2 1-8	3-1-6 9 1-8	3-1-6 3 1-8	3-1-6 8 1-8	3-1-6 18 1-8
3-1-6 19 1-8	3-1-6 15 1-8	3-1-6 27 1-8	3-1-6 1A 1-8	5-2-12 T55	4-1-12 T55	3-1-12 T55	2-0-12 T55	3-3-12 BMP	

## DMZ (Back)





**DMZ**

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North Korean Air Defense Line

North Korean Air Defense Line

Chosun-ni

Imjin River

Munsan-ni

Yonch-on

South Korean Air Defense Line

Uijongbu

Seoul

Chosun-ni

Songui-ni

Isok-ni