

MODERN BATTLES

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

1.0 INTRODUCTION

2.0 GAME EQUIPMENT

- 2.1 The Game Map
- 2.2 Charts and Tables
- 2.3 The Playing Pieces
- 2.4 Game Scale
- 2.5 Parts Inventory

3.0 SETTING UP THE GAME

4.0 SEQUENCE OF PLAY

- 4.1 Sequence Outline

5.0 MOVEMENT

- 5.1 Movement Restrictions and Prohibitions
- 5.2 Effects of Terrain
- 5.3 Effects of Other Friendly Units

6.0 ZONES OF CONTROL

- 6.1 Effects on Movement
- 6.2 Multiple Zones

7.0 COMBAT

- 7.1 Which Units Attack
- 7.2 Multiple Unit and Multi-Hex Combat
- 7.3 Combat Strength Unit
- 7.4 Effects of Terrain
- 7.5 Diversionary Attacks
- 7.6 Combat Resolution
- 7.7 How to Retreat
- 7.8 Displacement
- 7.9 Advance After Combat

8.0 ARTILLERY

- 8.1 Barrage Attacks
- 8.2 Combined Attacks
- 8.3 Adjacent Attacks
- 8.4 Final Protective Fire
- 8.5 Defense
- 8.6 Terrain Effects

9.0 AIR POWER

- 9.1 Restrictions and Prohibitions

[1.0] INTRODUCTION

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

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

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

[2.0] GAME EQUIPMENT

[2.1] THE GAME MAP

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

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

[2.2] CHARTS AND TABLES

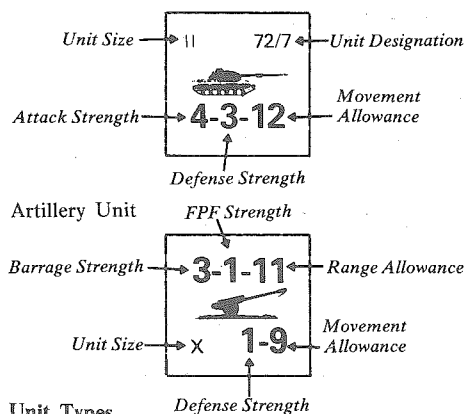
Various visual aids are provided for the Players in order to simplify and illustrate certain game functions. These are the Combat Results Tables, the Terrain Effects Chart, and the Reinforcement Charts.

[2.3] THE PLAYING PIECES

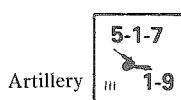
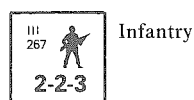
The cardboard pieces represent the actual military units that took part in the historical battles, or that are stationed in the areas portrayed in the hypothetical battles. The numbers and symbols on the pieces represent strength, movement capability, and type of unit represented by the piece. These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

[2.31] How to Read the Units

Non-Artillery Unit



Unit Types



Mechanized Infantry

Armor



Parachute

Unit Sizes

II = Battalion
III = Regiment
X = Brigade

Unit Designations

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

[2.32] Definition of Terms

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

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

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

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

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

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

[2.4] GAME SCALE

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

[2.5] PARTS INVENTORY

A complete game should include the following parts:

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

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

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

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

[3.0] SETTING UP THE GAME

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

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

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

[4.0] SEQUENCE OF PLAY

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

[4.1] SEQUENCE OUTLINE

THE GAME-TURN

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

1. SPECIAL WEAPONS INTERPHASE

In **Mukden** and **Wurzburg** this Phase is used to implement the Nuclear Weapons Rules. In **Chinese Farm** and **Golan** this Phase is used to implement the SAM Suppression Rules.

2. FIRST PLAYER-TURN

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

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

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

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

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

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

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

3. SECOND PLAYER-TURN

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

4. GAME-TURN RECORD INTERPHASE

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

[5.0] MOVEMENT

GENERAL RULE:

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

PROCEDURE:

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

CASES:

[5.1] MOVEMENT RESTRICTIONS AND PROHIBITIONS

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

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

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

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

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

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

[5.2] EFFECTS OF TERRAIN

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

[5.22] A unit which moves from one road hex directly into an adjacent road hex through a road hexside expends only ½ Movement Point, regardless of other terrain in the hex.

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

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

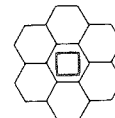
[5.3] EFFECTS OF OTHER FRIENDLY UNITS

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

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

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

[6.0] ZONES OF CONTROL



GENERAL RULE:

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

CASES:

[6.1] EFFECTS ON MOVEMENT

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

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

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

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

[6.2] MULTIPLE ZONES

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

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

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

[7.0] COMBAT

GENERAL RULE:

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

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

PROCEDURE:

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

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

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

CASES:

[7.1] WHICH UNITS ATTACK

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

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

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

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

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

[7.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

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

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

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

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

[7.3] COMBAT STRENGTH UNITY

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

[7.4] EFFECTS OF TERRAIN

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

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

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

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

[7.5] DIVERSIONARY ATTACKS

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

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

[7.6] COMBAT RESOLUTION

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

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

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

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

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

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

[7.65] Explanation of Results

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

A1 = **Attacker Retreats** one hex.

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

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

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

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

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

[7.7] HOW TO RETREAT

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

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

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

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

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

[7.8] DISPLACEMENT

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

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

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

[7.9] ADVANCE AFTER COMBAT

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

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

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

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

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

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

[7.97] Example. (see separate sheet)

[8.0] ARTILLERY

GENERAL RULE:

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

CASES:

[8.1] BARRAGE ATTACKS

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

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

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

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

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

[8.2] COMBINED ATTACKS

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

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

[8.3] ADJACENT ATTACKS

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

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

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

[8.4] FINAL PROTECTIVE FIRE

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

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

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

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

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

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

[8.5] DEFENSE

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

[8.6] TERRAIN EFFECTS

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

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

[9.0] AIR POWER

GENERAL RULE:

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

PROCEDURE:

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

CASES:

[9.1] RESTRICTION AND PROHIBITIONS

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

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

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

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

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

[7.63] ACTIVE COMBAT RESULTS TABLE

Combat Differential (Attacking Strength minus Defending Strength)

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

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

[7.64] MOBILE COMBAT RESULTS TABLE

Combat Differential (Attacking Strength minus Defending Strength)

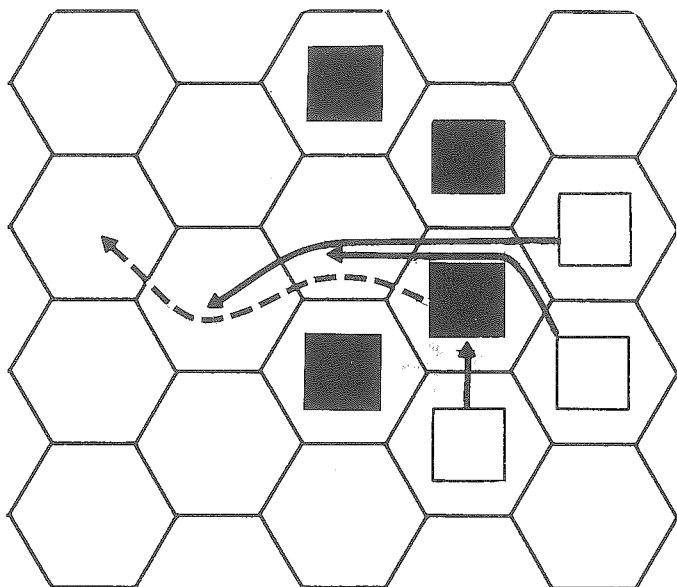
Die Roll	-7	-6,5	-4,3	-2	-1	0	+1	+2,3	+4,5	+6,8	+9,11	+12	Die Roll
1	A1	A1	A1	Br	Br	D1	D2	D2	D3	D3	D4	De	1
2	A1	A1	A1	A1	Br	D1	D1	D2	D2	D3	D3	D4	2
3	A1	A1	A1	A1	A1	Br	D1	D1	D2	D2	D3	D3	3
4	A1	A1	A1	A1	A1	Br	Br	D1	D1	D2	D2	D3	4
5	Ae	A1	A1	A1	A1	A1	Br	Br	D1	D1	D1	D2	5
6	Ae	Ae	A1	A1	A1	A1	A1	Br	Br	Br	D1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

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

[5.4] TERRAIN EFFECTS CHART

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

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



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

[7.65] Explanation of Combat Results Tables (See other side.)

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

A1 = **Attacker Retreats** one hex.

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

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

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

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

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

[14.5] USE OF SAM SUPPRESSION TABLE

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

[14.4] SAM SUPPRESSION TABLE

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

Explanation of SAM Suppression Table:

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

[13.3] SAM RESOLUTION TABLE

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

Explanation of SAM Resolution Table

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

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

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

[15.1] NUCLEAR WEAPONS CHART

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

[15.22] In order to detonate a Nuclear Weapon, find the proper Weapon Type column, and determine the hex in which the Weapon is to be detonated (the Impact Hex). Each unit within range is subject to attack on the Active Combat

Results Table. Find the distance in hexes from the Impact Hex to the unit in question and cross-reference this to find the Combat Differential Column at which the unit is attacked.

MODERN BATTLES

Wurzburg EXCLUSIVE RULES

Copyright © 1975, Simulations Publications, Inc., New York, N.Y.

10.0 INTRODUCTION

11.0 HELICOPTERS

11.1 Special Characteristics

12.0 RIVER CROSSINGS

12.1 Effects of Rivers

13.0 REINFORCEMENTS

13.1 Movement of Reinforcements

13.2 Restrictions

14.0 EXITING FROM THE MAP

14.1 Restrictions

15.0 NUCLEAR WEAPONS (Optional Rule)

15.1 Nuclear Weapons Chart

15.2 How to Use the Nuclear Weapons Chart

15.3 Effects of Nuclear Weapons

15.4 Restrictions

16.0 SCENARIOS

16.1 The Advance to Contact

16.2 The Siege of Wurzburg

16.3 The Gramschatzer Wald

16.4 The Main River Line

17.0 CONSTRUCTING YOUR OWN SCENARIOS

17.1 Soviet Divisional Organization

17.2 U.S. Divisional Organization

18.0 GAME NOTES

[10.0] INTRODUCTION

Battle of Wurzburg is a battalion/regimental level simulation of hypothetical combat in Southern Germany in the 1970's. Wurzburg has been chosen as the locale for these battles primarily because of its geographic location; half-way between the East German-Czechoslovak border and the Rhine River. In addition, it occupies a central position with regard to the Fulda Gap and the Hoff Gap; the two main invasion routes from the east. The Wurzburg area contains a number of first class roads and thus becomes a bit of a "bottleneck" if it can be held by American forces responsible for this area of Germany. The American Third Mechanized Infantry Division is stationed in Wurzburg, and Wurzburg itself is a convenient place for the American First Corps to concentrate if there is an invasion.

[11.0] HELICOPTERS

There is only one Helicopter unit in the game; the American 48th Helicopter Company. This unit performs differently from other units.

[11.1] SPECIAL CHARACTERISTICS

[11.11] The Helicopter unit pays 1 Movement Point from its Movement Allowance for each hex it enters, regardless of Terrain. It may enter any type of terrain hex.

[11.12] The Helicopter unit may retreat across rivers. (It is the only unit in the game which may do so.)

[11.13] The Helicopter unit has a Zone of Control, and Enemy Zones of Control inhibit its movement like any other unit.

[11.14] Beyond the exceptions above, the Helicopter unit is treated exactly like any other unit. Its Barrage and FPF Strengths are used in the same way as artillery units.

[12.0] RIVER CROSSINGS

GENERAL RULE:

There are no bridges across any of the rivers in Wurzburg. All Bridges are considered to have been destroyed.

CASES:

[12.1] EFFECTS OF RIVERS

[12.11] In all cases (even when moving from road hex to road hex), a unit moving across a river hexside must expend 3 additional Movement Points (exception: see 11.11).

[12.12] Units may not retreat across a river due to combat. Units that have no other retreat option open to them are eliminated instead (exception: see 11.12).

[13.0] REINFORCEMENTS

GENERAL RULE:

Both Players receive Reinforcements. These appear during the Owing Player's Movement Phase on the Game-Turn indicated on the Reinforcement Schedule. The Reinforcement Schedule states the Game-Turn of appearance, the number of units, the Strength/Movement Value, and the specific hex or map edge on which they enter.

PROCEDURE:

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

CASES:

[13.1] MOVEMENT OF REINFORCEMENTS

[13.11] Reinforcements are presumed to be poised adjacent to the map. When placed on the map, a Reinforcing unit expends Movement Points to enter the entry hex according to the Terrain Effects Chart. In almost all cases, the

Reinforcements are entered onto a hex which has a road leading off the map; these units expend Movement Points at the road movement rate to enter the map.

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

[13.13] As each unit enters the map, it will pay the cost for entering the entry hex, plus any additional cost for any hypothetical clear terrain hexes that it would have to traverse to reach the entry hex. If units are entering on a road hex, they are considered to be moving through hypothetical road hexes until they reach the map. Example: The lead unit in the column would pay $\frac{1}{2}$ Movement Point to enter the map, the second unit would pay 1 Movement Point to enter the map, the third, $1\frac{1}{2}$ Movement Points, etc.

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

[13.2] RESTRICTIONS

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

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

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

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

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

[14.0] EXITING FROM THE MAP

GENERAL RULE:

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

CASES:

[14.1] RESTRICTIONS

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

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

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



[15.0] NUCLEAR WEAPONS [Optional Rule]

GENERAL RULE:

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

PROCEDURE:

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

CASES:

[15.1] NUCLEAR WEAPONS CHART (see separate sheet)

[15.2] HOW TO USE THE NUCLEAR WEAPONS CHART

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

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

[15.3] EFFECTS OF NUCLEAR WEAPONS

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

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

[15.4] RESTRICTIONS

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

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

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

[15.44] The American Player may not detonate a Nuclear Weapon in a hex if there are Friendly units within the Minimum Effect Radius of that

Weapon (the radius at which units are attacked with a -2 differential). The Soviet Player, however, may detonate a Nuclear Weapon in a hex even if there are Friendly units within the Minimum Effect Radius of that Weapon. The Soviet Player must attack those Friendly units at -2 on the Active Combat Results Table.

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

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

[16.0] SCENARIOS

GENERAL RULE:

There are four Scenarios in **Battle of Wurzburg**. The first three postulate forces of various sizes, with varying missions coming into contact in the Wurzburg area. In these first three Scenarios, the Soviet forces are the aggressive forces. The fourth Scenario presents an American counterattack on over-extended Soviet forces.

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

[16.1] THE ADVANCE TO CONTACT

[16.11] HISTORICAL NOTES

Following the initial Soviet invasion, the Wurzburg area was stripped of Allied forces to support the main battle in the north and the east. After a week of heavy fighting Wurzburg suddenly became a key area for both sides. Both Soviet and American forces were sent to seize the key communications center that Wurzburg had now become. The Scenario opens with the American 2nd Armored Cavalry Regiment advancing from the south and running head on into the Soviet vanguard, consisting of the 27th Guards Mechanized Rifle Division. This advance to contact was heavily reinforced by both sides.

[16.12] US INITIAL ORDER OF BATTLE

No U.S. units begin on the map in this Scenario.

[16.13] SOVIET INITIAL ORDER OF BATTLE

No Soviet units begin on the map in this Scenario.

[16.14] US REINFORCEMENT SCHEDULE

All U.S. Reinforcements enter anywhere on the south map edge.

On Game-Turn One:

3(3-3-12), 1(2-1-7/1-12), 1(2-3-2/1-30).

On Game-Turn Two:

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

On Game-Turn Three:

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

On Game-Turn Four:

2(2-1-7/1-12), 2(2-1-13/1-12), 2(2-3-12), 2(3-2-12).

[16.15] SOVIET

REINFORCEMENT SCHEDULE

All Soviet Reinforcements enter anywhere on the north map edge.

On Game-Turn One:

6(1-2-12), 3(3-2-12), 1(4-0-8/1-9), 1(5-1-7/1-9).

On Game-Turn Three:

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

On Game-Turn Four:

6(1-2-12), 3(3-2-12), 1(4-0-8/1-9), 1(5-1-7/1-9).

On Game-Turn Five:

1(4-0-8/1-9), 1(3-1-7/1-9).

[16.16] SPECIAL RULES

1. The U.S. Player is the First Player.

2. Each Player may use the Active CRT for one Game-Turn.

[16.17] GAME LENGTH

The Scenario length is six Game-Turns.

[16.18] VICTORY CONDITIONS

The city of Wurzburg consists of 10 hexes. At the end of Turn Six, the side that occupies or controls the most Wurzburg hexes is the winner. If a hex is unoccupied and both Players' Zones of Control extend into it, neither Player may count that hex. Both Players must be able to trace a line of hexes from these Wurzburg hexes back to the edge of the map where his reinforcements arrived, along road hexes that are not obstructed by Enemy units and/or Zones of Control. If neither side has exclusive control of any of the Wurzburg hexes, or neither Player can trace back to his map edge, or if both sides control the same number of city hexes, the game is a draw. If only one side is able to trace back to his map edge and that side controls any Wurzburg hexes, then that side is the winner.

[16.2] THE SIEGE OF WURZBURG

[16.21] HISTORICAL NOTES

The initial Russian advance suddenly turned toward Wurzburg. At that time, only about half of the U.S. Third Mechanized Infantry Division was deployed in the vicinity. The Soviets advanced upon the city with two Mechanized Rifle Divisions. For two days the U.S. forces in Wurzburg had to hold off a Soviet siege. On the third day another brigade entered the area, and on the fourth day a division-sized unit came in to break the siege. In the meantime, the Soviets were reinforced with two more divisions.

[16.22] US INITIAL ORDER OF BATTLE

All of the following units must be set-up anywhere within three hexes of any Wurzburg hex.
4(2-3-12), 3(3-2-12), 1(3-3-12), 2(1-2-7/2-12).

[16.23] SOVIET INITIAL ORDER OF BATTLE

No Soviet units begin on the map in this Scenario.

[16.24] US REINFORCEMENT SCHEDULE

All U.S. Reinforcements enter anywhere on the south map edge.

On Game-Turn Two:

3(3-3-12), 1(2-3-2/1-30).

On Game-Turn Three:

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

On Game-Turn Five:

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

On Game-Turn Seven:

4(2-3-12), 3(3-2-12), 1(3-3-12), 2(1-2-7/2-12), 2(2-1-7/1-12), 1(2-1-13/1-12).

U.S. Ground Support Points:

Game-Turns One, Two and Three: none.

Game-Turn Four: 6.

Game-Turns Five, Six and Seven: 10 each.

Game-Turn Eight: none.

[16.25] SOVIET

REINFORCEMENT SCHEDULE

All Soviet Reinforcements enter anywhere on the north map edge.

On Game-Turn One:

12(1-2-12), 6(3-2-12), 2(3-1-7/1-9), 2(4-0-8/1-9).

On Game-Turn Three:

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

On Game-Turn Four:

1(5-1-7/1-9), 1(4-0-8/1-9).

Game-Turn Six:

6(1-2-12), 3(3-2-12), 1(3-1-7/1-9), 1(4-0-8/1-9).

Game-Turn Seven:

1(3-1-11/1-9), 1(4-1-8/1-9), 1(7-2-7/1-9).

[16.26] SPECIAL RULES

1. The **Soviet Player** is the First Player.
2. Each Player may use the Active CRT for two Game-Turns.
3. Any U.S. 2-3-12 units which begin the Scenario in any town hex receive a bonus terrain benefit of "Shift 4" when attacked. The Combat Differential Column is shifted four columns to the left when these units are attacked. Units receive this advantage only in their hex of initial placement. Once they move, either voluntarily or due to Combat Results, they no longer receive this bonus terrain benefit.

[16.27] GAME LENGTH

The Scenario length is eight Game-Turns.

[16.28] VICTORY CONDITIONS

If, by the end of the game, there are no American units in the city of Wurzburg that can trace a line of hexes, unblocked by Enemy units and/or Enemy Zones of Control to the southern map edge, the Soviets win. Otherwise the Americans win.

[16.3] THE GRAMSCHATZER WALD

[16.31] HISTORICAL NOTES

The initial Soviet invasion came through the Fulda Gap to the northeast of Wurzburg and through the Hoff Gap to the east. The Soviet Combined Arms Army coming through the Hoff Gap was slowed down to a crawl by West German and American forces. The Soviets made a bigger effort coming through the Fulda Gap and they were steadily pushing back the opposing American forces. The Americans were forming up their First Corps to the southwest of Wurzburg to be used as a major attacking force. The Soviets, meanwhile, decided to turn south and cut off the American and German forces holding up the Soviet advance out of the Hof Gap. Stationed around Wurzburg was the American Third Mechanized Infantry Division. The Division was forced for a three day period to delay an entire Soviet Combined Arms Army. Starting on the third day, the First Corps began to enter the area and push the Soviets back.

[16.32] US INITIAL ORDER OF BATTLE

The following units may be deployed in any hex on the map, except those in the northernmost four hexrows.

6(2-3-12), 4(3-2-12), 4(3-3-12), 3(1-2-7/2-12), 1(2-1-7/1-12), 1(2-3-2/1-30).

[16.33] SOVIET INITIAL ORDER OF BATTLE

The following units may be deployed in any hex in the northernmost four hexrows.

12(1-2-12), 6(3-2-12), 2(3-1-7/1-9), 2(4-0-8/1-9).

[16.34] US REINFORCEMENT SCHEDULE

All U.S. Reinforcements enter anywhere on the south map edge.

On Game-Turn Five:

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

On Game-Turn Six:

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

On Game-Turn Seven:

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

On Game-Turn Eight:

1(2-3-12), 1(3-2-12), 2(2-1-7/2-12), 2(2-1-13/1-12).

On Game-Turns Nine, Ten, Eleven and Twelve (each):

As many as six units of the U.S. Player's choice, from among those U.S. units that have been destroyed in the game up to the current Game-Turn, may be brought back into the game as Reinforcements on each of the last four Game-Turns.

[16.35] SOVIET

REINFORCEMENT SCHEDULE

All Soviet Reinforcements enter anywhere on the north map edge.

On Game-Turn Two:

6(1-2-12), 3(3-2-12).

On Game-Turn Three:

1(3-1-7/1-9), 1(4-0-8/1-9), 3(4-2-12), 3(1-2-12).

On Game-Turn Four:

1(5-1-7/1-9), 1(4-0-8/1-9).

On Game-Turn Six:

1(7-2-7/1-9).

On Game-Turn Eight:

1(3-1-11/1-9), 1(4-1-8/1-9).

[16.36] SPECIAL RULES

1. The **Soviet Player** is the First Player.
2. The **U.S. Player** deploys his units on the map first; after he has completed setting up, the Soviet Player deploys, and then begins the First Game-Turn.
3. The **Soviet Player** may use the Active Combat Results Table for three Game-Turns.
4. The **U.S. Player** may use the Active CRT for two Game-Turns.

[16.37] GAME LENGTH

The Scenario length is 12 Game-Turns.

[16.38] VICTORY CONDITIONS

The **Soviet Player** obtains a Marginal Victory if he has at least one unit on any hex of the autobahn at the end of the game. The Soviets win a Substantive Victory if all American units and American Zones of Control are off all autobahn hexes and out of all Wurzburg hexes by the end of the game. The Soviet Player achieves a Decisive Victory if he can fill the Substantive Victory Conditions and if the Americans have no artillery units within range of the autobahn or the city of Wurzburg at the end of the game.

The **U.S. Player** wins by avoiding all of the Soviet Victory Conditions. That is, if he can keep all Soviet units off the autobahn at the end of the game.

[16.4] THE MAIN RIVER LINE

[16.41] HISTORICAL NOTES

The initial assault has overrun the Wurzburg area and pressed on toward the Rhine. The American counteroffensive force massing southwest of Wurzburg has made contact with the Soviet flank and is now ready to attempt to cave it in. The Americans have no more than three days to smash the Russian line. Failure to do so may leave the Russians capable of reaching the Rhine and thus cutting West Germany in half.

[16.42] US INITIAL ORDER OF BATTLE

Place a unit of the specified type in each of the hexes listed for that type of unit.

Unit Type: 2-3-12

0418, 0720, 1021, 1323, 1623, 1925, 2224, 2423, 2622.

Unit Type: 3-2-12

0523, 0823, 1123, 1124, 1826, 1927, 2027, 2327, 2426.

Unit Type: 3-3-12

0217, 2720, 2817, 2915.

Unit Type: 1-2-7/2-12

0421, 0822, 1125, 1827, 2726, 2724.

Unit Type: 2-1-13/1-12

2029, 2228.

Unit Type: 2-1-7/1-12

2329, 1828, 2028.

Unit Type: 2-3-2/1-30

1528.

[16.43] SOVIET INITIAL ORDER OF BATTLE

Place a unit of the specified type in each of the hexes listed for that type of unit.

Unit Type: 1-2-12

0215, 0416, 0517, 0818, 0919, 1120, 2420, 2421, 2418, 2616, 2715, 2913.

Unit Type: 3-2-12

1621, 1722, 1923, 2123, 2222, 1321.

Unit Type: 3-1-7/1-9

0916, 2317.

Unit Type: 4-0-8/1-9

1417, 1920.

[16.44] US REINFORCEMENT SCHEDULE

All U.S. Reinforcements enter anywhere on the south map edge.

On Game-Turn Three:

On this Game-Turn, the U.S. Player receives all remaining units which did not begin the game on the map (a total of 8).

[16.45] SOVIET

REINFORCEMENT SCHEDULE

The Soviet Reinforcement units enter anywhere on the north map edge. The Soviet Player receives one Soviet Tank Division (see 17.12) on the Game-Turn following the first Turn in which any five U.S. units are across the autobahn (having moved through any autobahn hexes from south to north). If this does not occur, the Soviet Reinforcements do not arrive.

[16.46] SPECIAL RULES

1. The **U.S. Player** is the First Player.
2. The **U.S. Player** may use the Active CRT for 3 Game-Turns.
3. The **Soviet Player** may use the Active CRT for 1 Game-Turn.

[16.47] GAME LENGTH

The Scenario length is ten Game-Turns.

[16.48] VICTORY CONDITIONS

The **Americans** obtain a Decisive Victory if, by the end of Game-Turn Seven, they have exited at least 10 units off the northern map edge. The **Americans** achieve a Substantive Victory if, by the end of the game, they have exited at least 10 units off the northern map edge. The **Americans** achieve a Marginal Victory if, at the end of the game, they have exited at least 5 units off the northern map edge.

The **Soviets** achieve a Decisive Victory if, at the end of the game, there are no more than 10 American units on or north of the autobahn and no American units have exited the northern map edge. The **Soviets** achieve a Substantive Victory if, at the end of the game, no American units have exited the northern map edge. The **Soviets** gain a Marginal Victory if less than five American units exit the northern map edge.

[17.0] CONSTRUCTING YOUR OWN SCENARIOS

COMMENTARY:

American doctrine holds that a mechanized infantry division (reinforced by non-divisional artillery and armored cavalry units) can delay a Soviet combined arms army for two to three days before becoming seriously depleted and in danger of being overwhelmed. The Soviets are more prone to use a heavier delaying force and be more willing to sacrifice it to weaken the attacking force.

A Soviet combined arms army would normally attack on a 30 to 80 kilometer front (19 to 50 hexes). The combined arms army would defend on a 100 kilometer front (63 hexes). A Soviet motorized rifle division would attack on a 10 to 30 kilometer front (6 to 19 hexes) and defend on a frontage as large as 45 kilometers (28 hexes).

American divisions generally employ these same frontages.

The situations we are dealing with in **Battle for Wurzburg** are generally "fluid" mobile situations employing entirely mechanized forces. For this reason, really large concentrations of artillery will not be found; the Soviets are still capable of artillery on the scale they employed in the Second World War.

In Soviet doctrine nuclear weapons are intended to replace mass artillery fire in mobile situations which would not normally allow conventional artillery to be massed in sufficient quantities. Soviet doctrine (on paper anyway) insists that they can maintain a daily advance rate to in excess of 50 kilometers a day. A glance at Wurzburg will show you that they would only be able to do this against the most feeble resistance. It is assumed, therefore, that in order to achieve this advance rate it would be necessary to employ large quantities of tactical nuclear weapons. In such a "Soviet Nuclear Blitzkrieg" attack, a Soviet combined arms army could be expected to use up to three nuclear weapons a turn. You could easily put together a scenario like this using some of the other scenarios as models. Keep in mind, however, that for every nuclear weapon the Soviets have, the Americans have at least two. It is true, though, that a successful Soviet sneak attack could destroy many of these American weapons.

A hypothetical game such as **Wurzburg** is intended to be used as an experimental vehicle. You can put to the test literally anything you have read about the possible conduct of ground warfare in the near future in Europe. That's what the game is for.

GENERAL RULE:

The **Battle of Wurzburg** counter-mix contains sufficient units that Players may represent one Soviet combined arms army (three mechanized rifle divisions, and one tank division, plus non-divisional artillery), and one weak American Corps (one armored division, one mechanized infantry division, one armored cavalry regiment, plus non-divisional artillery).

CASES:

[17.1] SOVIET DIVISIONAL ORGANIZATION

[17.11] SOVIET MECHANIZED RIFLE DIVISION

The mechanized rifle division consists of four regiments: three infantry and one armored, plus artillery units and small support units. The armored regiment is usually broken up and distributed right down to the company level. It is for this reason that no tank regiment is represented in the game. The main maneuver element is the reinforced battalion. One of the regiments is more heavily reinforced than the other two with divisional support units and thus becomes the "Assault" regiment. Thus in the game a Soviet mechanized rifle division consists of 6(1-2-12), 3(3-2-12), 1(3-1-7/1-9) and 1(4-0-8/1-9).

[17.12] SOVIET TANK DIVISION

A Soviet tank division consists of four regiments: three tank and one infantry. The tank regiments normally have infantry organic to them and are used en masse. In the game, the tank division consists of 3(4-2-12), 3(1-2-12), 1(5-1-7/1-9), and 1(4-0-8/1-9).

Also included in the counter-mix are a number of non-divisional artillery units.

[17.2] U.S. DIVISIONAL ORGANIZATION

American Divisions are more flexible than their Soviet counterparts. There is only one type of American division, but, depending on the mix of

mechanized infantry and armored battalions, it is either called an armored division or a mechanized infantry division. Both "types" of divisions have the same divisional artillery, which consists of 3(1-2-7/2-12) SP 155mm battalions, and 1(2-1-7/1-12) SP 203mm battalions. In addition, each division has one armored reconnaissance battalion (3-3-12). The mechanized infantry division normally has five or six mechanized infantry battalions and four or five tank battalions. In the armored divisions the ratio is usually reversed.

Other units included in the counter-mix are non-divisional units. These are all artillery, including the anti-tank helicopter company, which is used much like artillery. In addition, there is the armored reconnaissance regiment, which simply consists of 3(3-3-12). Divisions are usually divided into three brigades, each consisting of three or four battalions.

[18.0] GAME NOTES

FPF enables a Player to deny his opponent a critical position on the map at a critical moment. Because FPF is applied after the Phasing Player has announced and committed his attacks, its effects can be particularly devastating. There are ways to counter FPF. Counter Battery fire is one way to eliminate the threat of Artillery based FPF. Another method is to stage an attack with the specific objective of (1) Drawing FPF away from a later attack, or (2) Following a retreating unit to a point adjacent to unused Artillery units (Artillery units may not use FPF when adjacent to Enemy units). The mark of a good defending Player in **Wurzburg** is his ability to utilize his FPF, and thus stop important attacks.

Wurzburg uses locking Zones of Control. Consequently, try to leave at least one hex between Friendly units when forming a line, as the opposing Player will be stopped by ZOC's, but will not be able to envelope your units through advance after combat. Another effect of the "locking Zone" is that units can become easily tied down and lose their mobility and, since all units in Zones must attack, it is possible to force a unit to make an attack at "suicidal" differentials in the Owning Player's Turn. Units may not retreat through ZOC's; remember at all times that a unit is dead no matter how it is killed. A surrounded or enveloped unit is just as dead as a unit attacked at high odds on the Active Combat Results Table. The use of two Combat Results Tables is unique. In play-testing, we found that Players did not like to use the Active CRT; it makes sense, it's very bloody for both sides. The Active Table, however, does have its uses. It is particularly effective for knocking holes in lines that would otherwise just keep retreating. A situation in which a Player has a large quantitative advantage in units and a limited amount of time to achieve a specific objective is a good situation in which to go to the Active Table.

The Advance to Contact

This is a meeting engagement on a large scale that rapidly turns into a slugfest in the city of Wurzburg. The Americans should set up a couple of defense perimeters outside Wurzburg and on the roads to delay the Soviets for as long as possible and hold on for reinforcements. The Soviet Player should attack vigorously using his initial artillery superiority to the hilt. The Americans should stay on the defensive until the last few moves and

should then win back some of those valuable city hexes. It is a tough fight for both sides (the Americans especially) and both should watch their all important line of communications, as Wurzburg is useless without it. Use of the Active CRT should come early to middle for the Soviets and middle to late (if at all) for the Americans. Neither side should ignore the possibility of raids on the Enemy's rear areas to cut that line of communications (it can turn the game entirely around).

The Siege of Wurzburg

The Americans have their hands full with this one; the Soviets will have a field day. The Americans should block the initial Soviet advance along those crucial roads and then grudgingly give up their flanks. The Soviet should concentrate and send secondary forces around the flanks to surround Wurzburg and cut it off from the outside world. The Soviet Player should go to the Active CRT middle to late in the game, the American Player, if he is faced with a surrounded Wurzburg, should attempt to clear the road with the Active CRT late in the game.

The Gramschatzerwald

There are a lot of seemingly hopeless situations and a lot of action in this Scenario. It opens with a massive Soviet attack. The American Player should fall back slowly. The Soviet Player must attack vigorously at all times and keep his units as mobile as possible to change the area of concentration for the attack. The American Player should keep a mobile reserve to plug the gaps that will inevitably develop.

Late in the game (seldom too late) the Americans receive massive reinforcements from the destroyed units. These can win the game in the last few Game-Turns. The American Player should (even early in the game) make counterattacks to destroy the Soviet units, as these losses will hurt him late in the game. The Soviet Player should go to the Active CRT early to mid-game and the American Player should use it late in the game.

The Main River Line

American forces jump the unprepared Soviet position and try for a breakthrough to the north. Soviets should remove units from the salient on the left flank. The Americans should make that removal as difficult as possible and destroy as many Soviet units as they come in contact with. The Soviet Player should use the Active CRT to stop and destroy the American breakthrough whenever it happens. The Americans use the Active CRT when they need to knock a large hole in the Soviet line.

Nuclear Weapons

Nuclear weapons eliminate large breakthroughs in lines because any concentration of troops that is not closely engaged with your own troops can be "naked" with impunity; the disrupted units can then be destroyed fairly easily. In using nuclear weapons, keep two main tactics in mind: Keep your forces in contact with Enemy forces (even the Soviets won't nuke themselves, we don't think); and keep your forces spread out; any concentration of troops invites nuclear attack.

DESIGN CREDITS

Game Design: **James F. Dunnigan**

Physical Systems Design and Graphics: **Redmond A. Simonsen**

Systems Design and Game Development: **Jay Nelson, Edward Curran, I.B. Hardy, H. Barasch**
Production: **Manfred F. Milkuhn, Larry Catalano, Linda Mosca, Kevin Zucker**

WURZBURG

Copyright © 1975, Simulations Publications, Inc., New York, N.Y.

II 1/3 2-3-12	II 2/3 2-3-12	II 3/3 2-3-12	II 4/3 2-3-12	II 5/3 2-3-12	II 6/3 2-3-12	II 1/1 2-3-12	II 2/1 2-3-12	II 3/1 2-3-12	II 4/1 2-3-12
II 5/1 2-3-12	II 1/Ca 2-3-12	II 2/3 3-2-12	II 3/3 3-2-12	II 4/3 3-2-12	II 1/3 3-2-12	II 1/1 3-2-12	II 2/1 3-2-12	II 3/1 3-2-12	II 4/1 3-2-12

USA

II 5/1 3-2-12	II 2/Ca 3-2-12	II 3/2 3-3-12	II 5/3 3-3-12	II 6/1 3-3-12	II 1/2 3-3-12	II 2/2 3-3-12	2-1-7 II 1-12	2-1-7 II 1-12	2-1-7 II 1-12
2-1-7 II 1-12	2-1-7 II 1-12	2-1-7 II 1-12	1-2-7 II 2-12	1-2-7 II 2-12	1-2-7 II 2-12	1-2-7 II 2-12	1-2-7 II 2-12	1-2-7 II 2-12	2-3-2 I 1-30

II 2/27 1-2-12	II 3/27 1-2-12	II 5/27 1-2-12	II 6/27 1-2-12	II 8/27 1-2-12	II 9/27 1-2-12			2-1-13 II 1-12
II 2/39 1-2-12	II 3/39 1-2-12	II 5/39 1-2-12	II 6/39 1-2-12	II 8/39 1-2-12	II 9/39 1-2-12			2-1-13 II 1-12

SOVIETS

II 2/57 1-2-12	II 3/57 1-2-12	II 5/57 1-2-12	II 6/57 1-2-12	II 8/57 1-2-12	II 9/57 1-2-12	II 1/9 1-2-12	II 2/9 1-2-12	II 3/9 1-2-12	II 1/20 1-2-12
II 2/20 1-2-12	II 3/20 1-2-12	II 1/27 3-2-12	II 4/27 3-2-12	II 7/27 3-2-12	II 1/39 3-2-12	II 4/39 3-2-12	II 7/39 3-2-12	II 1/57 3-2-12	II 4/57 3-2-12

II 7/57 3-2-12	III 229/9 4-2-12	III 230/9 4-2-12	III 231/9 4-2-12	III 23/20 4-2-12	III 24/20 4-2-12	III 25/20 4-2-12	3-1-7 III 1-9	3-1-7 III 1-9	3-1-7 III 1-9
3-1-11 X 1-9	5-1-7 III 1-9	5-1-7 III 1-9	7-2-7 X 1-9	4-0-8 III 1-9	4-0-8 III 1-9	4-0-8 III 1-9	4-0-8 III 1-9	4-0-8 III 1-9	4-1-8 X 1-9

