

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

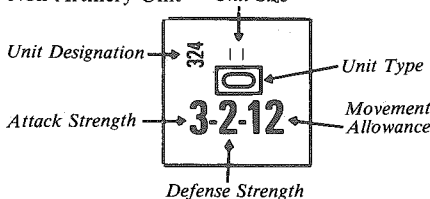
Various visual aids are provided for the Players in order to simplify and illustrate certain game functions.

[2.3] THE PLAYING PIECES

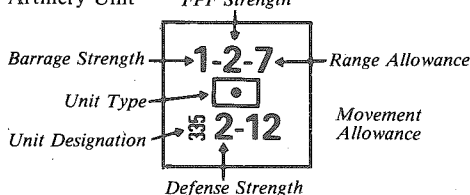
The cardboard pieces represent the actual military units that took part in the historical battles, or that are stationed in the areas portrayed in the hypothetical battles. The numbers and symbols on the pieces represent strength, movement capability, and type of unit. These playing pieces are hereafter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

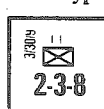
Non-Artillery Unit Unit Size



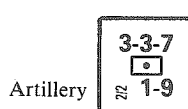
Artillery Unit



Unit Types



Infantry

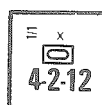


Artillery



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.

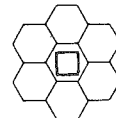
[5.3] EFFECTS OF OTHER FRIENDLY UNITS

[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)

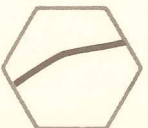
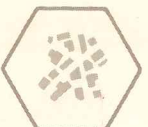
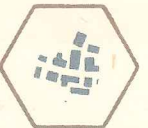

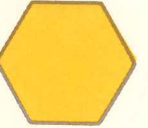
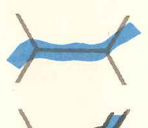
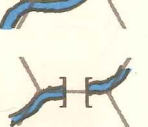

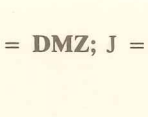
[17.1] GROUND SUPPORT TABLE [DMZ]

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:

	5kt	20kt	50kt	100kt	200kt	Differential:
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."

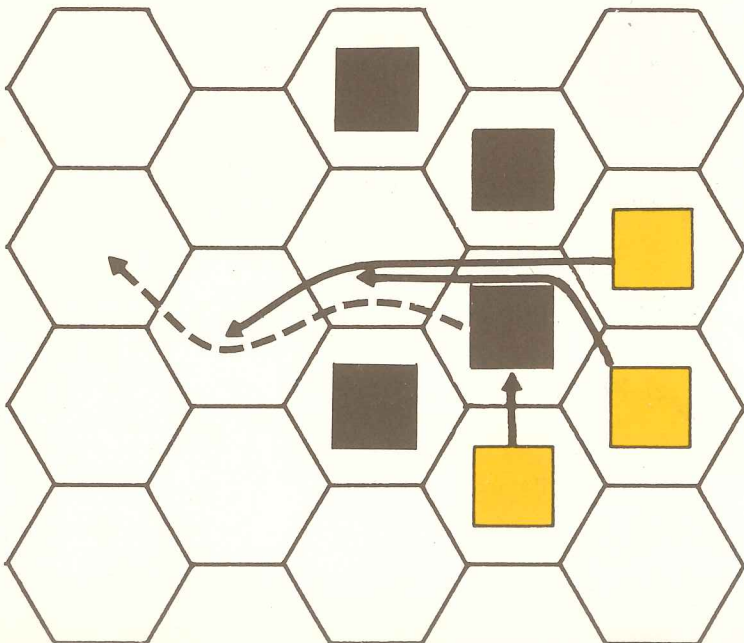
[7.64] MOBILE COMBAT RESULTS TABLE

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.

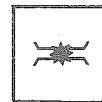
Ex = **Exchange**. All of the defending units are eliminated first, then an equal or greater number of the Attacking Strength Points are lost. For example: A unit with a Defense Strength of 2 is attacked by Enemy units with Attack Strengths of 3 and 4, and an Ex is rolled. The defending unit is removed 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

THE BATTLE FOR **Jerusalem** 1967 EXCLUSIVE RULES

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- 11.3 Stacking Garrison and Company Size Units

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[10.0] INTRODUCTION

Battle for Jerusalem '67 is a simulation, on an operational level of combat, between the Israeli and Jordanian forces on the West Bank of the Jordan River during the Six Day war, June 5 to 10, 1967.

[11.0] STACKING

(Exception to Case 5.31)

GENERAL RULE:

Depending on the terrain and the particular force more than one unit may stack in the same hex under certain circumstances.

CASES:

[11.1] STACKING LIMITATIONS

[11.11] In Rough or Mountain hexes the Israeli Player may stack two units per hex.

[11.12] In all other types of terrain the Israeli Player may stack three units per hex.

[11.13] In Rough and Mountain hexes the Jordanian Player may not stack units.

[11.14] The Jordanian Player may stack two units per hex in all other types of terrain (Exception: see Case 11.15).

[11.15] Both Players may stack three units in any Jerusalem City hexes.

[11.2] STACKING RETREAT RESTRICTIONS

If a unit is forced to retreat into a hex where the permissible stacking limit is lower than the hex the unit previously occupied then all units in excess of the stacking limitations are eliminated instead. The units to be eliminated are chosen by the owning Player. **Example:** Two Jordanian units in hex 2417 are forced to retreat into hex 2416. One of the units must be eliminated at the Jordanian Players' option because the stacking limit in Rough hexes is one.

[11.3] GARRISON AND COMPANY SIZED UNITS

Both Players have Garrison units and the Israeli Player has two company sized units (Yussi and Aaron). These units do not count toward the stacking limit, in the hex they occupy (Exception: see Case 20.21). **Example:** In hex 2811 the Israeli Player could have two combat units, two company sized units, and the Mount Scopus Garrison unit. Only the two combat units count toward the stacking limit.

[12.0] JORDAN RIVER

COMMENTARY:

Due to a lack of bridging material and the unfordability of the river, the river is uncrossable except at bridges.

CASES:

[12.1] COMBAT AND MOVEMENT RESTRICTIONS

[12.11] Zones of Control do not extend across river hexsides except across undestroyed bridges (see Case 12.2).

[12.12] The Jordan River is only crossable at an un-destroyed bridge.

[12.13] Artillery may barrage and FPF across the Jordan River.

[12.14] Airstrikes may barrage on the eastern side of the Jordan River.

[12.15] Israeli units may not cross the Jordan River (Exception: see Case 12.14).

[12.2] DESTROYING BRIDGES

[12.21] A Bridge is considered destroyed whenever an Israeli unit except for an Airstrike marker moves onto the entrance hex of a Bridge and expends 1 extra Movement Point. Place a destroyed bridge marker on the bridge. **Example:** Damya Bridge (hexes 1905 and 1906) is entered by an Israeli armor unit (the entrance hex is 1906, the Israelis may not cross the river, see Case 12.15) and expends 1 Movement Point for entering hex 1906 and 1 Movement Point for destroying the Bridge.

[12.22] Once a Bridge is destroyed it may not be repaired for the remainder of the game. A destroyed Bridge is treated as a normal river hex-side.

[12.23] A Friendly unit may destroy a bridge in an Enemy ZOC.

[13.0] ISRAELI REINFORCEMENTS

GENERAL RULE:

In all scenarios the Israeli Player on the third turn receives Uri's Armored Brigade. They appear in or adjacent to Afulia on Game-Turn 3. If Afulia is occupied or in an Enemy Zone of Control Uri appears in any hex in Israel north of the 1000 hexrow that is unoccupied and not in an Enemy Zone of Control.

[14.0] RETREAT PRIORITIES

(Replaces Case 7.7)

GENERAL RULE:

A unit that is forced to Retreat must attempt to Retreat via the highest priority case (1 is the highest, 7 the lowest) possible to avoid elimination. Units are never allowed to Retreat through Enemy Zones of Control and if forced to do so are eliminated.

CASES:

[14.1] RETREAT PRIORITIES

1) Into a road or trail hex towards the Friendly side of the map (west for the Israelis, east for the Jordanians).

2) Into a non-Rough or non-Mountain hex towards the Friendly side.

3) Into a road or trail hex towards the Enemy side of the map.

4) Into a non-Rough, non-Mountain hex towards the Enemy side of the map.

5) Into a Rough or Mountain hex towards the Friendly side of the map (only if infantry or paratrooper).

6) Into a Rough or Mountain hex towards the Enemy side of the map (only if infantry or paratrooper).

7) Unit is eliminated.

[15.0] ROUGH AND MOUNTAIN HEXES

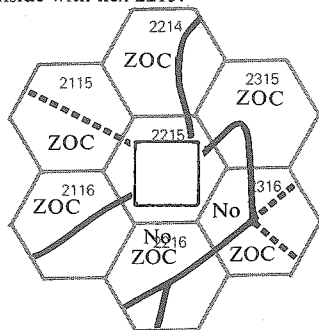
COMMENTARY:

Due to the unique roughness of the terrain the following restrictions on Zones of Control, Movement, and Combat are in effect.

GENERAL RULE:

Basically, all combat units do not exert a Zone of Control into Rough or Mountain hexes except along adjacent contiguous road or trail hexes. Infantry and Paratroopers may move, or retreat one

hex, into or through Rough/Mountain hexes. **Example:** The unit in hex 2215 has a Zone of Control into hexes 2116, 2115, 2214, and 2315. It does not have a Zone of Control into hexes 2316 and 2216 because they do not share a contiguous road or trail hexside with hex 2215.



[15.1] EFFECTS ON ARMOR, ARTILLERY, AND MECHANIZED UNITS

[15.11] Zones of Control do not extend into or out of a Rough or Mountain hex, except along adjacent contiguous road or trail hexsides (see Example in Section 15.0).

[15.12] Armor, Artillery, and Mechanized units may not move into Rough or Mountain hexes unless they do so through a road or trail hexside.

[15.13] Armor, Artillery, and Mechanized units may not retreat or be displaced into or through a Rough or Mountain hex unless they do so through a road or trail hexside. If such a unit would be forced to retreat into or through a Rough or Mountain hex through a non-road or non-trail hex side the unit is eliminated instead. If a unit in hex 2215 were an Armor unit and it had to retreat it could retreat into hexes 2214, 2115, 2315, and 2116 (assuming there was no Enemy Zones of Control in any of these hexes) according to the Retreat Priorities in Section 14.0. If the Armor unit were forced to retreat into hex 2316 or 2216 or any other hex with an Enemy Zone of Control in it, the unit would be eliminated.

[15.14] Armor and Mechanized units may not attack any unit in Rough or Mountain hexes unless that unit is in the Armor or Mechanized unit(s) Zone of Control.

[15.15] Armor and Mechanized units are not obligated or allowed to attack enemy unit(s) that are not in their Zone of Control.

[15.2] EFFECTS ON INFANTRY

[15.21] Infantry Zones of Control are identical to Armor, Artillery, and Mechanized (see Case 15.11).

[15.22] Infantry unit(s) may enter Rough or Mountain hexes through non-road or non-trail hexsides (see TEC for Movement Cost).

[15.23] Infantry unit(s) may attack units not in their Zone of Control that are adjacent to them but this is voluntary and never required.

[15.24] Infantry unit(s) may retreat 1 hex into a Rough or Mountain hex through a non-road or non-trail hexside. If required to retreat more than 1 hex through Rough or Mountain hexes through more than one non-road or non-trail hexside the unit is eliminated instead. **Example:** If an infantry unit is in hex 2215, it could retreat into any adjacent hex (see Retreat Priorities). If the Infantry unit were forced to retreat more than 1 hex due to combat and the first hex it could retreat into was hex 2316 and the only hex it could then retreat into was hex 2317 the Infantry unit would be eliminated instead. If the Infantry unit when it first retreated into hex 2316 could retreat into hex 2216 then it would not be eliminated.

[15.25] For all purposes of the game paratroopers are considered Infantry units.

[15.3] ZONE OF CONTROLS IN ROUGH AND MOUNTAIN HEXES

[15.31] The only time that a unit may move adjacent to an enemy unit and not be forced to cease movement is when that enemy unit does not exert a Zone of Control into that adjacent hex.

[15.32] The only time a unit may move adjacent to an enemy unit while retreating and not be eliminated is when that enemy unit does not exert a Zone of Control into that adjacent hex.

[16.0] ISRAELI HOME DEFENSES

COMMENTARY:

To simulate the effects of kibbutzim and militia in pre-1967 Israel, it is necessary to abstract the defense value of the last of the Israeli defenses. Since the Jordanians never did manage to penetrate Israel in force, the following rules are an estimate of the true worth of the "Home Guard".

CASES:

[16.1] TERRAIN EFFECTS ON JORDANIAN UNITS IN ISRAEL

Jordanian units receive no benefit from road or trail hexes upon entering Israel. Each unit pays the standard terrain cost for the particular hex it is entering, ignoring all roads and trails. The Israelis always receive the road or trail benefit.

[16.2] TEL AVIV HEXES

[16.21] In addition to the shift of 3 columns which a unit receives as a defensive benefit in a city, the Tel Aviv hexes have an intrinsic defense strength of 5 (five) each. This defense strength either defends alone or is combined with any Friendly unit occupying the hex. It is purely a defensive strength.

[16.22] The intrinsic strength exerts no ZOC.

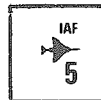
[16.23] To enter a Tel Aviv hex, the attacking Jordanian units must inflict a "De" or "D1+" result and advance after combat, or have surviving combat factors from an "Ex" result and advance after combat. A "Br" result forces an Israeli unit to retreat out of the Tel Aviv hex, but in no way affects the intrinsic strength.

[16.24] Either side may freely use artillery in attacks on Tel Aviv.

[16.25] Israeli units in Tel Aviv are never obliged to attack adjacent Jordanian units.

[16.26] Jordanian units adjacent to Tel Aviv hexes are always obliged to attack adjacent Israeli combat units.

[17.0] ISRAELI (IAF) AIR FORCE



GENERAL RULE:

In the scenarios the Israeli Player receives a certain number of Airstrike Markers per turn. They have unlimited range. They attack like barraging artillery and can be used in conjunction with ground attacks or alone.

CASES:

[17.1] AIRSTRIKE CONCENTRATIONS AND RANGE

[17.11] Israeli Airstrike markers have a strength of 5 barrage points each. The barrage strength of an

Airstrike marker can not be divided among several attacks.

[17.12] The minimum amount of Airstrike markers that can attack a hex is one and the maximum is three.

[17.13] Airstrike markers have an unlimited range and can attack any hex on the map (Exception: see Case 19.32).

[17.2] COMBAT EFFECTS AND RESTRICTIONS

[17.21] Airstrikes attack exactly like barraging artillery except they are physically placed on the hex that they are barraging.

[17.22] They have no FPF ability.

[17.23] They can never be suppressed and are available from the turn they enter the game and on all succeeding turns.

[17.24] Airstrike markers may only participate in one attack per Game-Turn. They can be used in conjunction with ground units or alone.

[18.0] ARTILLERY SUPPRESSION

GENERAL RULE:

Before any ground combat takes place the Phasing Player must announce where his Artillery units and Airstrikes (if Israeli) are barraging. All non-Phasing Artillery that are attacked by artillery or airstrike alone may not use their FPF factor for the turn. This is over and above the effect ground units have on Artillery units when in their Zones of Control (see Basic Rules—Artillery). **Example:** If a Jordanian Artillery unit is in hex 1611 and an Israeli Airstrike barrages the hex then the Artillery unit may not use its FPF factor for that Game-Turn.

[19.0] JERUSALEM CITY HEXES

COMMENTARY:

Jerusalem due to its ancient construction and its urban character placed some severe restrictions on modern combat. The following rules apply only to Jerusalem City hexes (2912, 2913, 3012, 3013).

CASES:

[19.1] EFFECTS ON COMBAT

[19.11] Zones of Control do not extend into or out of Jerusalem City hexes.

[19.12] Combat between adjacent units in Jerusalem City hexes is voluntary and never required.

[19.13] Every unit in a stack need not participate in an attack on a Jerusalem City hex from another Jerusalem City hex, but all units in a stack must defend. Units in a stack that do not participate in an attack undergo none of the benefits or adverse effects of that attack. **Example:** If three paratrooper units are in hex 2913, and two of the units attack a Jordanian Jerusalem Brigade unit in hex 2912 and the result of the attack is a "Br," only the two paratrooper units that participated in the attack need retreat, the other paratrooper unit does not retreat.

[19.2] EFFECTS ON STACKING

[19.21] The stacking limit for both sides is three in a Jerusalem City hex.

[19.22] Only Infantry, Paratrooper, and Company sized units (Yussi and Aaron) may stack in or occupy a Jerusalem City hex.

[19.3] OLD CITY AND MOUNT SCOPUS HEXES

[19.31] The Old City (hex 3012) and Mount Scopus (hex 2811) give a defensive shift of 4.

[19.32] No Airstrike markers may be placed on the Old City hex (this was for religious reasons).

[19.33] No artillery barrage or FPF strength may be applied to an attack on the Old City hex even if the Artillery unit is adjacent to the Old City (this was also for religious reasons).

[20.0] GARRISON UNITS

GENERAL RULE:

All units that have a combat strength of zero are Garrison units. They function exactly like regular units with the following exceptions.

CASES:

[20.1] GARRISON UNIT RESTRICTIONS

[20.11] Garrison units have no Zones of Control, Enemy units that move adjacent to them are not required to attack them.

[20.12] Garrison units are eliminated if forced to retreat (Exception: see Case 20.2).

[20.13] Garrison units can never be displaced due to combat retreats by other Friendly units.

[20.2] JORDANIAN JERUSALEM BRIGADE GARRISON

[20.21] These units do count toward the stacking limit (this is an exception to Case 11.3).

[20.22] They have a Movement Allowance of 1 but they may never leave a Jerusalem City hex.

[20.23] If due to combat they are forced to retreat into a non-Jerusalem City hex they are eliminated instead.

[21.0] JORDANIAN COMMAND CONTROL

Note: Use Section 21.0 only when directed by Scenario.

COMMENTARY:

On the first day of the conflict (June 5th) the Jordanian High Command was slow to react to the Israeli offensive. Also they were slow in committing their entire armored reserve. As a consequence of this Ari captured Ramallah with minimal resistance. The following rules simulate this historical command lag.

CASES:

[21.1] EFFECTS OF JORDANIAN COMMAND CONTROL

[21.11] On Game-Turns 1 and 2 the Jordanian Player may move at most 15 units per turn.

[21.12] On Game-Turn 3 until the end of the game all Command Control restrictions are removed.

[21.13] Jordanian units that are required to attack due to the presence of an Israeli Zone of Control do not count toward the 15 unit limit if forced to retreat or advance.

[21.2] RESERVE ARMORED FORMATIONS

[21.21] The 40th, 60th, and the Iraqi Brigades are Reserve Armor formations. Note: The Iraqi Brigade is not included in every scenario.

[21.22] The Jordanian Player is only allowed to activate one of these three formations during Game-Turns 1 and 2.

[21.23] To activate a Reserve formation all the Jordanian Player has to do is move one unit of one of these formations. Once this is done the Jordanian Player may not move any unit from either of the two remaining formations until Game-Turn 3. Example: On Game-Turn 1 the Jordanian Player moves one of the units from the 40th Armored Brigade. That would mean that the 40th was activated and that units from the 60th and the Iraqi Brigade could not move until Game-Turn 3 when all Command restrictions were removed.

[21.24] Once activated all units in that particular formation can move for the rest of the game. Note: These units are still not exempt from the 15 unit limit imposed on the Jordanian Player on Game-Turns 1 and 2.

[22.0] FIRST TURN MOUNT SCOPUS RELIEF

GENERAL RULE:

On the first game turn only, if the Jordanian AH Garrison unit in hex 2812 is eliminated due to ground combat with a DE or D1+ result, then all victorious attacking units may advance 2 hexes into hex 2811. Example: If two paratrooper units plus Yussi and Aaron attack hex 2812 and get a D1 result then those units could then in the Advance after combat move into hex 2811.

[23.0] SCENARIOS

GENERAL RULE:

Each Scenario specifies each Player's Initial Order of Battle, Reinforcements, and Special Rules. Units are identified by their Strength, Movement Allowance, and Historical Designation. Units should be deployed Historically where possible, (Artillery units usually do not have historical designations), on the designated hex for the Historical Scenario.

Below is a listing of the units by battalion, brigade and major armament.

Israeli: 1/Moshe, 2/Moshe (Sherman Tanks), 3/Moshe (M3 Personnel Carriers). Aharon Brigade (Infantry). Zeev Brigade (Infantry). 1/Moshik, 2/Moshik, 3/Moshik (Infantry), 4/Moshik (M3 Personnel Carriers). 1/Ari (Sherman Tanks), 2/Ari, 3/Ari (M3 Personnel Carriers). Gur Brigade (Paratroopers). JB Brigade (Militia Infantry). Aaron (Sherman Tanks), Yussi (Sherman Tanks and M3 Personnel Carriers). 1/Uri, 2/Uri (Patton Tanks), 3/Uri (M3 Personnel Carriers), Uri SP Artillery (155mm). All other SP Artillery (105mm). Heavy Artillery (155mm). Light Artillery (105mm).

Jordanian: North Brigade (Infantry). 1/25, 2/25, 3/25 (Infantry), 25(+) (Patton Tanks). Central Brigade (Infantry). Egyptian Commandos. JB Brigade (Student Militia Infantry). 1/27, 2/27, 3/27 (Infantry), 27(+) (Patton Tanks). 1/40, 2/40, 3/40 (Patton Tanks), 3/40 (M113 Personnel Carriers), SP/40 (155mm). 1/60, 2/60, 3/60 (M3 Personnel Carriers), SP/60 (105mm). The rest of the Jordanian SP Artillery is (105mm). Jordanian Heavy Artillery (155mm). Light Artillery (105mm and 25Pdrs.). All Garrison units (Infantry). 1/IQ, 2/IQ (T54/55), 3/IQ, 4/IQ (BTR-60).

[23.1] HISTORICAL SCENARIO

[23.11] Historical Notes

On June 5, 1967, the Israeli High Command desperately wished to avoid war with Jordan. The reasons were painfully obvious: the IDF was heavily committed on other fronts, and the heavily populated urban centers of Israel were all within Jordanian artillery range. They felt that the Jordanians would fire a few token artillery rounds to satisfy Arab honor. But instead, the Jordanians launched a heavy barrage which forced the Israeli hand, thus setting into motion an Israeli counter-strike to silence the Jordanian batteries. The Scenario begins with the Israeli Central Command's attack on the Jordanian positions.

[23.12] Israeli Initial Order of Battle

Set up according to the positions and designations shown:

6-4-8: 0614 (1/Moshe), 0610 (2/Moshe). 4-5-8: 0513 (3/Moshe), 2819 (4/Moshe), 2817 (2/Ari), 2816 (3/Ari). 3-4-6: 0512 (1/Aharon), 0806 (2/Aharon), 1118 (1/Zeev), 1518 (2/Zeev), 1618 (3/Zeev), 2119 (1/Moshik), 2319 (2/Moshik), 2719 (3/Moshik), 7-4-8: 2716 (1/Ari). 4-4-6: 3013 (1/Gur), 3014 (2/Gur), 2914 (3/Gur). 2-4-6: 2913 (1/JB), 3013 (2/JB), 3013 (3/JB). 2-1-8: 3013 (Aaron). 1-2-8: 2913 (Yussi). 0-3-9: 2811(MS). 1-2-4/2-8: 0510, 1318, 2820, 2815, 0917, 3015. 4-2-6/1-6: 0514, 2917. 2-1-4/1-7: 1218, 1519, 2320, 2916, 3116.

[23.13] Jordanian Initial Order of Battle

Set up according to position shown:

1-2-6: 1008 (1/Nth), 1107 (2/Nth), 1106 (3/Nth), 1614 (1/Cent), 1917 (2/Cent), 2316 (3/Cent), 2809 (1/27), 2807 (2/27), 2908 (3/27). 1-3-6: 1013 (1/25), 1414 (2/25), 0810 (3/25). 3-3-8: 0813 (25+), 2808 (27+), 2707 (1/60), 2606 (2/60). 1-1-6: 0911 (1/EC), 2717 (2/EC). 0-2-0: 2818 (Lat), 2715 (RH), 2812 (AH). 0-3-1: 2912 (1/JB), 3012 (2/JB). (3/JB) 4-3-8: 1806 (1/40), 1907 (2/40). 2-5-8: 2006(3/40). 2-3-8: 2706 (3/60). 2-1-6/2-8: 1906 (SP/40). 1-2-4/2-8: 2605 (SP/60), 2214. 4-2-6/1-6: 1012, 2513, 3109, 3209. 2-1-4/1-8: 1010, 1112, 1914, 2713, 2610, 3112.

Certain Artillery units for both sides have no historical designation and are completely interchangeable for play purposes.

[23.14] Israeli Reinforcement Schedule

On Game-Turn Three (on or adjacent to hex 0111):

7-4-8: 1/Uri, 2/Uri. 4-5-8: 3/Uri. 4-2-6/1-6: Also six Airstrike markers at 5 Barrage Points each.

[23.15] Special Rules

The Israeli Player is the first Player.

The Scenario is 8 Game-Turns in length.

Use Jordanian Command Control Rules.

[23.16] Victory Conditions

The Israelis gain a **Decisive Victory** if:

They have blown all four Jordan River Bridges and captured all four Jerusalem hexes by the end of Game-Turn-Six.

The Israelis gain a **Tactical Victory** if:

They have blown all four Jordan River Bridges and have captured all four Jerusalem hexes by the end of the Game.

The Israelis gain a **Marginal Victory** if:

1) They have blown all four Jordan River Bridges by the end of the game, or 2) have captured all four Jerusalem hexes by the end of the Game.

Any other result is considered a **Jordanian Decisive Victory**. In addition if the Jordanians accomplish either of the following they immediately win a **Decisive Victory**.

1) On the second consecutive Game-Turn that a Jordanian unit occupies a Mediterranean coastal hex, or

2) On the Game-Turn that any Jordanian unit enters Tel Aviv.

IN ADDITION:

For every Israeli unit destroyed over 6 units, reduce the Israeli level of victory by one level, (i.e., If the Israeli Player achieves a tactical victory and loses 8 units, the result becomes a Jordanian Decisive Victory). The Israeli MS garrison unit in hex 2811 counts as two units for this 6 unit limit only.

[23.2] NON-HISTORICAL SCENARIO

[23.21] Notes:

The major assumption of this scenario is that the Israeli Air Force (IAF) did not gain immediate superiority on June 5th and that Israeli ground support would be less than historically was available. Also the Iraqi units that spent the entire battle on the East Bank of the Jordan can be committed.

[23.22] Israeli Initial Order of Battle

Same as Case 23.12.

[23.23] Jordanian Initial Order of Battle

Same as 23.13 plus the following 4-3-8: 1103, 1002. 2-5-8: 1001, 0902.

[23.24] Israeli Reinforcement Schedule

On Game-Turn Three (on or adjacent to hex 0111): 7-4-8: 1/Uri, 2/Uri. 4-5-8: 3/Uri. 4-2-6/1-6. Also 1 Airstrike marker.

On Game-Turn Five 1 additional Airstrike marker.

On Game-Turn Seven 2 additional Airstrike markers.

[23.25] Special Rules

The Israeli Player is the first Player.

Use Jordanian Command Control.

The Scenario is 10 Game-Turns long.

[23.26] Victory Conditions

Same as 23.16.

[23.3] "JIHAD" FANTASY SCENARIO

NOTES:

This scenario was never even historically feasible but for a giant "what if" it should be interesting. It presupposes that the Israelis are totally mobilized and that the IAF does not gain air superiority and that the Iraqi units that spent the battle on the East Bank of the Jordan actively participated in the action.

[23.31] Israeli Initial Order of Battle

Same as Case 23.12 plus the Israeli Reinforcements in 23.14 are in the initial set up.

[23.32] Jordanian Initial Order of Battle

Same as Case 23.23.

[23.33] Israeli Reinforcement Schedule

On Game-Turn Three 1 Airstrike marker.

One Game-Turn Five 1 Additional Airstrike marker.

On Game-Turn Seven 2 Additional Airstrike markers.

[23.34] Special Rules

The Jordanian Player moves first.

Do not use Jordanian Command Control.

The Scenario is 10 Game-Turns long.

[23.35] Victory Conditions

Same as Case 23.16.

PLAYER'S NOTES

Battle for Jerusalem '67 is a deceptively simple game to play. It is true that it is modeled on the popular **Modern Battles** system, but there are quite a few new twists in this simulation of the West Bank war. The major difference between the other **Modern Battles** games and this one is the novel **Rough/Mountain** rule. The middle of the board becomes quite a different proposition than it first appeared. It is that area of the board that the game is won or lost.

The battle for the central area of the board should be fought over the road network and the towns. Control of the roads allows passage between the more open sides of the board the ability to isolate key Enemy defensive positions, and other strategic advantages too numerous to mention. One of the keys to fighting along the roads is understanding that ZOC's extend nowhere else in **Rough/Mountain**. It is very difficult to completely surround an Enemy unit in **Rough/Mountain** unless you catch the unit at a two-way road juncture. Another problem in dealing with **Rough/Mountain** is remembering that **Rough** or **Mountain** hexes do not permit ZOC's into or out of the hex, except on a road. Even if a clear hex should border on a mountain hex, no Zone of Control extends into or out of the Mountain hex. Understanding that concept is 60% of playing the game.

The campaign tends to divide itself into three parts: Army Group North, which the Israelis should capture and then head southeast; Army Group Center, in which a very thin spread of Israeli and Jordanian units stand off each other until Israeli airpower arrives; and Army Group South, where the battle centers over Jerusalem and parts adjacent. The Israeli thrust should come through AGN and AGS, with AGC being little more than a series of raids into Jordanian territory. As the game develops the Jordanians will make a few judicious counter-attacks, and then fall back, hoping to frustrate Israeli time-tables for victory.

This is where the tricky part comes in. Jerusalem, being the main objective in the game, also has the most difficult terrain on the board around it and in it. The Israelis have an obvious attack on the Ammunition Hill garrison; after that the fighting becomes extremely rough. The Old City is especially hard, because no artillery or air power may be applied, and only infantry is useful in taking the city. Even if one wishes to go around the city and surround the opposition, the Players will need infantry to go through the **Rough/Mountainous** terrain that surrounds Jerusalem. The general strategy is to pile all the infantry into the Jerusalem hexes, while using all mech/arm/art to attack on the other approaches.

Another important point to the game is the use of Artillery and Airpower. Because the defender gets the last word on how much artillery is to be used in each attack, the attacker must be careful to fully support all his key attacks. It can prove disastrous when an attack in **Rough/Mountain** which started out at +2 becomes a -7. Israeli Airpower is the deciding strength in the game. Without it, the Jordanian Player has a good chance of standing the Israeli Player off for quite a few turns. Both Players should be aware of this "attack from above."

Jerusalem, being perhaps the most important part of the game, has a tremendous tactical value. The Israelis will usually do better to bypass it during the early stages of the game, until their infantry and parachute divisions are free to concentrate on each hex individually. Please remember that at no

time can a mechanized, armor, or artillery unit be in Jerusalem. Many times in playtest, units were trapped and eliminated against Jerusalem. Infantry is king of the battlefield again during the fight for Jerusalem.

The Israelis have an excellent force to begin with. At times, it will seem that the Israeli's main enemy is time, rather than the Jordanian field forces. With the advent of Israeli Air Power and the third-turn reinforcements, the Israelis are ready to roll over the opposition. Another nemesis quickly becomes apparent; the **Rough/Mountain** terrain in which the Jordanians defend. The Israelis soon discover that they must clear the vital road junctures with little loss to their fighting force. It is not possible to bang away on the Active CRT, for that will lose the Israeli Player a good portion of his field forces in the process of gaining his objectives. Therefore, the Israelis must concentrate on mass attacks to blast the Jordanian units out of their positions.

Jordanian tactics for this game are fairly simple. On the first few turns the Jordanians should keep a barely adequate defense around Jerusalem, a minimum of units in the center area, and the free armor detachment should be sent to the northern portion of the board. Depending on how the Jordanian defense fares in the north, the Jordanian Player can commit the other armored detachment to the southern front. A word on attacking: If the Jordanian Player can eliminate an Israeli unit and still hold a semblance of a line, he should do so. The more Israeli units eliminated, the better the Jordanians chances of winning the game.

Should the Israeli Player leave a hole in his line which allows the Jordanian Player an attack on Tel Aviv, make sure that enough Jordanian units can be brought in to allow decent odds in the attack on that city. Otherwise, the Jordanian Player will have thrown away half of his army in a low odds chance to win the game on one turn. Rather protect the Jordanian artillery from attack by Israeli forward elements. All extra units should be assigned to the defense of Jerusalem.

As the game moves into the latter turns, the Jordanian Player may look at the board and decide that the game is lost. Read the Victory Conditions. As long as one hex of Jerusalem, and one bridge holds out, the game is not lost, no matter how many Jordanian units are destroyed. The Jordanian units should be thrown away in the last game-turns to protect the key objectives. Many Israeli Players will have a bewildered look on their faces, when you announce you've won with your three units holding out in isolated hexes. The strength of the Jordanian Player is patience.

DESIGN CREDITS:

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1/Aharon ☒ 3-4-6	2/Aharon ☒ 3-4-6	1/Zeev ☒ 3-4-6	2/Zeev ☒ 3-4-6	3/Zeev ☒ 3-4-6	1/Mosheh ☒ 3-4-6	2/Mosheh ☒ 3-4-6	3/Mosheh ☒ 3-4-6	1/B ☒ 2-4-6	2/B ☒ 2-4-6
3/B ☒ 2-4-6	MS ☒ 0-3-0	1/Moshe ☐ 6-4-8	2/Moshe ☐ 6-4-8	1/Uri ☐ 7-4-8	1/Uri ☐ 7-4-8	2/Uri ☐ 7-4-8	Aaron ☐ 2-1-8	4/Mosheh ☒ 4-5-8	2/Uri ☒ 4-5-8

ISRAEL

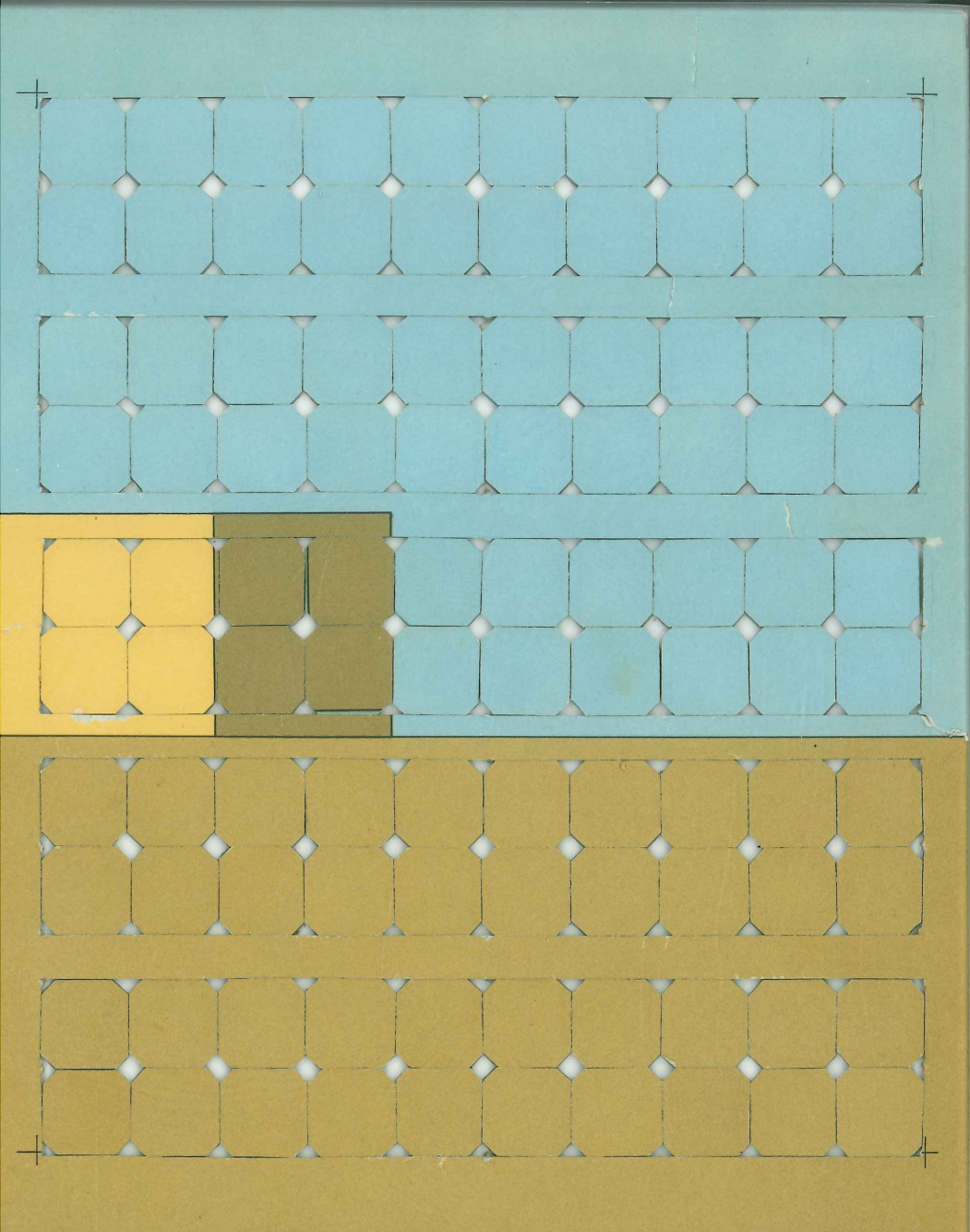
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1-2-4  SP 2-8	1-2-4  SP 2-8	1-2-4  SP 2-8	4-2-6  HVY 1-6	4-2-6  HVY 1-6	4-2-6  HVY 1-6	2-1-4  LT 1-7	2-1-4  LT 1-7	2-1-4  LT 1-7	2-1-4  LT 1-7

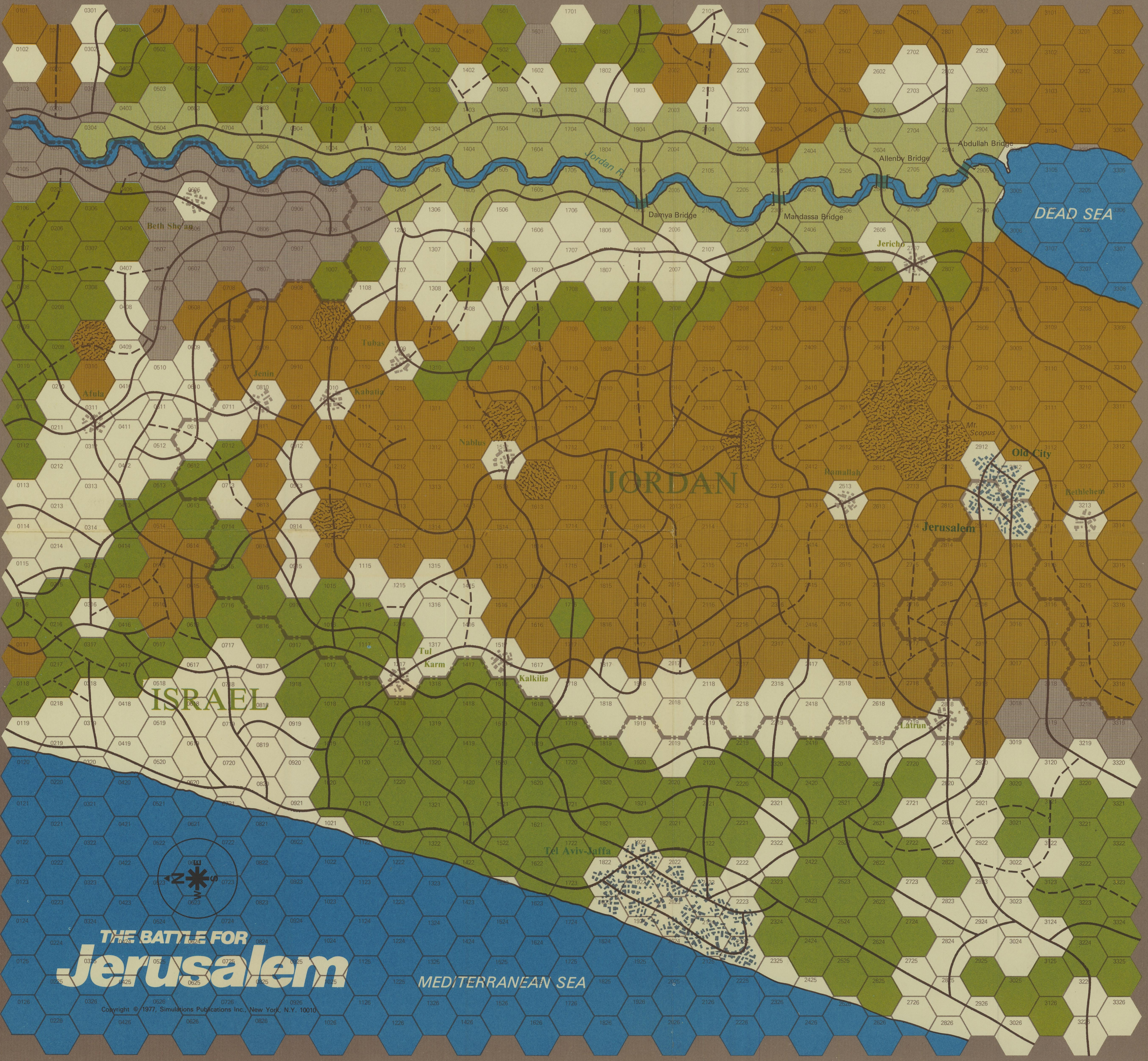
						EGYPT		IRAQ	
2-1-4  1-7						1IEC  1-1-6	1IQ  4-3-8	2IQ  4-3-8	
IAF  5	IAF 	IAF 	IAF 	IAF 	IAF 	2IEC  1-1-6	3IQ 2-5-8	4IQ 2-5-8	

1UB ☒ 0-3-1	2UB ☒ 0-3-1	3UB ☒ 0-3-1	LAT ☒ 0-2-0	RH ☒ 0-2-0	AH ☒ 0-2-0	127 ☒ 1-2-6	227 ☒ 1-2-6	327 ☒ 1-2-6	11TH ☒ 1-2-6
21TH ☒ 1-2-6	31TH ☒ 1-2-6	1CENT ☒ 1-2-6	2CENT ☒ 1-2-6	3CENT ☒ 1-2-6	125 ☒ 1-3-6	225 ☒ 1-3-6	325 ☒ 1-3-6	360 ☒ 2-3-8	340 ☒ 2-5-8

JORDAN

[illegible]





THE BATTLE FOR Jerusalem

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[7.63] ACTIVE COMBAT RESULTS TABLE

Combat Differential (Attacking Strength minus Defending Strength)											
Att	-7	-6.5	-4.3	-2	-1	0	+1	+2.3	+4.5	+6.8	+9.11
Def	1	A1	A1	A1	Br	Ex	Ax	D2	D3	D4	D4
2	A1	A1	A1	A1	Br	Ex	Ax	D2	D2	D3	De
3	A1	A1	A1	A1	Br	Ex	Ax	D2	D3	D3	D4
4	A1	A1	A1	A1	Br	Ex	Ax	D2	D3	D3	D4
5	Ae	A1	A1	A1	A1	A1	Br	Ex	Ex	Ex	D3
6	Ae	Ae	A1	A1	A1	A1	Br	Br	Ex	Ex	Ex

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)											
Att	-7	-6.5	-4.3	-2	-1	0	+1	+2.3	+4.5	+6.8	+9.11
Def	1	A1	A1	A1	Br	D1	D2	D2	D3	D3	D4
2	A1	A1	A1	A1	Br	D1	D1	D2	D2	D3	D4
3	A1	A1	A1	A1	Br	D1	D1	D2	D2	D3	D3
4	A1	A1	A1	A1	Br	D1	D1	D2	D2	D3	D3
5	Ae	A1	A1	A1	A1	Br	Br	D1	D1	D2	D3
6	Ae	Ae	A1	A1	A1	A1	Br	Br	Br	D1	D1

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