Minuteman
THE SECOND AMERICAN REVOLUTION

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[1.0] INTRODUCTION

Minuteman is a simulation of future partisan warfare in the United States. It can be a one, two, three, or four Player game. The game is hypothetical in nature, although it attempts to strongly and realistically portray underground anti-establishment movements, government reaction, and revolution. The object of the Rebel Player is to spread the rebellious movement and eventually declare a revolution. The Government Player attempts to quell the Rebel movement by various means, while preventing it from spreading all over the country. The Player who best achieves his object will be the winner. **Minuteman** utilizes many different concepts than most SPI games. Therefore, it is absolutely necessary that Players thoroughly familiarize themselves with the rules before attempting to play. It is suggested that Players first read the "How to Play the Game" section (2.0); this will clarify the flow of the game considerably.

[2.0] HOW TO PLAY THE GAME

In **Minuteman**, there will be two opposing forces: the Rebels and the Government (although there may be more than two players). The object of the Rebel Player is to declare a Revolution and to destroy as many Government units as possible. The object of the Government Player is to prevent the Rebel Movement from spreading and to destroy as many Rebel units as possible.

SETTING UP THE GAME

After choosing who will play which side, the person who has chosen the Government chooses **sixteen** Army Divisions and places them on any hex in the United States. The only restriction is that he not place two units on the same hex, nor place units on adjacent hexes. Now the Rebel Player sets up. This

is a rigid procedure which is done in the following way: The Rebel Player chooses a single chit from the twenty chits in the chit pool. He locates this number on the "First Draw" line on the Random Events Table. He reads down this column: for every hex number listed, he places a Minuteman unit on the corresponding hex on the map. **Ignore** all "Pick" results—they are for later use in the game. **Without** placing this chit back in the pool, he randomly chooses another chit from the pool. He locates this number on the "Second Draw" line on the Random Events Table. Again, for every hex number listed in this line—**reading across**—he places a **Network** unit on each corresponding hex on the map. Finally, the Rebel Player chooses one more chit (**without replacing the last one**) and again locates this number on the "Second Draw" line on the Random Events Table. Again, he places a Network unit on each corresponding hex on the map. If—on this third pick from the chit pool—the Rebel Player picks a chit that is the same as his **second** chit pick, he replaces it and chooses another, until a different chit number is chosen. Both Rebel and Government set-ups are now complete and the game may begin. At this point, the Rebel Player may put all the chits he has just chosen back in the chit pool. (Note that the starting set-up may vary for each scenario or scenario variant. This is the Basic Game starting procedure. Check the individual scenarios or variants for any changes in the starting set-up.)

THE REBEL PLAYER DECIDES IF ANY OF HIS UNITS WILL GO UNDERGROUND

The Rebel Player always goes first in all scenarios. He begins the game by deciding if any of his **Minutemen** or **Network** units will go underground. If he decides that any will, he places an Underground marker on the units so chosen. If any units are already underground at this stage, he may remove the Underground markers at this point. Basically, "going underground" means that the unit in question will gain in defense strength at the expense of attack, movement, and building capabilities. Units may go underground in all hexes except Rough Brushland hexes. Units that are underground have their defense strengths doubled. Note that Rebel Militia units and all Government units may never go underground.

THE REBEL PLAYER BUILDS

First, the Rebel Player checks to see if there are any Riot markers on the map at this time. If there are, he **must** follow the following procedure: If any Riot markers do not have any Network units in the same hex with them, he must place a Network (with its weak side showing) in that hex immediately. If there already is a Network in the Riot hex in question, then the Rebel Player must spread his Riots if he possibly can. This means that if there are any Population I hexes adjacent to the Riot hex, he would roll the die and consult the Riot Spread Table. The result is the number of Riot markers that the Rebel Player may place on any of the adjacent Population I hexes of his own choosing (nor more than one per hex—ignore extra markers). If there are no adjacent Population I hexes at all (or if each of these Population I hexes already has a Riot marker on them), then the Rebel Player would get an immediate free build in this hex. This build does not affect the Network's ability to try to build in the immediately following portion of this Phase.

Now the Rebel Player may attempt to build new units or augment the strengths of already existing ones with any Network units on the map. Minuteman units may lend their build strengths to these attempts if they are stacked with the Network, but **they may never build by themselves** in a hex. For any Network that decides to attempt a build, the Rebel Player rolls the die and cross-references the number of Build Points in the hex with his die-roll.

He reads the result on the Unit Build Table and follows the direction of this chart. A successful build can either strengthen the Network itself (if it has been on its weak side), strengthen a Minuteman unit in the same hex (if it had been on its weak side), build a new Minuteman unit from scratch, or build a new Militia unit from scratch. An unsuccessful build could possibly result in a Riot or Unrest. Building is voluntary—each Network on the map may or may not build at the Rebel Player's discretion. But each Network unit may only attempt to build once per phase. Subtract one from the die-roll if a Government Agent or CIG unit is in the hex the particular build is being attempted in. For every roll that results in a "B" (Build), increase the "Cumulative Rebel Builds and Augmentations" track by one.

THE REBEL PLAYER MOVES

Now the Rebel Player may move as many of his units that are capable of movement as he wishes. Only Rebel Minuteman and Militia units may move. Rebel Militia units may move up to eight Movement Points during this Phase. Note that some hexes are more expensive to enter than others—check the Terrain Effects Chart for details. Rebel Minutemen have a special form of movement. They may attempt to move to any land hex on the map during this Phase. However, they must count the number of hexes entered to achieve this possible movement (note that entering some Government units' Zones of Control costs more than other hexes), find the appropriate column on the Minuteman Movement Chart, roll the die and read the result. This could be a successful move, a failure, or destruction of the unit in question.

Note that—unlike many other SPI games—units from two different sides may oftentimes coexist freely in the same hex. For example, Rebel Minutemen units may attempt to move directly through or onto Government Army Divisions. They would have to roll to see if this movement would succeed, but if it did, it is perfectly permissible to move in this fashion.

THE REBEL PLAYER ATTACKS

Actual combat occurs after all movement has ceased. The Rebel Player may now attack any government units that are either adjacent or stacked with any of his units. Attacking is completely voluntary—the Rebel Player never has to attack and he always may choose which units to attack with. He does not have to attack every adjacent unit, but if he attacks a single hex, every unit that can be attacked in that hex must be attacked as a single defense strength. There are different types of combat: Militia may use "Military Combat" against Army Divisions; Minutemen units may use "Subversion Combat" against Army Divisions or "Sedition Combat" against Population I hexes. Both Network and Minutemen units may use their attack strengths in "Infiltration Combat" against Government Agent and/or CIG units.

The Rebel Player determines his attack strengths and compares them to the Government defense strengths for each attack he is making (note that in Subversion and Sedition Combat, defense strengths are not taken into account). The combat may be affected by any Special Markers put into play—including Assassins, Betrayals, Informers, etc. He reduces the comparison to a simple odds ratio and rolls the die. He consults the appropriate Combat Results Table to find out what happens. Each CRT will tell the Players whether the attack has succeeded or failed. Follow the instructions of the CRT after each combat. Again, note that—unlike many other SPI games—units may do combat with each other from the same hex as well as from adjacent hexes.

THE REBEL PLAYER DETERMINES THE SUPPLY STATE OF HIS MILITIA UNITS

If there are no Rebel Militia units on the map at this time, immediately proceed to the next Phase. If there are, supply must be checked for each one. The supply state of the Militia unit depends solely on what terrain the unit in question is in. For example, a Militia unit is always in supply no matter what in Population I or II hexes. Check the Terrain Effects Chart for further details. If a Militia unit is determined to be out of supply during this Phase, it is immediately eliminated. Note that the season of the year also has a strong bearing on supply status.

BOTH PLAYERS DETERMINE RANDOM EVENTS

First the Rebel Player chooses one chit from the chit pool, lays it aside, and then chooses another chit from the same pool. He cross-references these two draws on the Random Events Table. The hex number that results will determine the placement of a new Network unit (weak strength), which the Rebel Player immediately places on the hex called-for. The Rebel Player places the chits back in the cup and the Government Player repeats the same procedure, except that the result of his picks will be an Informer unit, not a Network. If either Player achieves a "Pick" result, then he would receive an additional Special Marker in the immediately following portion of this Phase (instead of an Informer or a Network in this Phase). No Informers or Networks are placed in this manner after the Revolution.

Now the Rebel Player chooses a marker from the Special Marker Pool. Then the Government Player does the same. Both Players hide these markers from their opponent's view—they will be of use later in the game and secrecy is vital.

THE GOVERNMENT PLAYER "REACTS" TO THE REBELS

Now the Government Player determines his reaction to Rebel activity. He has the option of basing his reaction on two activities: he can either count the number of Riot markers and Unrest markers (x½) on the map, or he can use the present number of "Cumulative Rebel Builds and Augmentations" (which the Rebel Player has been keeping track of on the appropriate chart during the Rebel Build Phase). He chooses one of the above options, rolls the die, cross-references the proper line with the die-roll and reads the result. This will either be a failure or a certain number of new Agent or CIG units (weak strengths). He may place these new units on any hex on the map he wishes (including Enemy-occupied hexes).

THE GOVERNMENT PLAYER BUILDS

Now the Government Player may build with his units just like the Rebel Player, but only CIG units may build. Like Minutemen units, Agents may augment the building process if stacked with a CIG unit, but they may never build by themselves. Before any builds are attempted however, the Government Player automatically augments any CIG units on the board that he has (except those that were just placed in the Government Reaction Phase). This will require either flipping the CIG units over to reveal a stronger side or—if this had already been done previously—to take a new CIG unit from the game tray that is one step higher in strength than the CIG unit just removed. Note that there are six progressive strength point steps of CIG units—from one to six in Build Strengths. After the highest strength has been achieved, the CIG unit may no longer automatically augment itself at this time, and may never get any stronger for the rest of the game.

After this process has been completed, the Government Player can begin the actual building

procedure. He rolls the die for every build attempt just as the Rebel Player had. The result of a successful build will be either a new Agent unit or a stronger Agent unit (if a weak Agent was on the build hex). New CIG units may not be built. Government build attempts may cause Riots just as Rebel builds can, but only on Population I hexes.

THE GOVERNMENT PLAYER MOVES

Now the Government Player may move all of his units that he wishes—just as Rebel Militia had moved. Government movement allowances are always ten MP's except for CIG's which may only move by Air/Rail. Only Army Divisions will pay terrain costs. According to the scenario chosen, the Government Player will also receive a certain Air/Rail capacity per turn. He may fulfill this capacity if he desires. However, only Agent and CIG units may use Air/Rail movement and perform combat in the same turn. Army Divisions may not do both.

THE GOVERNMENT PLAYER ATTACKS

After his Movement Phase, the Government Player may attack any Rebel unit he is adjacent to or stacked with. Army Divisions may perform "Military Combat" against Militia, Riot hexes, or units stacked with Riot hexes. CIG and Agent units may use "Infiltration Combat" against Minutemen and/or Network units. All attacks can be affected by Assassinations, Betrayals, or Informers. All declared attacks must be carried out.

THE GOVERNMENT PLAYER TRIES TO REMOVE "PIN" MARKERS

If any government Army Divisions have "Pin" Markers on them at this stage, the Government player may attempt to remove them. This can only be performed if there are Agent units on the Pinned Army Division. Consult the Assassination/Betrayal/Pin Removal Table to see if this attempt succeeds or not. The Army Division will remain Pinned if the attempt has failed. An Agent unit may not attempt to unpin if it has conducted combat in the immediately preceding Combat Phase.

THE GOVERNMENT PLAYER DETERMINES THE SUPPLY STATUS OF ARMY DIVISIONS

If no Revolution has yet been declared by the Rebel Player, immediately proceed to the next Phase. If a Revolution has been declared, supply status for all Army Divisions must be checked. Basically, if an Army Division is surrounded by Rebel Zones of Control, it is out of supply, no matter what terrain it is in. Units that are out of supply during this Phase are eliminated. This is the end of the Game-Turn; move the season marker ahead one step.

IN SUMMARY

This Sequence of Play is the focal point of the game, and players should always keep an eye on it. Basically, the above sequence is followed until the end of the game or until one Player achieves a Decisive Victory. The Victory Conditions will vary from scenario to scenario—check the particular scenario for details. Usually, a Rebel-declared Revolution is a prerequisite for a Rebel victory though. This may be declared at any time during the game. It alters the capabilities of many units dramatically, while changing the situation on the map considerably. See Section 16.0 for details. For the most part, a Revolution can be advantageous to the Rebels only when they are sufficiently strong on the board so as to offset some of the advantages offered to the Government Player during a Revolution. If they are too weak when declaring a Revolution, the Government forces will quickly destroy them. If they are strong enough, they will be able to withstand the Government onslaught and go on to wipe out the Government Player. Remember though—a Revolution is a prerequisite for a Rebel victory.

[3.0] GAME EQUIPMENT

A complete game of **Minuteman** will contain the following:
one Game Map
One Rules Booklet
One set of 400 die-cut counters
One Game Box
One Die

If any of these parts are missing or damaged, write:
Customer Service
Simulations Publications Inc.
44 East 23rd Street
New York, N.Y. 10010

Rules questions should be phrased to be answered with single-word answers, and sent to the above address. Mark the envelope: "Rules Questions: "Minuteman".
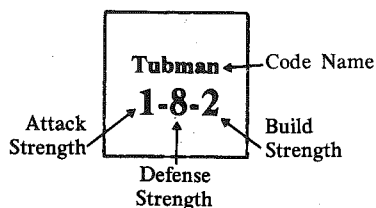
[3.1] THE GAME MAP

The Game Map represents most of the North American continent in the year 2000. A hexagonal grid has been superimposed over this geographical representation in order to regulate the movement and placement of the playing pieces. Each hex is approximately 80 miles across. Different terrain features are represented by various colors on the map. These different types of terrain will effect supply and movement of the playing pieces (e.g. North Winter Cover terrain). In order to make the map lie flat, back-fold it along the machine-made creases, then smooth it out and lay it on a flat table. If desired, the edges can be secured to the table using small pieces of tape to hold the map taut.
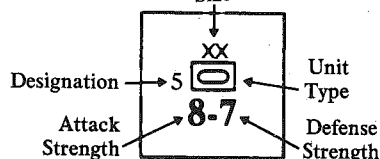
[3.2] THE PLAYING PIECES

Examine the sheet of die-cut counters (don't punch them out until you have examined the rules). These represent the men and organizations involved in partisan and anti-partisan movements in the United states, Canada, and Mexico. There are also many informational markers provided with the counters. The numbers on the counters quantify certain characteristics of these men and their material.
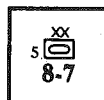
SAMPLE UNITS

REBEL MINUTEMAN UNIT

ARMY DIVISION

[3.21] Summary of Unit Types

FRONT	COMBAT UNITS	BACK
5 XX 8-7	Armored 5	XX ?
101 XX 12-12	Airborne 2	XX ?
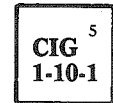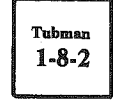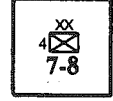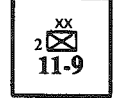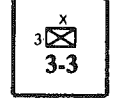
2 XX 11-10	Marine 6	XX ?
8 XX 9-9	Infantry 1)	XX ?
Hill 6-5	Rebel Militia 8 x3	XX ?
CIG 5 1-10-1	CIG 3o	CIG 5 2-8-2
Peel 6-5-3	Govt. Agent 2 6	Peel 3-3-1
Brutus [10]	Govt. Informers 2 o	
PTA NET 4-6-3	Rebel Network 14 X 13x 2	PTA NET 2-3-1
Tubman 1-8-2	Rebel Minutemen 12 x3	Tubman 1-4-1
4 XX 7-8	Aggressor Security 4	XX ?
2 XX 11-9	Interventionist Army 3? MISSING 3	X ?
3 X 3-3	Canadian/Mexican Army 8 /o	X ?
El Lobo XX 3-4	Canadian/Mexican Militia 8 8?	XX ?
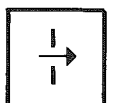
MARKERS

Passage [total: 6]		
Organizer [total: 8]		
Air-Rail	Air/Rail Movement [total: 3]	
R	Riot/Unrest [total: 40]	U
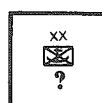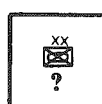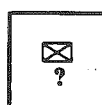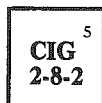
XX ?	Pin	Pin/Underground [total: 30]	UG
XX ?	7	Randomizer [total: 20]	
XX ?	⊕	Assassin [total: 16]	
CIG 5 2-8-2	X X	Betrayal [total: 10]	
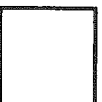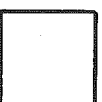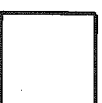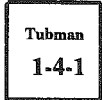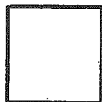
[3.22] Definitions of Terms:

Minuteman: A Rebel revolutionary or group of revolutionaries who travel around the country spreading the "Revolution", and formenting unrest and riot.

Network: A spontaneous, immobile, local revolutionary organization which recruits people to the ranks of the Rebel cause.

Militia: Rebels who are trained to fight in conventional military combat.

CIG's: "Counter-Intelligence Groups"—a Government spy Network used to raise and train new Agents for covert operations.

Agents: Government-employed spies who perform "Mission: Impossible" type jobs with highly sophisticated equipment.

Informers: Individuals who are paid off by the Government to supply vital information about Rebel goings-on.

Attack or Defense Strength: The basic strength of the unit in terms of its ability to perform certain types of combat represented in the game. These abilities are quantified by the numbers on the counters.

Build Strength: The quantification of the unit's ability to create new units from scratch or augment already-existing units.

Special Marker Pool: The counters labled "Assassin", "Betrayal", "Organizer", and "Passage" should be punched out and placed in a wide-mouthed cup. This is the Special Marker Pool—it will be used later in the game.

Chit Pool: The two sets of chits numbered one to ten should be punched out and placed in a wide-mouthed cup. This is the Chit Pool—it will be used later in the game.

Note that no Movement Allowances are printed on Minuteman counters. Some units also have question marks instead of strengths. These are "untried units" (see Section 11.0).

NOTE: Players should be aware that the use of the names of familiar organizations and individuals of the NETS, Minutemen, Agents, Informers, and Militia units simulates the employment of these names as code-names (i.e., the units do not actually represent the named organizations or individuals).

[4.0] SEQUENCE OF PLAY

[4.1] THE GAME-TURN

Minuteman is played in turns called Game-Turns. Each Game-Turn is composed of two Player-Turns. Each Player-Turn is composed of a number of distinct Phases. The Player whose Player-Turn is in progress is termed the Phasing Player. All actions must be executed in sequence. Actions taken out of sequence constitute a violation of the rules. Each Game-Turn proceeds as follows:

[4.2] GAME-TURN SEQUENCE OUTLINE

A. REBEL PLAYER-TURN

1. Underground Decision Phase.
The Rebel Player decides which of his units will go underground, placing an underground marker on the units so chosen. He also may remove these markers from units which are already underground at this time.

2. Rebel Build Phase.
First the Rebel Player goes through the Riot spread procedure. After this has been done, he may attempt to build units with his Networks by rolling the die. Indicate all successful Rebel builds on the "Cumulative Rebel Builds and Augmentations" Track on the map.

3. Rebel Movement Phase.
The Rebel Player may move all of his units that are capable of movement up to the limit of their Movement Allowances—within the restrictions outlined in the Movement, Zone of Control, and Terrain rules.

4. Rebel Combat Phase.
The Rebel Player may use Military, Infiltration, Subversion, or Sedition Combats against his opponent. Consult the appropriate Table as the attack is being made.

5. Rebel Supply Determination Phase.
The Rebel Player determines the supply status of all his Militia units. If there are no Militia units on the map ignore this Phase.

B. MUTUAL RANDOM EVENTS PHASE

The Rebel Player determines the placement of a new Network by chits picks, and the Government Player does the same for a new Informer. Then both Players pick Special Markers.

C. GOVERNMENT PLAYER-TURN

1. Government Reaction Phase.
The Government Player rolls the die and consults the appropriate column on the Government Reaction Table to determine the placement of new CIG or Agent units on the map.

2. Government Build Phase.
Now the Government Player automatically augments any CIG units on the map (except for those just placed in the Government Reaction Phase). Then the Government Player may attempt builds with his CIG units by rolling the die and consulting the Unit Build Table.

3. Government Movement Phase.
The Government Player may move all of his units that are capable of moving up to the limit of their Movement Allowances. Also Air/Rail movement may take place.

4. Government Combat Phase.
The Government Player may conduct Military or Infiltration Combat against units that are either adjacent or stacked with Rebel units.

5. Pin Removal Phase.
The Government Player may now attempt to remove Pin markers from his Army Divisions with his Agent units stacked in the same hex with the pinned units, but only if the Agents have not conducted combat in the same Player-Turn.

6. Government Supply Determination Phase.
The Government Player determines supply for all his Army Divisions on the map, but only **after** a Revolution has been declared.

D. GAME-TURN INDICATION

Move the Season marker ahead one space, and if necessary, the Year marker as well.

Note: This Sequence of Play may be interrupted at any time by the display of Assassination markers **or** by a Rebel declaration of a Revolution.

[4.3] GAME-LENGTH

The length of the game is given in the chosen scenario.

[5.0] BUILDING UNITS

GENERAL RULE:

Building is a process by which either player may bring new units on to the board or increase the strength of units that are already present on the map. This may only be done during the specific Build Phase allocated to each Player during his Player-turn. Only certain types of units may build by themselves; others may augment the building process by being stacked with the unit that may build by itself; and others may not build at all. During the Build Phase of his Player-turn, a Player may build with as many or as few units as he desires—but every unit may only attempt to build **once** per Phase.

COMMENTARY:

For a revolutionary movement to succeed, it must grow. The build rules allow for the growth. The Networks are the spontaneous local revolutionary organizations. From these Networks come the "Minutemen" and Militia. The Minutemen can also "encourage" the revolutionary movement by going around formenting unrest and riot. Thus the revolution grows—and it either succeeds or fails on the basis of these builds. The Government, in turn, does not grow quite like the revolution. Government forces get larger in reaction to growing Rebel activity. Through "experience" the CIG's become more effective. The CIG's also produce Agents, in much the same way that Networks produce Minutemen. In both cases, exceptional individuals are selected and trained for independent service. It is also assumed that the Government will not be able to raise new Army units or CIG's because of the drain on loyal manpower that the Rebel activity would bring. If this last situation were not present it is assumed that the revolutionary activity is not widespread enough to support a successful increase in revolutionary activity.

[5.1] WHICH UNITS MAY BUILD WHAT

[5.11] Any unit with a Build Strength on the counter is capable of participating in the building process.

[5.12] Rebel Networks and Government CIG's are the **only** units which may attempt to build by themselves. Rebel Minutemen units and Government Agent units may augment the process if stacked in the same hex with a Network or CIG unit, but they **may not** build by themselves at any time.

[5.13] If a roll on the Unit Build Table was successful, then any of the following may occur: if it was a Rebel build, the Rebel Player may "augment" the Network—flipping it over to reveal its stronger strengths. He also may create **a new** Minuteman unit in the hex (with its weak strength showing). If there was a weak Minuteman unit in the hex during the build, this may be "augmented" by flipping it over to reveal its stronger side. Finally, the Rebel Player may create a Militia unit in the hex—chosen at random from the Militia unit pile in the game-tray. If the build was a Government build, the Government Player may **either** bring a new Agent into play (with its weakest strength showing) or "augment" an already-weak Agent that was present in the build hex. The Players may choose any **one** of these options if the build is successful. No unit may build more than once in a Phase.

[5.14] A unit's strongest showing strength is its build limit—it may never be built stronger than that. The counter limitations are purposefully set at a certain number of each type of unit. If there are no more units of a particular type left in the game-tray, then no more of these units may be built (until one is eliminated from play and placed back in the game-tray).

[5.15] Units may freely build on a hex in which Enemy units are present. There is no penalty, except when Government CIG or Agent units are

stacked in the same hex with a building Network. if so, **one** is subtracted from that build attempt die-roll (never subtract more than one).

[5.2] HOW TO BUILD

Total the number of build points in the hex in which a build is desired. Organizer markers may be added to this attempt. Roll the die. Cross-reference the die roll with the total number of build points and obtain the result. The indicated letter code (the result) must be followed **immediately**.

[5.3] EFFECTS OF BUILDING

[5.31] There are four possible results of an attempt to build. These are B, U, R, and "."

[5.32] If a B (Build) results, the Player may perform a successful build. Follow the directions of Section (5.13).

[5.33] If a "." (failure) results, nothing else occurs at all.

[5.34] If a U (Unrest) results, the build attempt has failed) place an Unrest marker in the hex in question.

[5.35] If an R (Riot) results, the build attempt has failed; Place a Riot marker in the hex in question.

[5.36] If a successful build result would violate the stacking limitations in the hex, it is treated as an "F" result.

[5.4] UNIT BUILD TABLE (see map)

[6.0] MOVEMENT

GENERAL RULE:

During the Movement Phase, the Phasing Player may move as many or as few of his units as he wishes. Units may be moved in any direction or combination or directions. All units (except for Rebel Minutemen units) are moved one hex at a time, tracing a path of contiguous hexes through the hex grid. Units are moved individually. Military units (government Army Divisions or Rebel Militia units) pay one or more Movement Points for each hex on the map entered. See the Terrain Effect Chart for details. Agent units pay one MP for each hex entered regardless of terrain. Rebel Minutemen units have special movement capabilities. Note that there are no Movement Allowances printed on the counter itself. This is because movement is standardized among the different types of units in the following way: all Government units (except CIG units) have a Movement Allowance of **ten** Movement Points. Rebel Militia have a Movement Allowance of **eight** Movement Points. Rebel Networks and Government Informer units may never move at all. Government CIG units may only move through Air/Rail movement.

COMMENTARY:

Although it is not blatently pointed out in the game, there are actually two different classes of movement. One is for individuals and the other is for large groups of people. The Minutemen and Agents are individuals. The Militia and the Army Divisions are thousands of individuals. In addition, there are the basically static units (Networks and CIG's). This is why terrain will only effect Military formations as far as movement is concerned. Individuals will basically move around by car—unhindered by rough terrain to any large extent. Agents would be slightly encumbered by their sophisticated equipment; Minutemen are basically travel totally free of encumbrances. This is why Minutemen are basically free to move wherever they want to if they are not opposed (except by local Police). However, when they move in close proximity to Government units—especially through a cordon—there is a great danger they will be apprehended or stopped.

[6.1] RESTRICTIONS AND PROHIBITIONS

[6.11] A unit may never expend more movement points in one Phase than its total Movement Allowance. A unit may expend all, some or none of its Movement Allowance in any one Phase, but un-used Points may not be accumulated or transferred to other units at any time.

[6.12] During a Player's Movement Phase, all, some or none of his units may be moved at the Phasing Player's discretion. Combat may never occur in this Phase.

[6.13] Once a unit has been moved and the Player's hand taken from the piece, it may not change this move without the consent of the opposing Player.

[6.14] Units may only be moved during the Movement Phase of the owning Player. Advance or retreat after combat is not considered part of Movement.

[6.2] TERRAIN EFFECTS

[6.21] Military units (Army Divisions or Militia) expend varying amounts of Movement Points per hex entered depending on the terrain in that hex. See the Terrain Effects Chart for details. Agent and Minutemen units never pay any terrain costs.

[6.22] Units may never exit the map or cross pro-hibited hexsides. Units that are forced to do so are eliminated instead.

[6.3] AIR/RAIL MOVEMENT

Only the Government Player is permitted a certain number of Air/Rail Movements per turn. The number per turn varies from scenario to scenario. This number may not be exceeded in a single turn, nor may any Air/Rail Movements be saved from Turn to Game-Turn.

[6.31] Each Army Division moved by Air/Rail Movement counts as one Air/Rail Movement. Each CIG unit so moved counts as one Air/Rail Movement. However, each Agent unit so moved only counts as one-half of an Air/Rail Movement (e.g. you can move two Agent units and only use up one of your Air/Rail Movements per turn).

[6.32] To perform this type of movement, the Government unit must begin his Movement Phase in a Population I or II hex, with no Rebel units present. The unit may move to any hex on the mapsheet, regardless of terrain. It also may move into a hex in which there are Enemy units, although it may not violate stacking limitations.

[6.33] A unit which moves by Air/Rail in the Government Movement Phase may not move normally in the same Phase. Place an Air/Rail marker on the unit to indicate that it has so moved.

[6.34] Agent and CIG units may perform combat in the same turn in which they have used Air/Rail Movement. Army Divisions, however, may not perform combat in the same turn in which they have used this type of movement. The Air/Rail marker will indicate that it has so moved and may not fight.

[6.35] CIG units may only move by Air/Rail movement. However, for every hex the CIG unit moves from its hex of origin, it loses one step in strength. For example, if the CIG unit had moved three hexes through Air/Rail capacity, it would lose three steps in strength upon entering its destination hex. Since CIG units have only six steps, for every move over five hexes, the CIG unit will automatically go down to its lowest strength. It may perform movements as far as it wants—but it must always lose steps (e.g. it may make a movement over 5 hexes, but it would be reduced to its lowest strength: 1-10-1).

[6.4] MINUTEMAN MOVEMENT

Rebel Minuteman units have special movement capabilities. They are not physically picked up and moved as other units are. They never pay terrain costs. However, after a Revolution has been declared, Minutemen move exactly like Govern-ment Agent units.

[6.41] If a Minuteman unit desires to move, point to its desired destination hex and count Movement points from its hex of origin to this hex according to the following penalties: Five Movement Points for each Army Division's Zone of Control entered (this includes the actual hex occupied by the Division), three Movement Points for each CIg unit's Zone of Control entered (including the hex occupied by the CIg unit), and two Movement Points for each hex entered with an Agent present. Every other hex on the board costs one Movement Point. Total the number of Movement Points from the origin to the destination hex. Roll the die and consult the Minuteman Movement Chart, cross-referencing the die-roll with the total Movement Points. Obtain the result and follow it immediately. This may be a success, an elimination or a "Stop"—allowing the Minuteman unit to stop in the first Enemy Zone of Control entered, or half-way between the origin and the destination hex. This procedure may be followed by as many Minuteman units as the Rebel Player wishes to move, but it may not be performed more than once for each unit per Movement Phase.

[6.42] Minuteman may not cross obstructed hex-sides.

[6.43] A Minuteman unit that is forced to retreat from one Enemy Zone of Control directly to another must follow this same procedure during the Combat Phase if it desires to avoid elimination. A successful movement means that the Minuteman unit may retreat from Zone to Zone.

[6.44] Penalties are not cumulative against minute-men units. Only the worst possible effect applies to the movement attempt if two or more Government units have ZOC's in the same hex.

[6.45] After a Revolution has been declared by the Rebel Player, Minutemen no longer use the Minutemen Movement Chart. A this point, Minutemen units move exactly like Government Agent units—a movement allowance of ten Movement Points per turn (never paying terrain costs) and inhibited normally by Enemy Zones of Control.

[6.5] MINUTEMAN MOVEMENT CHART
(see map)

[6.6] TERRAIN EFFECTS CHART (see map)
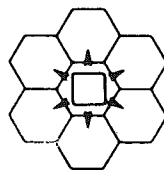
[7.0] ZONES OF CONTROL

GENERAL RULE:

The six hexagons surrounding certain units and the actual hex occupied by that unit itself constitute the unit's Zone of Control. Hexes upon which a unit exerts a Zone of Control are called Controlled hexes. With certain exceptions, they inhibit the movement of some types of Enemy units, block supply paths, and block retreat rules. Note that—unlike many other SPI games—units of opposing Player's may stack in the same hex at times. Therefore, a Zone of Control also exists in the actual hex occupied by some units.

COMMENTARY:

Zones of Control represent the ability of certain units to inhibit the movement of Enemy units. These inhibitions consist of, in a real sense, roadblocks and other cordon-type operations by Army units as well as para-military activity by the CIG's. In both cases, the effect is to stop Rebel units trying to pass through the area. Minutemen, because they are individuals, have a reasonable chance of getting past the Government units. This is the rationale behind the Minuteman Movement Chart. After a Revolution has been declared and large number of Rebel "soldiers" have been recruited, the Rebel Networks and Militia also acquire Zones of Control.

[7.1] EFFECTS OF ZONES OF CONTROL

[7.11] Basically, units must cease moving for the duration of the Friendly Movement Phase in which it entered an Enemy controlled hex. Note that no Rebel units exert Zones of Control before the Revolution (thus the Government Player does not have to worry about Zones before the Revolution is declared). Note that Rebel Minuteman units have a special form of movement: see Section 7.3.

[7.12] A Friendly unit may leave an Enemy-controlled hex only if it started the Friendly Movement Phase in the Enemy-controlled hex in question. However, it may not enter another Enemy-controlled hex without first entering at least one hex which is not Enemy-controlled. Remember that Rebel Minuteman units are the only exception to this rule: see Section 7.3 for details.

[7.13] Enemy Zones of Control block Friendly supply in certain cases. See Section 9.0 Supply, and the Terrain Effects Chart for details. Friendly Militia or Army Divisions negate this effect if they occupy the Enemy-controlled hex in question.

[7.14] Friendly units may not retreat into Enemy-controlled hexes as a result of combat (exception: see Section 7.15 and Section 6.43). Friendly Militia or Army Divisions negate this effect if they occupy the Enemy-controlled hex in question.

[7.15] If two Enemy units—either one of which exerts a Zone of Control—occupy the same hex on the map, then that unit which exerts the Zone of Control has this effect negated in the surrounding six heses for retreat and supply purposes only. For example, if a Government Army Division and a Rebel Militia unit were engaging in combat in the same hex, and because of a combat result the Militia unit were forced to retreat, it normally would not be permitted to perform this movement because the Army Division exerts a Zone of Control into all of the surrounding hexes (unless of course one of the surrounding hexes were occupied by another Rebel Militia unit). However, this retreat is possible under these conditions. Similarly, if the Army Division and the Militia unit occupied the same hex, neither would be surrounded by Zones of Control for supply purposes (unless of course outside units were exerting their Zones of Control into the surrounding hexes).

[7.16] Rebel Minuteman units may retreat into Enemy Zones of Control, but only if they have successfully rolled on the Minuteman Movement Chart. See Section 6.43.

[7.2] WHICH UNITS EXERT ZONES OF CONTROL

[7.21] Only CIG units and Army Divisions exert Zones of Control at all times for the Government Player.

[7.22] Only Militia and Network units exert Zones of Control for the Rebel Player—but only after a Revolution has been declared by the Rebel Player.

[7.23] Government Agent and Informer units and Rebel Minuteman units never exert Zones of Control.

[7.24] Terrain never affects Zones of Control—except that Zones never extend across impassable hexsides.

[7.25] It must be remembered that—unlike many other SPI games—Zones of Control are not all-powerful. Before the Revolution, Government units may roam the board freely—travelling right over or stopping right on top of all Rebel units. And

the Rebel Player may do the same with regard to the Government Agent units. His Minuteman units also have special capabilities (see Section 6.4).

[7.3] REBEL MINUTEMAN MOVEMENT AND ZONES OF CONTROL

[7.31] As stated in Section 6.4, Minuteman units never actualy physically move hex-by-hex on the map grid. They may attempt a movement of any length, but they must roll to see if the movement succeeds on the Minuteman Movement Chart. Before rolling the die, the Rebel Player must indicate a path of movement for the Minuteman unit. This path may enter as many Government Zones of Control or Government-occupied hexes as the Rebel Player wishes, although doing so will cause additional Movement Points to be added on to the final Movement Point total that is calculated prior to rolling the die to see if the move succeeds. See Section 6.41 for full details on this type of movement and the penalties incurred while entering Government Zones of Control or occupied hexes.

[7.32] A Minuteman unit may retreat into an Enemy Zone of Control as a result of combat, but only if the Rebel Player successfully rolls for the retreat on the Minuteman Movement Chart—following the same procedure as he would during the Rebel Movement Phase.

[8.0] STACKING

GENERAL RULE:

Unlike many other SPI games, stacking limitation in Minuteman are based upon the maximum number of units of each type that may be stacked in a single hex at once. Also unlike many other SPI games, Enemy and Friendly units may freely stack in the same hex at once. They also may perform combat against one another while stacked in the same hex.

COMMENTARY:

Basically the stacking rules show the maximum amount of force that either side would deploy in a given area represented by a hex on the map. Although realistically more units could easily fit into such an area, to do so in the game would add little realism and detract considerably from playability.

[8.1] STACKING LIMITATIONS AND PROHIBITIONS

[8.11] No more than six units of any type (Enemy and /or Friendly) may ever be stacked together in the same hex at any time.

[8.12] You may never have more than three Rebel Minuteman units or three Government Agent units in the same hex at once. Note that only a single Minuteman unit (of the Rebel Player's choice) may ever use its attack or defense strength from a single hex, in a single Game-Turn, even if more than one Minuteman unit is stacked in the hex. This includes Subversion and Sedition Combat. It does not include building (where up to three Minutemen can be involved in a single hex).

[8.13] All units other than Minuteman and Agent units may never stack with their own type in a hex.

[8.14] Rebel Militia units may stack three high only after a Revolution has been declared.

[8.15] Marker units never count towards stacking restrictions.

[8.16] Because of the relatively large amount of units permitted in a hex in this game, large unwieldy stacks can be a problem in Minuteman. We suggest the following pattern to help solve this problem when it occurs: Rebel units should always occupy the bottom of stacks, preferably with Networks on the very bottom, then Minuteman, and then Militia. After the Rebel units, all markers—such as Riots or Unrests—should be placed. Then come the Government units, preferably CIG's Agents, and then Army Divisions going from bottom upwards. Following this pattern at all times will simplify things considerably, for Players will get used to looking for their units in certain sections of the very large stacks.

[8.2] STACKING EFFECTS

Stacking restrictions apply at all times, including during movement and retreats. If a unit is forced to retreat into a hex already containing six units, the retreating unit is eliminated instead. You also may not build in a hex if bringing on a new unit would violate the stacking limitations.

[9.0] SUPPLY

GENERAL RULE:

Units must be in supply to survive on the map. If they are not, they are eliminated during the proper Supply Determination Phase of the Game-Turn. However, the only units that ever have to worry about supply are Rebel Militia units and Government Army Divisions. All other units are always considered to be in supply at all times no matter what. There are no supply "sources" as such in Minuteman.

COMMENTARY:

For large Rebel combat units (as well as large Government units after a revolt has progressed) there is the ever-present possibility of starving to death. This is more of a problem in inhospitible land and sparsely populated areas. This supply problem has been a thorn in the side of guerilla forces throughout history. It is often under-estimated or ignored, which is one reason why we have included it. Although it should be obvious, the denser the population, the easier it is for the guerilla forces to survive. Although their food collection procedures may at times border on larceny, in unpopulated areas there is simply no food to be had. It is not a practical matter to attempt to "live off the land". Very small groups might get away with this but larger groups have traditionally been unable to survive on their own. This is especially true when the Enemy has very sophisticated air reconaissance systems at hand.

[9.1] DETERMINING SUPPLY

[9.11] Militia units must determine their supply status every Rebel Supply Determination Phase. Government Army Divisions must determine their supply status during the Government Supply Determination Phase, but only after a Revolution has been declared.

[9.12] Units other than Militia and Army Divisions are always in supply no matter what.

[9.13] Rebel units are always considered to be in supply in Population I and II hexes without exception.

[19.14] In Southern Winter Cover or Clear terrain Rebel Militia units are out of supply if they are surrounded by adjacent Government Zones of Control during a Winter Game-Turn only. Another Militia unit will negate a Government Zone of Control if it occupies the controlled hex in question.

[9.15] In Rough Brushland Rebel Militia units are out of supply if they are surrounded by adjacent Government Zones of Control during any Game-Turn. Another Militia unit will negate a Government Zone of Control if it occupies the controlled hex in question.

[9.16] In North Winter Cover hexes Rebel Militia units are automatically out of supply during a Winter Game-Turn, regardless of Government Zones of Control. During other Game-Turns Militia is out of supply if surrounded by adjacent Government Zones of Control in North Winter Cover terrain. See the Terrain Effects Chart for summaries of all these effects.

[9.17] After a Revolution, Government Army Divisions are out of supply in any hex on the map if they are surrounded by adjacent Enemy Zones of Control during a Winter Game-Turn. Another Army Division will negate a Rebel Zone of Control if it occupies the controlled hex in question.

[9.18] Supply is determined only during the appropriate Supply Determination Phase of each Player-Turn.

[9.2] SUPPLY EFFECTS

[9.21] Units that are in supply operate normally in all ways.

[9.22] Units that are out of supply are eliminated at the end of their particular Supply Determination Phase. Place the unit back in the unused pile of appropriate units in the Game-Tray.

[10.0] COMBAT

GENERAL RULE:

Combat occurs between adjacent Enemy and Friendly units or Enemy and Friendly units that are stacked together in the same hex during the Combat Phase of either Player-Turn. The Phasing Player is the attacker and the non-Phasing Player is the defender, regardless of the overall strategic situation.

PROCEDURE:

The committed attack strengths of the Phasing Player in each individual attack are totalled and compared to the total defending strengths of the defending Player. State the comparison as a probability ratio: Attacker's strength to Defender's strength. Round off the ratio in favor of the defender to conform to the simplified odds column on the appropriate Combat Results Table (depending on what type of attack is being made). Roll the die and read the result on the correct line under the odds. Apply the results immediately before resolving any other attacks being made during that Combat Phase.

COMMENTARY:

There are four types of combat in the game. What they all have in common is the use of one side's forces against the defender's ability to resist. The Military Combat is just what the name implies—one military force against the other. Whether the opposition to the Army is Militia or rock-throwing rioters, the Rebel Player will usually seek to avoid this type of combat at all costs. Next, there is Sedition, which amounts to organizing an already aroused population for more direct revolutionary activity. This sometimes results in unrest and riot, which in turn creates repression by the Government. The end result for the Rebels (hopefully) is the establishment of more Networks. Next there is Subversion Combat, which is basically Sedition against Army Divisions. However, the goals and methods of this type of combat are different, the aim basically being to immobilize the troops through fair means or foul. Finally, there is Infiltration Combat. This is the work of small groups of people attacking other small groups of people, rather than large populations or military units. As the name implies, one side attempts to infiltrate the other for the purpose of destroying the defending unit. These are basically "undercover" operations—investigating, infiltrating, assassinating, or even arresting.

[10.1] WHICH UNITS MAY ATTACK

[10.11] Combat units may only attack during their own Friendly Combat Phase. They may then attack any and all Enemy units adjacent to them or stacked with them, subject to certain restrictions.

[10.12] A unit may only attempt one type of combat in a single Phase. For example, a Minuteman unit may not try Infiltration Combat and Subversion Combat in the same Phase.

[10.13] Attacking is completely voluntary; units are never compelled to attack, and not every unit adjacent or stacked with an Enemy unit need participate in that attack. A unit that is not participating in an attack by other units in the same hex (either through choice or prohibition) is never affected by the results of that attack.

[10.14] An Enemy-occupied hex may be attacked by as many units as can be brought to bear in the six adjacent hexes plus on the Enemy-occupied hex itself.

[10.15] Attack Capability Chart

Attack by Rebel Unit...	...Against Government Unit:	
	Agent or CIG	Army Unit
Minuteman	Infiltration	Subversion, Attack Option
Network	Infiltration	Attack Option
Militia	Defend Option	Military Combat

Attack by Government Unit....	...Against Rebel Unit:	
	Minuteman or Network	Militia
Agent or CIG	Infiltration	Attack Option
Army Unit	Defend Option	Military Combat

NOTES: If more than one Minuteman unit is stacked in the same hex, only one of those units may attack or defend from that hex for the entire Game-Turn (choice is left to Rebel Player).

Population I hexes may be attacked via Sedition Combat by Minuteman units only.

Attack Option = Attacker's Option: If this type of unit is stacked with an Army unit (for the Govt.) or Militia unit (for the Rebels) that is performing Military Combat that Phase, it may add **one-half** of its Attack Strength to the ratio computations. If it adds this strength, it suffers all adverse results of that combat. If it is not added, it will not suffer any adverse effects.

Defend Option = Defender's Option: If this type of unit is stacked with its own friendly Military units (Army or Militia units) that are defending in Military Combat during that Phase, it may add **one-half** of its Defense strength to the odds computations. If it adds this strength, it suffers all adverse results of that combat. If it is not added, it will not suffer any adverse results.

REMEMBER: All units stacked with a Riot or Informer marker are vulnerable to Military Combat in that hex (therefore, an Agent, using Attacker's Option, might attack a Minuteman unit in a Riot hex using Military Combat, even though it does not say so on the above Table.)

Informers are subject to Infiltration Combat, but are automatically eliminated if a Militia unit ends its Movement Phase stacked with it without any other Government units in that hex.

[10.16] Revolution Combat Summary:

Attacker's and Defender's Options become "Obligations"—when stacked with a Militia or Army unit that is defending or attacking using Military Combat during that Phase, these units **must add their full attack or defense strengths** to the computations, and suffer all effects of the combat.

CIG units and Network units may initiate Military Combat on their own—even when not stacked with Army and Militia units, respectively.

An Agent is automatically eliminated if a Militia unit ends its Movement Phase stacked with it without any other Government units in that hex.

All other combat is the same as before the Revolution.

[10.2] MULTI-UNIT AND MULTI-HEX COMBAT

[10.21] All units that are permitted to be attacked in a single hex according to the rules **must** be attacked as a single combined defese strength. For example, a Network, a Minuteman, and a Riot marker are stacked in the same hex. An Army Division wishes to attack them using Military Combat. The defense strengths of all the units plus the marker must be added to form a single combined strength. Then the odds may be computed, the die rolled and the Combat Results Table consulted.

[10.22] Rebel Minutemen units stacked in the same hex have certain combat restrictions: only **one** Minuteman unit (the choice is left to the Rebel Player as to which one) may use its attack or defense strength from that hex. No other Minuteman unit from that hex may engage in combat during that Phase (nor are they affected by combat results in that hex). Minuteman units in the same hex may combine their Build strengths however.

[10.23] Other units in a hex that contains an attacking unit need not participate in that same attack or any other attack. Thus, when one unit in a stack is attacking a given hex, the other units in the stack could attack a different hex or not attack at all.

[10.24] An individual unit **may not** attack more than one Enemy-occupied hex in a single combat. The attack strength of chosen attacking units **must** be directed against no more than one hex (although a stack of Friendly units could attack different hexes).

[10.25] A given unit's combat strength is always unitary. That is, a unit's combat strength may not be divided among different combats, either for attack or defense.

[10.3] EFFECTS OF TERRAIN AND UNDERGROUND STATUS

A unit defending in certain types of terrain may have its combat potential improved or reduced for **Military Combat only**. No other type of combat is influenced by terrain. The Military Combat Results Table is an "Integrated" CRT. Simply locate the type of terrain the defender is located in. Cross-Reference this with the correct odds of the attack. Then roll the die and obtain the result. Note that if either Player's units are defending in a Population I hex, that type of terrain takes precedence over any other type of terrain in that hex. Units that are in underground status are altered in defense strength. They have their defense strength multiplied by two. See Section 12.0.

[10.4] MILITARY COMBAT

[10.41] Military Combat is resolved on the Military CRT (10.48).

[10.42] Before a Revolution has been declared, Military Combat can only be brought about by Rebel Militia units against Government Army Divisions, or by Army Divisions against Rebel Militia units or any units stacked under a Riot or Informer marker. Government Army Divisions **may not** attack Networks or Minutemen that are not stacked with a Riot or Informer marker. Nor may Networks or Minutemen attack Army Divisions using this type of combat before the Revolution (exception: see Section 10.43).

[10.43] If Rebel Militia units are defending or attacking against Government Army Divisions **before** the Revolution, Rebel Minuteman or Network units that are stacked with the Militia unit **may** add one-half of their combined attack or defense strengths to the computations if the Rebel Player so chooses (round fractions down; remember that only one Rebel Minuteman unit may use its attack or defense strength from a single hex). If he chooses to do so, the Network and the Minuteman unit suffer all adverse results of that combat. If the Rebel chooses not to include them in the combat, they are not affected. Similarly, Government CIG or Agent units that are stacked with Army Divisions may add one-half of their combined attack or defense strengths (round fractions down) to the computations if the Government Player so chooses. They suffer all adverse results if they are included, but are not affected if not included in the combat. Remember that CIG's, Agents, Minutemen, or Networks may never initiate Military Combat on their own before the Revolution.

[10.44] After the Revolution has been declared, Military Combat rules are changed. First of all, if Rebel Militia units are defending or attacking in a hex, any Minutemen or Network units that are stacked with the Militia unit **must** add their full, combined defense or attack strengths to the combat computations. All Rebel units in the hex will suffer any adverse results of the combat. Similarly, Government CIG or Agent units that are stacked with an Army Division **must** add their full, combined defense or attack strengths to the combat computations. All Government units in the hex will suffer any adverse results of the combat. Also, after a Revolution has been declared, Rebel Networks and Government CIG's may initiate Military Combat on their own (but never against Minutemen or Agents that are alone in a hex). Finally, after the Revolution, any Militia unit that attacks from a hex that contains a Network or Minuteman unit **doubles** its attack strength (as well as including the Network's or Minuteman's attack strength in the attack). Infiltration Combat may still take place after the Revolution, but not if a unit has already performed Military Combat in that same Phase.

[10.45] Military Combat is the only type of combat that is effected by terrain. Consult the Terrain Effects Chart for details.

[10.46] Every unit that is stacked in a hex with a Riot marker is subject to Military Combat without exception, both before and after the Revolution (only to those units that are able to perform Military Combat).

[10.47] In Military Combat, change "AE" results on the Military Combat Results Table to "AR" if the hex that was the object of the attack contained no Rebel Militia. For example, if Army Divisions were attacking a Riot hex that contained a Network unit and a Minuteman unit and the Government Player obtained an "AE" result on his subsequent die-roll, he would change this result to an "AR".

[10.48] Military Combat Results Table (see map)

[10.5] SUBVERSION COMBAT

[10.51] Subversion Combat is resolved on the Subversion Combat Results Table.

[10.52] Rebel Minuteman units may attack Army Divisions **before** a Revolution has been declared by using Subversion Combat. No odds are computed. Simply total the attacking strengths of all the participating Minuteman units (remember that only one Minuteman unit may use his attack strength from a single hex), roll the die and cross-reference the result on the Subversion Combat Results Table. Apply the result immediately.

[10.53] If one or more Agent and/or CIG units are stacked with an Army Division that is the subject of a Subversion attack, subtract **one** from the die-roll when resolving that attack.

[10.54] Never take terrain effects into account when conducting Subversion attacks.

[10.55] Subversion Combat Results Table (see map)

[10.6] SEDITION COMBAT

[10.61] Sedition Combat is resolved on the Sedition Combat Results Table.

[10.62] Rebel Minuteman units may attack Population I hexes (either occupied or vacant) using Sedition Combat. No odds are computed. Simply total the attacking strengths of all the participating Minuteman units (remember that only one Minuteman unit may use his attack strength from a single hex), roll the die and cross-reference the result on the Sedition Combat Results Table. Apply the result immediately.

[10.63] If one or more Agent and/or CIG units are stacked with the Population I hex that is the subject of a Sedition attack, subtract **one** from the die-roll when resolving that attack.

[10.64] Never take terrain effects into account when conducting Sedition attacks.

[10.65] Sedition Combat Results Table (see map)

[10.7] INFILTRATION COMBAT

[10.71] Infiltration Combat is resolved on the Infiltration Combat Results Table.

[10.72] Infiltration represents combat between Rebel Minutemen and/or Network units against Government Agent and/or CIG units, or vice versa. Simply compare the attack strengths of any of these units during the Combat Phase of either Player-Turn to the defense strength of any of the above-mentioned units of the non-Phasing Player. Round off the odds in favor of the defender, roll the die, and cross-reference on the Infiltration Combat Results Table for the result. Apply the results immediately.

[10.73] If an Infiltration attack is decided upon in a hex, all units that may be attacked using this type of combat **must** total their defense strengths into a unitary value. However, remember that Minuteman units may never use more than one attack or defense strength out of a single hex.

[10.74] Rebel Militia units and Government Army Divisions may never use Infiltration Combat.

[10.75] Never take terrain effects into account when conducting Infiltration Combat.

[10.76] Infiltration Combat Results Table (see map)

[10.8] EXPLANATION OF COMBAT RESULTS

Combat results should always be applied immediately after the die-roll for the appropriate combat. The types of results for the various forms of combat are explained as follows:

[10.81] Most Combat Results Tables express some sort of attacker or defender loss. An "AE" or a "DE" means that all attacking or defending units that were actively involved in the combat are removed from play. An "AR" or "DR" means that all attacking or defending units that were actively involved in the combat are retreated one hex by the owning Player (see Section 10.9). A result of "A1" or "D1" means that the attacker or defender loses one "step" of strength from any of its actively participating units (this will mean either flipping over a unit to reveal its weaker side or eliminating a unit that already had its weakest strengths exposed). After a "A1" or a "D1", this same player

must retreat all his surviving units one hex, just as in an "AR" or "DR" result.

[10.82] A blank mark means a failure, and nothing else is done.

[10.83] In Sedition Combat, a "U" means that an Unrest marker is placed in the hex (a Riot marker if an Unrest marker was already in the hex). An "R" result means that a Riot marker is placed in the hex.

[10.84] In Subversion Combat, a "P" result means that the Army Division is Pinned (place an appropriate marker on it). If a "P" marker was already on the Division, then convert the Division to Militia, chosen at random from the unused Rebel Militia pile. An "M" means that the Army Division is converted to Rebel Militia. Follow the procedure just described.

[10.85] For complete details of all combats, check the appropriate Combat Results Table.

[10.9] RETREATS AND ADVANCES AFTER COMBAT

[10.91] If a Network, CIG, Riot marker, or Informer is forced to retreat it is eliminated instead.

[10.92] Retreats must be to a vacant hex **if possible**. If this is not possible, the retreat should attempt to enter a Friendly-occupied hex. If this is not possible, then the retreating unit may enter an Enemy-occupied hex if that Enemy unit(s) does not exert a Zone of Control.

[10.93] Units may not retreat in violation of stacking limitations. Units that are forced to do so are eliminated instead.

[10.94] Units may not retreat into an Enemy Zone of Control, unless that hex is occupied by a Friendly Militia or Army Division unit. However, a unit **may** retreat **out of** an Enemy-occupied hex, even if that Enemy unit exerts a Zone of Control into the surrounding hexes (only of course if no other Enemy units are exerting Zones of Control into the surrounding hexes).

[10.95] You may never retreat across impassable hexsides.

[10.96] A Minuteman unit may retreat into or through Government Zones of Control, but only if the Rebel Player rolls successfully for this move on the Minuteman Movement Chart (see Section 6.4).

[10.97] Whenever a unit is forced to retreat (or is eliminated) leaving the hex vacant as a result of the combat, any or all Friendly victorious units which participated in the combat may advance into this hex, regardless of Enemy Zones of Control. This option to advance must be exercized immediately before any other combat resolution. Units are never forced to advance. After advancing, these units may neither attack nor be attacked during that Phase, even if this advance places them adjacent to Enemy units which may be attacking into that hex. Advancing units may never violate stacking limitations. Networks, CIG's, Informers, or any markers may never advance after combat.

[11.0] UNTRIED UNITS

GENERAL RULE:

The combat strengths of Army Divisions and Rebel Militia units that have not participated in combat is unknown to both Players. This effect is represented by "untried" units—units that show simply a question mark instead of their strengths. All such units are initially placed with their untried sides showing so neither Player knows their strengths. As the game progresses and both Players have combat with one another, the strengths of the units will be revealed by inverting the counter—to show its actual combat strengths.
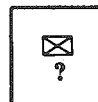
COMMENTARY:

The comcept of "Untried" units has become extremely popular among wargamers as of late. A tremendous dose of realism is added to any game when one is unsure of not only his opponent's strengths, but of his own. Pre-planning attacks becomes more difficult, as it really should be. In a game like **Minuteman**—representing a hypothetical future scenario—this is even more true. The effect is even more drastic among newly-raised Rebel Militia armies, as history has proven so conclusively.

[11.1] PLACEMENT OF UNTRIED UNITS

[11.11] Whenever an Army Division or a Rebel Militia unit is called for on the map—either through the starting scenario rules or through a successful build—it is placed on the game-map in its untried state. On this side of the counter, only the type of unit and a question mark will be shown.

[11.12] Neither Player knows the strengths of these units when they are in their untried state. Looking under the counter is prohibited.

[11.2] HOW UNITS ARE REVEALED

Once the units are placed and play begins, units remain in their untried state until they are involved in a combat. Once a unit has been committed to combat, the true strength of the unit is revealed; however, the moment of revelation comes only at the **instant** of combat; i.e., neither Player may see what the actual strengths of the untried units are until it is time to throw the die for that particular combat. Once units have been committed to combat, they may not be withdrawn or re-allocated even if the resultant odds prove to be unfavorable.

[11.3] UNTRIED UNITS AFTER REVELATION

Untried units that have had their strengths revealed remain with their true strengths showing for the rest of the game. They never go back to their untried strengths unless they have been eliminated, mixed in the unused counter-pile in the game-tray, and chosen again at random later in the game.

[12.0] GOING UNDERGROUND

GENERAL RULE:

"Going underground" represents the ability of certain types of Rebel units to improve their defense strengths at the expense of their mobility and building power, but only before a Revolution has been declared.

COMMENTARY:

A time-honored tradition among Rebels is the ability to go underground. This means ceasing operations against the Government while at the same time increasing Rebel units' defensive strengths against Government offensive operations. It is, obviously, a defensive procedure and no way to actually overthrow the Government.

[12.1] WHICH UNITS MAY GO UNDERGROUND

[12.11] Only Rebel Network and Minuteman units may ever go underground, and only then during the Rebel Underground Decision Phase. Simply place an Underground marker on the unit(s) in question at this time if the Rebel Player decides to place these units in underground status. Units which are already underground during this Phase may remove the marker at this time and lose their underground status if the Rebel Player so desires.

[12.12] No Rebel unit may go underground after a Revolution has been declared.

[12.2] EFFECTS OF GOING UNDERGROUND

[12.21] Units that have gone underground may do nothing but defend for the duration of this state. They may neither attack nor build. They also may not move.

[12.22] Rebel units that have gone underground are augmented in defense strength. In all types of terrain except Rough Brushland hexes units are doubled in defense. Units may never go underground in Rough Brushland hexes unless there is a Population I or a Population II center in that hex.

[12.23] If Rebel units are underground in the same hex as a Riot Marker, they still may be attacked by Military Combat by Government Army Divisions. Of course, the defense strengths of the Rebel unit(s) is doubled (see 12.22). If the Government Player is attacking this hex, he still **must** attack every unit that may be attacked according to the combat rules as a combined defense strength—including units that are in underground status if they may be attacked according to the combat rules.

[12.24] No unit that is in underground status may ever retreat as a result of combat. If it is forced to do so by a combat result, it is eliminated instead.

[13.0] RANDOM AND SPECIAL EVENTS TABLE

GENERAL RULE:

Once during each Game-Turn—during the Mutual Random Events Phase—both the Rebel and the Government Player will pick chits at random to determine random and special events. Always consult the Random and Special Events Table for results.

COMMENTARY:

A revolution, being an attempt to overthrow the established order, has about it a certain amount of unpredictability. This unpredictability goes beyond that found at the instant of combat ("untried units") or during some other agressive action. To account for this factor, we use the Random and Special Events Table. For the most part, this Table produces Networks spontaneously all over the map (without any outside help). It also produces Government Informers in the same way. This Phase will also produce assassination opportunities (beyond those implied in the "Defender Eliminated" results during Infiltration Combat), greater movement capabilities, greater organizing capabilities, and chances at betrayals during your offensive combats.

[13.1] HOW TO USE THE RANDOM AND SPECIAL EVENTS TABLE

[13.11] During the Mutual Random Events Phase (between the Rebel Player-Turn and the Government Player-Turn), both Players must pick chits several times to determine the results of this Phase. First, the Rebel Player chooses one chit at random from the twenty chits in the chit pool. He locates this number along the "First Draw" line on the Random Events Table. Without replacing the first chit, he chooses a second chit, and locates this number along the "Second Draw" column on the same Table. Cross-reference the first and second draws on the Table. If a hex number results, the Rebel Player immediately places a Network unit (weak strength) on this hex (except if there already is a Network in that hex, in which case the result is ignored). If a "Pick" results, the Rebel Player will receive an additional draw from the Speical Marker Pool (see Section 13.12). When the Rebel Player has finished and replaced the chits, the Government Player follows the exact same

procedure—only he would place an Informer marker on the hex called for, not a Network unit (except if there already is an Informer in the hex called-for, in which case the result is ignored). Similarly, if the Government Player receives a "Pick" result, he would also receive an additional draw from the Special Marker Pool in the immediately following portion of this Phase (see Section 13.12).

[13.12] After the placement of Networks and Informers has been completed, the Rebel Player proceeds to pick one counter at random from the Special Marker Pool (whose forty counters—consisting of Assassination, Betrayal, Passage, and Organizer markers—should be placed in a wide-mouthed cup before the start of the game and shaken). Note that the Rebel Player would receive **two** markers at this time if the result of his first draw had been a "Pick". The Rebel Player chooses his marker, examines it, and places it face down in front of him—hidden from the Government Player. This will be of use later in the game (see Section 14.0). After the Rebel Player has made his Special Marker pick, the Government Player does the same (including making two picks if the result of his first draw in the immediately preceding portion of this Phase had been a "Pick". He also places these markers face down in front of him after examining them for later use in the game.

[13.2] MUTUAL RANDOM EVENTS (see map)

[14.0] SPECIAL MARKERS

COMMENTARY:

Special markers will indicate states of the population or of combat units, special offensive capabilities, special build capabilities, or special movement capabilities. These markers can be explained as follows:

Unrest represents low level disturbances among the population (rock-throwing at Police or Army units, some sniper activity, and some sabotage) which could easily degenerate into a full-scale riot. Obviously, unrest is easier to put down than Riot, although this action would require large numbers of troops.

Riot represents a complete break-down of Government administration due to large scale uprising among the population. This must be put down by troops, although this will often leave in its wake a network of anti-government activists. Riot, as well as unrest, is usually the result of Minuteman activities.

Informers are effective counter-revolutionary networks which the Government discovers from time to time. It is assumed that there will be Informers all over the country, although Rebels can usually hunt them down and kill them as soon as the Government discovers them. At the point of Revolution, the Informers will lose the automatic protection provided by the local Police. As such, Informers will usually not survive any revolution.

Assassins represent teams which, all of a sudden, develop into much more effective assassins than the usual run-of-the-mill killers (which are ignored in this game). These teams are used in desparate jobs. As a result, they usually will not survive—at least as a team.

Organizers represent vital information about recruitment of Rebel or Government personnel or sophisticated equipment. This information was gained by chance, and once it is used it is no longer of any value.

Betrayals represent exceedingly useful information that will come into the possession of one side or the

other—by chance or otherwise. This information will lead to an actual betrayal, which in turn will often lead to the destruction of an Enemy Agent or Minuteman. Again, these betrayals may not be planned in advance—you must simply take them as they come along.

Passage markers represent speical information gained about movement, falsified travel documents, bribing travel officials, a tie-in to a Government computer link, newly available government transport planes, or what have you—basically anything that will assist transport.

Pin markers are used to represent Army Divisions that have been successfully subverted by the Rebels. This could mean a number of things: destruction of the Division's vehicles, refusal of the men to follow their officers' orders, or general lassitude among the commanding officers (perhaps due to Rebel sympathies or bribes).

[14.1] UNREST MARKERS

[14.11] Unrest markers are placed in the hex as a result of an attempted build in that hex (as per the result on the Unit Build table) or by Sedition Combat.

[14.12] Unrest markers have no effect on movement, combat, or building. Their sole effect is that if another Unrest marker is called-for in a hex already containing one, it is converted to a Riot marker (see Section 14.2 for effects).

[14.13] Unrest markers remain in the hex until removed. They can be removed at the Government Player's **option** if an Army Division ends its Movement Phase stacked in the same hex with the Unrest marker.

[14.14] When the Government Player is rolling for Government Reaction during his appropriate Phase, Unrest markers count as **one-half** a Riot marker when the Government Player is using the "Riots and Unrests" column on the Government Reaction Table (see Section 15.0).

[14.2] RIOT MARKERS

[14.21] Riot markers are placed in a hex as a result of an outcome on the Unit Build Table or as a result of a Sedition attack. If a Riot marker is called-for in a hex already containing a Riot marker, then the result is ignored and nothing is added to the original Riot marker.

[14.22] Riot markers may only be removed by Military Combat brought about by the Government Player. Each Riot marker has an intrinsic strength, for Military Combat only, of **two** before the revolution and **three** after the revolution. This strength is used independently when the Riot marker is alone in the hex. It also may add this strength to the defense strengths of Rebel units that are in the hex and under attack by Military Combat. A Riot marker may never attack.

[14.23] **Every unit** that is stacked in a hex with a Riot marker is subject to attack by the Government player through Military Combat (remember that Minuteman units stacked in the same hex may only use one of these in any combat from that hex). Even units which are in underground status are always vulnerable to attack by Military Combat if they are in the same hex with a Riot marker (of course, their defense strengths are doubled). The intrinsic strength of the Riot marker may be added to the defense strength as well.

[14.24] **Riots may only take place on Population I hexes.** Any Riot result that is called for on the Unit Build Table in which the building unit is not in a Population I hex is ignored.

[14.25] Riot markers may never move nor retreat. Therefore, whenever a "DR" or "DE" result is called for on the **Military Combat Results Table,**

the riot marker is automatically removed from the map and placed back in the game-tray. Any other defending units that participated in the combat are also affected by the result. Remember that Riot markers may be attacked by themselves by Government Army Divisions.

[14.26] Riot markers that still exist on the board at the beginning of the Rebel Build Phase must go through a "spreading" procedure. of there is no Network unit under that Riot marker, then one is immediately put there (weak strength) and nothing more is done with that Riot. However, if there already is a Network unit under the Riot marker, the Riot must "spread"—but only if there are Population 1 hexes adjacent to this hex. "Spreading" is performed by rolling the die and consulting the Riot Spread Table. The number result is the number of Riot markers that the Rebel Player must place on any adjacent Population I hexes of his choice. Ignore any extra Riot markers called-for if there are not enough adjacent Population I hexes. If there are no Population I hexes adjacent to this hex at all, then the Rebel Player will get an immediate free build in that Riot hex. Any unit that gets a free build may also attempt to build during the immediately following Build portion of the Phase. Follow the normal Building rules in this procedure, except that the build is automatic. A Rebel unit would also get a free build if all adjacent Population I hexes already had Riot markers on them at the beginning of the Rebel Build Phase. This whole procedure is followed for each and every Riot marker that exists on the board at the beginning of the Rebel Build Phase.

[14.27] Riot Spread Table (see map)

[14.3] INFORMER MARKERS

[14.31] Informer markers are placed on the board as a result of the Government Player's chit-picks during the Random and Special Events Phase.

[14.32] Informers may never move or attack by themselves. However, they have an intrinsic defense strength of ten.

[14.33] Informer markers do not have a Zone of Control.

[14.34] All Government attacks that are launched against any Rebel units that are actually in the same hex as the Informer are doubled in attack strength (although the Informer unit does not actually participate in the combat). This effect applies until the Informer marker is eliminated.

[14.35] Informer markers may be removed by the Rebel Player either through Infiltration Combat or by assassination.

[14.36] Like Riot markers, Informers make any Rebel unit that is in that same hex vulnerable to Military Combat by Government Army Divisions. For example, a Network unit stacked with an Informer may be attacked by an Army Division—and the Army Division also doubles its attack strength.

[14.37] Informer units may never retreat, and are eliminated instead if forced to do so.

[14.38] Quadrupling of attack strengths is possible if a Betrayal Succeeds in an attack into an Informer hex.

[14.4] ASSASSINATION MARKERS

[14.41] Assassination markers are chosen by a random pick from the Special Marker Pool during the Random Events Phase. They are exmained by the picking Player and placed—hidden from the opponent—for later use.

[14.42] At any point in the Game-Turn, a Player holding an Assassination marker(s) may stop the game and declare an Assassination attempt on an

opposing unit on the map. This may occur after an opponent's declaration of a build attempt or an attack, but before the actual rolling of the die to resolve those builds or attacks. Regardless of the result of the assassination attempt, these declared builds or attacks must be carried out, even if the odds have now proven to be unfavorable.

[14.43] The target of an assassination may only be a Government Agent or Informer unit, or a Rebel Minuteman unit. Only one such unit may be the target of each assassination attempt.

[14.44] You may attempt to assassinate as many units as you like in a Game-Turn, but you must have at least one Assassination marker for each attempt.

[14.45] Assassination attempts are resolved on the Assassination/Betrayal/Pin Removal Table. Three Assassination markers will assure success of the attempt, although one or two may be applied. If one or two Assassination markers are applied to an attempt, you must roll on this Table to see whether the attempt has succeeded. Regardless of the result of this attempt, all Assassination markers applied toward that attempt are placed back in the Special Marker Pool after the die-roll.

[14.46] Assassination, Betrayal, Pin removal Table (see map)

[14.5] ORGANIZER MARKERS

[14.51] Organizer markers are chosen by a random pick from the Special Marker Pool during the Random Events Phase. They are examined by the picking Player and placed—hidden from the opponent—for later use.

[14.52] During his appropriate Build Phase, the Player who owns an Organizer marker may augment any single build attempt on the map. For each marker applied, the Build strength of that hex is increased by one.

[14.53] More than one Organizer marker may be applied to a build attempt in a hex, in which case the build strength in that hex is increased by as many markers as are displayed. However, a Player may never use an Organizer marker in more than one Build attempt in a single Build Phase.

[14.54] After each Organizer marker has been displayed and used, it is placed back in the Special Marker Pool.

[14.6] BETRAYAL MARKERS

[14.61] Betrayal markers are chosen by a random pick from the Special Marker Pool during the Random Events Phase. They are examined by the picking Player and placed—hidden from the opponent—for later use.

[14.62] A Player owning Betrayal markers may attempt to double the attack strengths of all his units involved in an indicated attack during his appropriate Combat Phase. This process is similar to that of assassination. The Phasing Player declares all of his attacks during his Combat Phase. If he wishes to double the total attack strengths in any of these attacks, he must display at least one Betrayal marker for each attack he wishes to double. Before the actual rolling of the die occurs, the Phasing Player must see if his Betrayal has succeeded. Consult that Assassination/Betrayal/Pin Removal Table. Note that three Betrayal markers assures success, whereas one or two markers must be rolled for. If the Betrayal has succeeded, double the attack strengths of all the involved units in the indicated attack. If it has failed, the attack must still be carried out as it had been designated at the beginning of the Combat Phase.

[14.63] You may attempt more than one Betrayal each Combat Phase, but each Betrayal marker applied may only be used towards a single, indicated attack.

[14.64] Betrayals apply towards all forms of combat, except Subversion and Sedition Combat. Subversion and Sedition Combat are never affected by Betrayal markers.

[14.65] Place Betrayal markers back in the Special Marker Pool after each use.

[14.66] Quadrupling of attack strengths is possible if a Betrayal succeeds for an attack into an Informer hex.
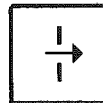
[14.7] PASSAGE MARKERS

[14.71] Passage markers are chosen by a random pick from the Special Marker Pool during the Random Events Phase. They are examined by the picking Player and placed—hidden from the opponent—for later use.

[14.72] For every Passage marker displayed by the Rebel Player during his Movement Phase, he may shift by one column to the left any movement attempt by a Minuteman unit on the Minuteman Movement Chart. He may apply more than one marker to each movement, in which case he shifts one column to the left on this Chart for each marker applied. However, each marker may only be applied to one particular Minuteman unit's movement attempt. He may use Passage markers for more than one Minuteman unit per Movement Phase. For example, a Minuteman unit wishes to make a move of 39 Movement Points. However, he displays two Passage markers for this unit's attempt. He would then shift two columns to the left, and would resolve the movement on the 15-19 column on the Minuteman Movement Chart. He then would re-place the chits.

[14.73] For each Passage marker displayed by the Government Player, he may increase his Air/Rail capacity per turn by one. This effect will only last throughout the turn in which the marker is displayed.

[14.74] After displaying a Passage marker(s), it is always placed back in the Special Marker Pool.

[14.8] PIN MARKERS

[14.81] Pin markers are placed on Army Divisions as a result of a successful Subversion Combat.

[14.82] A pinned Army Division may neither move nor attack. It may defend with its normal defense strength.

[14.83] A Pin marker stays on the Army Division until it is removed. To remove the Pin marker, the Government Player must have at least one Agent on the Army Division in question. During the Pin Removal Phase, the Government Player rolls the die and consults the Assassination/Betrayal/Pin Removal Table. Cross-reference die-roll with the number of Agent units in the hex. Note that three Agents insures unpinning, whereas one or two must be rolled for. If the attempt succeeds, remove the Pin marker. If it does not, leave the Pin marker in place. He may attempt to remove it during the next Pin Removal Phase, not before. If it fails, the effects of the Pin marker will remain for another Game-Turn.

[14.84] Agent units may not attempt to unpin if they have conducted combat in the immediately preceding Combat Phase.

[14.9] UNDERGROUND MARKERS

Underground markers are placed on Rebel Minuteman or Network units as a result of a decision made by the Rebel Player during his Underground Decision Phase of his Player-Turn. See Section 12.0 for complete details on going underground.

[15.0] GOVERNMENT RE-ACTION

GENERAL RULE:

Once during each Game-Turn, the Government Player "reacts" to the progress of the Rebel movement on the map. As a result of this "reaction", new Government CIG or Agent units will be placed on the map in their weakest strengths. The Government Player can react on the basis of two things: Riots and Unrest around the country; or cumulative Rebel build and augmentations—which have been kept track of up to that point by the Rebel Player each time he successfully rolled on the Unit Build Table during his Build Phase.

COMMENTARY:

Historically, governments have reacted on two different levels to Rebel movements in their countries. First, there are the obvious factors that can be seen by the average citizen: unrest in the cities leading to Riots and the breakdown of discipline all over the country. The government will usually be swift in reacting to such disturbances. However, a "passive" Revel movement will not often reveal such unrest, and for the most part an average citizen might not even know that it was going on. However, we assume that the government would (otherwise there wouldn't be much of a game). Therefore, the government will also react to this covert type of Rebel movement by developing new Counter-Intelligence Groups in response to new Rebel Networks or Minutemen around the country. However this reaction, although speedy at first, will slow down if the Rebel Player doesn't start rock-throwing or shooting after a few years. Either way, government reaction is an essential step in crushing a Rebel movement before it can get off the ground. Ignoring Rebel movements—however covert they may have been—has almost consistently led to disaster.

[15.1] HOW TO USE THE GOVERNMENT REACTION TABLE

[15.11] During the Government Reaction Phase of his Player-Turn, the Government Player must make a decision as to how he will "react" to the Rebel movement. He may base his "reaction" on the number of Riot markers on the map, plus the number of Unrest markers times one-half (drop fractions). If this type of "reaction" is decided upon, the Government Player would then roll the die and consult the "Riots, Unrests (x½)" line on the Government Reaction Table for the result. Instead, the Government Player may base his "reaction" on the number of cumulative Rebel builds and augmentations up to that point (which the Rebel Player has been keeping track of on the appropriate track-indicator for each successful build—on the Game-Map). If this type of "reaction" is chosen, the Government Player rolls the die and consults the "Cumulative Rebel Builds and Augmentations" line on the Government Reaction Table.

[15.12] Any result of this die-roll—which is only performed once per Phase—is immediately applied. A successful reaction will mean that new CIG units or Agent units (weak strengths) will be brought onto the map. Units called for on this Table may be placed anywhere in the U.S. that the Government Player chooses—including on top of Enemy units, but never violating stacking limitations.

[15.13] The Government Player may "react" on the basis of either of these two options, but not both. He may only roll for Government Reaction once per Game-Turn and this roll must take place during the Government Reaction Phase of his Player-Turn.

[15.14] Government CIG units that have just been placed on the map as called-for by the Government Reaction Table are not automatically augmented during the first portion of the Government Build Phase. Any other CIG unit on the map is automatically augmented (by placing on the map the next highest "step" of CIG unit during the Government Build Phase). A new CIG unit placed on the map due to Government Reaction may attempt a build in the ensuing Government Build Phase.

[15.2] GOVERNMENT REACTION TABLE
(see map)

[16.0] OPTIONAL RULES

GENERAL RULE:

The optional rules concerning Canada, Mexico, and foreign intervention are provided for added realism. These rules do not have to be used, either together or separately.

COMMENTARY:

It is assumed that Canada and Mexico are in no better shape politically or economically than the United States. In other words, the Canadian and Mexican governments are in control, although there is rebellion in the air—a less organized and more open rebellion than in the United States, utilizing little covert operations. The existence of Canada and Mexico can be useful to both Rebels and Government in the U.S. Rebels may find sanctuary across the border, but there is always the danger that they will run into the local military in the process. Similarly, foreign intervention adds a touch of realism. Just as in our Civil War, Europe came very close to making it more than that, this might well happen again given the circumstances postulated in these scenarios. However, foreign intervention in favor of one side over the other would almost necessarily strongly reduce the "respectability" of that side in the eyes of not only the other side but perhaps the whole world.

[16.1] CANADA AND MEXICO

[16.11] If the Canadian and Mexican option is chosen, the Government Player adds ten Mexican Regiments and eight Canadian Brigades to his starting forces (all untried strengths showing). Of course, these units may only be deployed within their respective countries when the Government Player is setting up his units. The Government Player will control these units during the game (except if he triggers a change in sides. See Section 16.13). All these Military units have the same capabilities as U.S. Divisions. Canadian and Mexican military units may attack U.S. Rebel units that have crossed the border into their countries (only if they are normally able to attack that type of unit according to the Combat rules). Canadian and Mexican military forces become controlled by the Rebel Player if their countries are invaded by U.S. Government forces.

[16.12] If the Canadian and Mexican option is chosen, the Rebel Player adds two Militia units—chosen at random from the unused Canadian or Mexican Militia pile—to his starting set-up. These units may be placed on any vacant hex in their respective countries with their untried strengths showing. The Rebel Player will control these units throughout the entire game. These Militia units are the same as U.S. Militia units in all respects. They are effected by supply rules. Once during each Rebel Build Phase, the Rebel Player receives one Canadian and one Mexican Militia unit (if they are available in the unused pile in the game-tray) on any vacant non-Population I hex within their respective countries, but only if there are already some existing Militia units already on the map in those countries.

[16.13] International borders are represented on the map. U.S. Rebel units may cross these borders at any time, although once across the border, movement of Rebel Militia is reduced to two hexes per turn regardless of terrain. Minuteman units may move normally. These Rebel units may cross back into the U.S. at any time. While they are in Canada or Mexico they may be attacked by Canadian or Mexican military forces (if such attacks are permitted in the combat rules). If U.S. Government forces cross the border at any time, then the Canadian or Mexican military forces (whichever border has been violated) revert to the Rebel Player's control. Canadian and Mexican units (either Rebel or Government) may never cross these International borders unless the border has been violated by U.S. Government forces (exception: see Section 16.14).

[16.14] There may never be any Network units in either Canada or Mexico. Rebel Minuteman units that have moved into Canadian or Mexican Population I hexes may attempt to build (this is the only instance in the game in which they may attempt to build by themselves). Only one Minuteman unit may attempt this build from the Population I hex. All results of this build attempt apply normally, except that a "U" result is treated as an "R" result. These Minuteman units are vulnerable to Military Combat under a Riot marker. If this build attempt is successful, only another Minuteman (weak strength) or a Canadian or Mexican Militia unit (if any are available in the unused pile) may be built in that hex. If any successful builds are ever made in Canada or Mexico by Minuteman units, then one or more U.S. Agent units may cross the International border without triggering a change of sides by the respective Military forces. However, Army Divisions or CIG units that cross the border still trigger this change. These Agent units may enter Canada or Mexico by Air/Rail movement.

[16.2] FOREIGN INTERVENTION

[16.21] Six "Foreign" Divisions are provided in the countermix. These will be used to represent foreign intervention if this option is chosen by either Player.

[16.22] At any time during the game, either Player may opt for foreign intervention on his side. The first Player to declare for this foreign intervention receives it, and no one may ever opt for it again for the remainder of the game.

[16.23] Two Friendly Movement Phases after this decision has been declared, the deciding Player rolls the die twice. The first roll determines the number of foreign divisions he will receive. The second roll determines where they will enter the map.

[16.24] The second die-roll proceeds as follows: 1 or 2—units enter on any hex on the East Coast of the U.S. subject to stacking restrictions during the Friendly Movement Phase. They may engage in combat during the ensuing Friendly Combat Phase: 3 or 4—units enter on any hex on the West Coast of the U.S. following the same restrictions listed above; 5—units enter on the East or West Coast of Mexico, following the same restrictions listed above; 6—units enter on any hex on the East or West Coast of Canada, following the same restrictions listed above. The units are chosen at random from the "Foreign" Divisions pile and placed on the map in their untried strengths.

[16.25] Foreign Divisions have all the capabilities of U.S. Army Divisions.

[16.26] The Rebel Player may only choose this option after he has declared a Revolution.

[16.27] If either Player chooses this option, he loses one "step" of victory at the end of the game. For example, if the Rebel Player had chosen this option and finished the game by winning a Substantive

Victory, it would automatically be reduced to a Marginal Victory.

[16.3 AIR ASSAULT

The Government Player may use a maximum of one Division per turn (which must be an Airborne Division) to land directly on a Rebel occupied hex anywhere on the board. This may be performed only after a Revolution has been declared.

[16.4] AMPHIBIOUS ASSAULT

The Government Player may use a maximum of one Division per turn (which must be a Marine Division) to move from a Population I or II coastal hex to any other coastal hex on the board—including from East to West Coast and vice versa. This may only be performed after a Revolution has been declared.

[16.5] ELITE UNITS

Government Airborne and Marine Divisions are considered to be Elite troops. Thus, at any point during the game they are never subject to Subversion Combat by Rebel Minuteman units.

[17.0] DECLARING A REVOLUTION

GENERAL RULE:

The Rebel Player may declare a Revolution at any time during the game. The effects of the Revolution come into play immediately after the Rebel Player declares it. Declaring a Revolution is a prerequisite for a Rebel victory.

COMMENTARY:

Revolutions cannot succeed unless everyone knows about the movement (whether they support it or not). Declaring a Revolution is no more than a tool to indicate to the average citizen that the Rebels mean business. Additionally, many people—formerly not associated with either side in the "Covert" struggle before the Revolution—will come out of the woodwork to one side or the other. Of course, declaring a Revolution tends to make the struggle somewhat "official" to the Government—at this point, they won't hesitate to use conventional forces in violent action against anything that is suspected of supporting the Rebel movement (although they also realize that the movement must be quickly crushed, or else vestiges of the Revolution will always remain in the hearts and minds of many around the country).

[17.1] WHEN A REVOLUTION MAY BE DECLARED

[17.11] A Revolution may be declared at any time during the game by the Rebel Player. At the moment it is declared, all of its effects start applying.

[17.12] A Revolution may be declared only once per game.

[17.13] A Revolution must be declared at least five Game-Turns before the end of the scenario (by the end of Fall, Year 5 in the Basic Game), or else the Rebel Player automatically loses that game.

[17.2] GENERAL EFFECTS

[17.21] If an Army Division is stacked in the same hex with any Rebel unit when a Revolution is declared, it is removed to the nearest vacant hex immediately. The choice of which hex is left to the Government Player if there are any conflicts.

[17.22] After the Revolution, the Minuteman Movement Chart is no longer used. Minuteman units may move exactly like Government Agent units—ten hexes per turn, no terrain costs, but inhibited normally by Enemy Zones of Control.

[17.23] After a Revolution has been declared, both Players immediately roll the die. The Government Player receives new Army Divisions (untried strengths, chosen at random) as per the following die rolls: 1 = 0; 2 = 0; 3 = 1; 4 = 2; 5 = 3; 6 = 4. He receives these Divisions one per Friendly Movement Phase on any hex with a CIG unit in it until he has fulfilled the number called-for on the die-roll. The Rebel Player receives the same number of Militia units as the number on his die-roll. He receives these units, two per turn, on any hex on the map that has a Network unit in it—also until he has fulfilled the number shown on his die-roll. These new units may only be placed subject to stacking limitations or they may not be placed at all.

[17.24] No Air/Rail movement is permitted after the Revolution, although the Government Player may use the Air Assault option if both Players have agreed to it before the start of the game (see Section 16.3).

[17.25] All Rebel Networks are automatically considered to be in Riot status after a Revolution, with all the effects of the Riot marker described in 14.2 applying, except that the defense strength of Riot markers is now intrinsically three instead of two.

[17.26] All building is prohibited after the Revolution. Also, Government CIG units no longer automatically augment themselves at the beginning of the Government Build Phase after a Revolution has been declared. (They still may move by Air/Rail movement however).

[17.27] Rebel Networks and Militia units automatically acquire Zones of Control after the Revolution.

[17.28] No units may ever go underground after a Revolution, and all those units that are already underground must immediately remove these markers.

[17.29] Militia units may stack three high after the Revolution, although the stacking limitation of six still stands in all cases.

[17.3 COMBAT EFFECTS

[17.31] Since all Networks are considered to be in a Riot hex, it follows that all Networks are vulnerable to Military Combat. However, Riots defend with a strength of three after the Revolution.

[17.32] If any Rebel Militia units are attacking or defending in a hex, any Minuteman or Network units that are stacked with the Militia must add their full, combined defense or attack strengths to the combat computations. All Rebel units in the hex will suffer any adverse results of that combat. Similarly, Government CIG or Agent units that are stacked with an attacking or defending Army Division must add their full, combined attack or defense strength to the combat computations. All Government units in the hex will suffer all adverse results of that combat.

[17.33] After a Revolution, Networks and CIG's may initiate Military Combat on their own, but only if the hex contains units that can normally be attacked by Military Combat (e.g. Militia or Army Divisions or units in a Riot hex).

[17.34] Subversion attacks are never permitted after a Revolution.

[17.35] After the Revolution, any Militia unit that attacks from a hex that contains a Minuteman or Network unit doubles its attack strength (as well as including the Minuteman's and the Network's attack strengths in the attack).

[17.36] Government Informer and Agent units are automatically eliminated from the map if any Rebel unit ends its Movement Phase stacked in a hex with it, without any other Government CIG's or Army Divisions in that same hex. If CIG's and/or Army Divisions are retreated out of a hex leaving only

Rebel units and an Informer and/or an Agent, then the Agents and/or Informers units are automatically eliminated. Immediately remove them from the map upon the fulfillment of these conditions after the Revolution.

[17.37] All Combat rules not specifically refuted by the Revolution rules still stand.

[17.4] MISCELLANEOUS

[17.41] No Informers or Networks are placed on the map as a result of the Random Events Phase after the Revolution. Special markers are chosen.

[17.42] Riots do not spread after the Revolution. For every Riot hex on the map at the beginning of the Rebel Build Phase, the Rebel Player will get a free build in that hex.

[18.0] THE BASIC SCENARIO —THE ENEMY WITHIN

"HISTORICAL" NOTES:

Shortly after the turn of the century, between 2003 and 2014, a number of profound changes took place in the United States. The oil and other non-replenishable natural resources were running low. Alternative energy sources were not coming on line fast enough to take up the slack. The enormous public debt run up during the latter part of the 20th century was now causing severe disruptions of the national economy. Externally, America had fewer problems. Russia had nearly bankrupted itself merely to keep pace with the Western powers in an arms race whose only benefit was a de facto renunciation of war and a preoccupation with internal affairs among the major powers. The Third World, on the other hand, had divided into the Third World and the Fourth World. The new Third World consisted of those countries which were economically capable of supporting themselves, and in particular were able to produce their own food or raise enough cash to buy it from the U.S. and Australia. Canada was no longer a major figure in the world grain market since the climate in the northern latitudes had shifted, ever so slightly, in the cooler direction. The shift was just enough to wipe out most of Canada's grain export surplus. The economic hardship thus created in Canada did little to ease the economic situation of the United States or the Fourth World countries which were, for all practical purposes, starving to death. But no one mentioned starvation. The Fourth World nations were at least able to prevent themselves from sliding into complete anarchy. Food was distributed and rationed to the point where population was being lost on a massive scale due to "disease" (no one wanted to admit that anyone was starving).

Thus, the world was at peace but the various individual countries were not. The Fourth World and the richer countries were sufficiently isolated from each other to prevent the direct contact which had so often led to major wars in the past. Thus was the United States able to concentrate on her own considerable internal problems.

The growing scarcity of raw materials had driven the prices up on many heretofore cheap and abundant commodities. In addition, the trend of the "rich getting richer and the poor getting poorer" had been accentuated. The only jobs that paid enough to provide "comfortable" existence were to be found in the government, military, and the top one hundred industrial corporations. Because of the vastly increased mechanization of work, the top 100 corporations employed only some 10% of the working population. The government employed only another 12%, but some half of these government employees were "non-listed" em-

ployees. These were basically patronage jobs, and the workers served at the pleasure of the elected officials who paid them. Another 4% of the working population was in the armed forces. The armed forces had become something of an heriditary institution. The pay of the soldiers, particularly of the NCO's and the officers, allowed the average serviceman to live quite comfortably in comparison to his non-military fellow-citizens. To get into the armed forces, one applied for membership because the number applying far exceeded the number of positions available. Acceptance into the military was also contingent upon being the relative of somebody already in the military or being otherwise deserving of some favor from the government. The net result of these three developments (the large corporations, the government, and the military) was to concentrate the good-paying jobs in only some 20% of the working population. Some 50% were either unemployed or vastly underemployed. The government now provided millions of "public works" jobs which—because of mismanagement early in the program—had now become nothing more than another form of public welfare. Little work was done and just enough money and food was provided to keep the recipients alive. The police, which amounted to about one-third of all government employees, were kept busy seeing that over 40,000,000 unemployed and underemployed men and women did not get out of line.

The remaining workers in America were kept in check through a carrot and stick approach. On the one hand, there was always the promise of high-paying jobs in the corporations or the government, or even careers in the military if they did not cause trouble. On the other hand, there was always the threat of banishment to the "never-never land" of unemployment or make-work jobs.

What had been keeping the country quiet for twenty years of this ever-worsening situation was primarily hope. Hope that a solution would be found that would bring back the "Golden Age" of the mid-20th Century. The "Golden Age" had been an era primarily of hope—hope that always seemed to be on the verge of fulfillment. The present situation was not one in which Americans were starving, nor did they lack most basic comforts. What they were denied was any great hope of improvement. All that was now offered was the minimum necessary to keep oneself alive. There was no challenge and no future—only the prospect of this becoming a permanent situation. This was beginning to dawn on many citizens. The one thing that probably triggered the Second American Revolution more than anything else was the Educational Aid Act passed in 2012. The ostensible purpose of this Act was to provide a free university education for deserving Americans. By this time, university education was inordinately expensive at a time when the average family income (in 1975 dollars) was $8,000. A year at a university cost over $10,000, even in a state-run school. To make matters worse, there still were not enough jobs for university graduates, particularly since obtaining one depended so much upon whom one knew rather than what one knew. The new Education Act, in effect, made a university degree a new form of patronage. It was now becoming clear to many people that only some 20% of the population was going to have any future whatsoever. The rest of the population would subsist as well-fed, uneducated, and most horrifying of all to many, useless drones existing at the mercy of a small, heriditary minority of the population. Since at this time many well-educated and well-motivated people still existed in the non-elite part of the population, there began to grow a vast underground organization whose goals, as they became clearer to those forming this organization, were plainly a second revolution in America. The purpose of this revolutionary movement, as in all revolutionary

movements, were twofold. The rebels not only had to educate the people (most of the news media being under the control of the government) but also to form the combat units and revolutionary infrastructure that would allow, at the proper moment, a successful rebellion against the existing powers. The revolutionaries formed networks in various urban areas. The chief organizers in these networks were called minutemen. These were the individuals who, through personal ability and demonstration of leadership, were able to go from one part of the country to another spreading the revolution—building it toward the day when it could topple the oppressive government that most Americans were now living under. The remarkable scientific developments of the last hundred years were not wholly on the government side because many of the unemployed and underemployed were also educated. The guerrilla war was not just one of ideas, but also of technology. The "rebel engineers" were able to provide individual minutemen, as well as the more stationary networks, with sufficient technology to exist in the middle of a government police state. Starting in 2020, their networks began to appear as viable entities and the government began to respond on a massive scale against them. The die was cast, and the next few years would tell whether or not the revolution would succeed. At this point, the game **Minuteman** begins.

[18.1] FORCES AT START AND STARTING THE GAME:

GOVERNMENT PLAYER:

Sixteen Army Divisions, randomly chosen; **Deploy first** by placing these Divisions anywhere in the United States (not stacked and not adjacent to each other). Untried strengths should be showing. See 16.11 and 16.22 if the Canadian and Mexican option is chosen for play.

REBEL PLAYER:

Eighteen Networks and **nine** Minutemen. Choose one chit from the chit pool; on the "First Draw" line on the Random Events Table read down and place a Minuteman unit in every hex called for (ignore "Pick" results). Without placing this chit back in the pool, choose two more; on the "Second Draw" column of the same Table, read **across** and place a Network in every hex called for (again ignore "Picks"). If these last two chit picks are the same number, replace one and pick again (until a different number is chosen).

Government Air/Rail capacity: Two per turn.

The game may now begin. The Rebel Player moves first. (NOTE: see 2.0 HOW TO PLAY THE GAME for a clear explanation of the Sequence of Play.)

[18.2] GAME-LENGTH

The game lasts six years (24 turns) after which a winner must be determined. The Rebel Player must declare a Revolution by the end of Game-Turn 19 (Fall, Year Five) or forfeit the game to the Government Player.

[18.3] VICTORY CONDITIONS

DECISIVE REBEL VICTORY: Eliminate all Government units from the map (ignore Informers and CIG units with a build strength of "one".

SUBSTANTIVE REBEL VICTORY: Eliminate all Government Army Divisions (ignore foreign intervention divisions if this option had been chosen).

MARGINAL REBEL VICTORY: Have more Militia units than Army Divisions at the end of the game. Also, have more Networks than CIG's and more Minutemen than Agents at this time.

DRAW: No Player has a superiority in all **three** categories listed above (Note: all other levels of

victory have priority over this, e.g. if the Rebels have eliminated all Government Army Divisions yet have fewer units in the other two categories, they still win a Substantive Victory).

MARGINAL GOVERNMENT VICTORY: Have more Army Divisions than Militia units, and more Agents than Minutemen at the end of the game. Additionally, have at least **three** CIG units on the board.

SUBSTANTIVE GOVERNMENT VICTORY: Eliminate all Militia units and reduce the Rebel Player to less than **five** Networks on the map at the end of the game.

DECISIVE GOVERNMENT VICTORY: Eliminate all Rebel units from play **at any point during the game.**

ALTERNATIVES:

There are several alternative starting set-ups that the Players may use with mutual approval. These might be used depending on the experience or inexperience of the Players involved.

UNPREPARED GOVERNMENT: 12 Army Divisions, set up as follows: 1 Division in New York, 1 in Boston, 1 in Washington, D.C., 1 in Miami, 1 in Los Angeles, and 1 in San Francisco. The other six may be set-up anywhere, but never closer than four hexes from any other. 1 Army Division is received on the West and East Coasts alternately for four turns. They may be placed on any vacant hex during the Movement Phase, although they may move no further that Phase. Two Air/Rail movements per turn.

PREPARED GOVERNMENT: Eighteen Army Divisions, with a free set-up anywhere in the U.S. One CIG unit (weakest strength—1-10-1) is placed in Washington, D.C. Three Air/Rail movements per turn. Before the start of the game, randomly choose **one** Special marker.

UNCOORDINATED REVOLUTIONARY MOVEMENT: Eighteen Networks, nine Minutemen chosen and placed in the normal manner. Roll the die for each Minuteman before the start of a game. A 5 or a 6 and the Minuteman becomes an Informer. A Network may not build unless there is a Minuteman on the hex. This effect lasts until the Rebels have at least 25 cumulative builds and augmentations.

ORGANIZED REVOLUTIONARY MOVEMENT: Eighteen Networks, nine Minutemen chosen and placed normally. The Rebel Player may choose three Nets already on the board and move them to any Population I hex on the board that he wishes (subject to international borders and stacking restrictions). He may then augment one Network before the start of the game. Also, he receives one Special marker. Then the game may begin.

[19.0] ALTERNATIVE SCENARIOS

GENERAL RULE: Three other scenarios are provided in **Minuteman**, all using variations of the basic rules. When not specifically refuted by the Special Rules in each scenario, all basic rules still stand.

[19.1] "PARTISAN" SCENARIO

"HISTORICAL" NOTES:

The invasion of the Eastern seaboard of the United States by the forces of the European Socialist Coalition achieved such dramatic initial successes that only one and one-half years after the battle had begun, all of the Eastern half of the country (roughly up to the Mississippi River) had quickly

fallen to the foe. However, upon reaching this formidable military barrier, the European Army was stopped dead in its tracks. The American Army had rallied on the Western side of the River. In these positions, it was quite strong defensively. Moreover, the European armies had completely out-run their supplies. Their "frontal" supply networks—which had consistently operated woefully at best—were based entirely on the major Eastern seaports. The long trek Westward was vulnerable to both breakdown and partisan harassment. Therefore, on the Mississippi front, both sides settled down to a period of quiet re-organization—not unlike the "phoney war" of 1939-1940. However, the war was anything but stagnant in the Europeans' rear areas. The thousands of American troops that had been dispersed during the previous years' fighting had not remained inactive. Many formed small partisan bands; others—with their previous military formations practically intact—organized formal militia units. In the big cities, many civilians spontaneously arose, actively fighting the invaders. More organized networks and travelling guerrilla bands roamed both city and countryside, recruiting support and disrupting European activities wherever they could find them. Supply networks, rail lines, and Enemy troop installations themselves became prey for these partisans. The final success of these operations would portend good news for the future—when the Americans anticipated the day when they could strike back across the Mississippi with their reorganized armies. To fail in this partisan campaign meant that the enemy would be totally free to again resume their campaign against the American Army the next Spring.

This is a short scenario—it lasts only six Game-Turns. The "Agressor" Player uses all 24 U.S. Army Divisions, plus the four Security Divisions. Ignore the six "Foreign" Divisions (and rule 16.2). These will be the "Government" Player's units. He will also use the Government Agent and CIG units in this scenario. The Rebel Player uses the same units as he did in the basic scenario. Only a portion of the map is used in this scenario: all hexes West of hexrow 2800 in the U.S. are never used in play. In addition, the "Aggressor" Player will start the game by setting up the "front line" in hexrow 2800. No play may ever be allowed in these hexes either, although units in these hexes may engage in combat with adjacent Enemy units and move according to certain special rules.

[19.11]Starting the Game: The Aggressor Player (who plays the role of the Government Player) randomly chooses **sixteen** U.S. Army Divisions (**not** Security Divisions) and places them—untried strengths showing—in adjacent hexes of hexrow **2800 in the United States.** This is the Front Line. He then places one Security Division each (untried strengths showing) in New York, Boston, Norfolk, and Mobile. He then may place his **eight** remaining "Army" Divisions **anywhere** East of the Start-line, subject to normal stacking restrictions. He also places **one** CIG unit and **one** Agent unit (all weakest strengths) anywhere East of the Start-line.

Now the Rebel Player sets-up. He does this according to the normal procedure, but any hexes called-for **West** of hexrow 2900 are totally ignored. If, in his two Network picks, he does not receive at least **eleven** Networks East of the Start-line, he picks again until he reaches eleven Nets on the map. Note that he may have more than eleven Nets due to his first two picks. Finally, teh Rebel Player may place **one** Militia unit, chosen at random and with its untried strength showing, anywhere **East** of the Start-line. Then the game may begin.

[19.12] Special Building Rules:

(1) All Rebel build attempts are shifted one column

to the **right.** A Build Strength of one would thus become two automatically.

(2) Aggressor CIG's only augment themselves automatically at the beginning of the Government Build Phase if they roll a 1, 2, or 3. Regardless of this result, the CIG unit may attempt to build in the immediately following portion of the Build Phase.

(3) Treat all Unrest results on the Unit Build Table and the Sedition CRT as Riot results.

(4) The build attempt of an Aggressor CIG unit **never** causes a Riot to occur no matter what.

[19.13] Riots:

(1) All Riots defend with a defense strength of **six.** They may also add this strength to any units that are being attacked in the same hex by Military Combat.

(2) After the Rebel Player has received all free builds due him because of Riot markers still on the board at the beginning of the Rebel Build Phase, the Rebel Player may place one Riot marker on any Population I hex of his choice East of the Front Line.

(3) Riots never spread in this scenario; if a Riot marker is still on the board at the beginning of the Rebel Build Phase, then the Rebel Player gets an immediate free build in that hex. He may build a new Network unit if no other Rebel units are under that Riot marker. As soon as the free build takes place, the Rebel Player may remove the Riot marker **at his option.** This option must be decided upon immediately following the free build. Regardless, all Rebel units that received a free build may still build normally during the immediately following portion of the Rebel Build Phase.

[19.14] Combat:

(1) In Subversion Combat treat all "M" results as "P" results. If an Aggressor Division receives two "P" results, it is eliminated.

(2) All Rebel Sedition attacks are shifted one column to the right (i.e. a four attack strength becomes a five).

(3) No longer treat "AE" results as "AR" when Aggressor Divisions are engaging in Military Combat with non-Militia Rebel units. Treat it as what it says—an "AE" result.

(4) "Aggressor" Divisions may be "ruthless" when attacking Riot hexes. This means that they may double their attack strengths. However, if this attack does not succeed in eliminating every Rebel unit that was the subject of the attack, then the Rebels get a free Network and a free Minuteman unit (weak strengths) on any Population I hex within two hexes of the attack.

(5) Informers follow the normal Informer rules; however, they have a defense strength of **one** (not ten).

[19.15] Movement:

(1) The Aggressor Player is allowed no Air/Rail movement.

(2) Minuteman units no longer count Movement Points for moving if they do not enter an Aggressor Division's, CIG's, or Agent's Zone of Control. They have unlimited movement if they avoid these units' Zones. If they do enter these units' Zones, they count Movement Points in the following manner: 15 MP's for each Army Division's ZOC entered; 10 MP's for each CIG's Zone or actual hex occupied by an Agent unit.

[19.16] The Front Line:

(1) Aggressor Divisions in the Front Line may not move unless they have been committed. However, they may engage in Military Combat from the hex they occupy in the Front Line without being committed if a Rebel unit is adjacent to them and vulnerable to Military Combat.

(2) The Aggressor Player may commit as many of his Front Line Divisions as he wishes. They may

then move anywhere East of the Front Line. However, for every **four** Divisions committed (dropping fractions) one "step" in victory is lost to the Aggressor Player. For example, if the Aggressor Player committed nine Divisions, he would lose two steps in victory at the end of the game, i.e. a Marginal Aggressor Victory would become a Marginal Rebel Victory.

(3) Divisions forced to retreat West of the Front Line are eliminated instead.

[19.17] Miscellaneous:

(1) If the Aggressor Player decides to "react" on the basis of "cumulative Rebel builds and augmentations", he must shift one column to the **left** when rolling during the Government Reaction Phase.

(2) There is no Revoultion in this scenario.

(3) Militia units and Nets in Riot status exert Zones of Control at all times during this scenario. They also may stack three high. Their attack strength is doubled if stacked with a Minuteman or a Network.

[19.18] Victory Conditions:

The game starts on a Spring turn and lasts six Game-Turns after that. Then a winner is determined.

DECISIVE REBEL VICTORY: Either "occupy" or prevent **all** of the Aggressor's Front Line Divisions from tracing a "Line of Communication" to **six** of the following **eight** cities: Boston, New York, Philadelphia, Baltimore, Norfolk, Mobile, Miami, or New Orleans (see below for definitions of "occupy" and "Line of Communication").

SUBSTANTIVE REBEL VICTORY: Either "occupy" four of the eight aforementioned cities or prevent a "Line of Communication" from being traced to four of the eight.

MARGINAL REBEL VICTORY: Either "occupy" or prevent the Aggressor from tracing a "Line of Communication" from all of the Front Line Divisions to at least **one** of the aforementioned cities.

MARGINAL AGGRESSOR VICTORY: Either "occupy" all of the eight city hexes or be able to trace a "line of Communication" from all of the Front Line Divisions to all of these cities.

SUBSTANTIVE AGGRESSOR VICTORY: same as above, except have more committed Divisions and more Agents than Minutemen at the end of the game.

DECISIVE AGGRESSOR VICTORY: Eliminate all Rebel units at any point during the game.

A Player "occupies" a city if only his units are stacked in the hex without any of the Enemy's. However, if a Militia unit is stacked in a hex without any Aggressor Divisions in it, it also "occupies" that hex regardless of CIG or Agent units. Conversely, an Aggressor Army Division "occupies" that hex if there are no Rebel Militia units in it. If none of these conditions are satisfied, then the city is considered to be occupied by the Aggressor Player.

A "Line of Communication" is defined as a contiguous path of hexes that does not enter a Rebel unit's Zone of Control **or** a hex occupied by a Network or Minuteman unit. Friendly units **do not** negate Zones of Control if they occupy these hexes, although they do allow the Line of Communication to be traced through a hex containing an Aggressor Division and a Network and/or a Minuteman.

NOTE: In many instances, both Players may win a Victory. This is perfectly permissible (e.g. if the Aggressor occupies all of the eight cities, but no Line of Communication can be traced to them from all the Front Line Divisions. In these cases, the Rebel Player is always considered to win a Marginal Victory.

[19.2] "OCCUPATION" SCENARIO

"HISTORICAL" NOTES:

The collapse of the American Army only three years after the European Socialist Coalition's initial invasion led to quick occupation of the entire North American continent by the invading forces. However, a loosely federated network of American, Canadian, and Mexican patriots—composed both of former partisan leaders and recently shattered Army formations—still remained in major North American cities uncrushed by the Europeans. With the completion of their military victory, the invaders immediately moved to mop up these guerrilla formations. Their aim: to make occupation as bearable as possible to the average American while jailing or killing all of the suspected guerrilla leaders. At all costs they sought to keep the patriots from whipping up civilian support. Practically the entire invading force (almost one million men) was left behind in the U.S., Canada, and Mexico. The strong "fifth column"—which had proven so beneficial to the Europeans in the late war—was augmented by powerful intelligence organizations brought from overseas to North America. The guerrillas faced an almost insurmountable problem, for most Americans seemed willing to submit their continent to the satellite that Europe wished to make of her. This apathetic attitude pervaded the once-dynamic American societies. The patriots had to raise, control, and utilize this popular support if they desired to actively fight the invaders again. Only then could they begin to think about removing the foreigners from North American soil.

[19.21] Starting the Game:

(1) The Aggressor Player sets-up first by placing 24 Divisions (U.S. Divisions are used) and 4 Security Divisions anywhere on the map he chooses, including Canada and Mexico (subject to the same restrictions as the Government Player in the Basic scenario). Then the Aggressor Player rolls the die: he places one CIG unit with the same Build strength as the die-roll anywhere on the map he chooses. He also places three Agents units (weak strengths) anywhere he wants.

(2) The Rebel Player sets up normally—using the Random Events Table and chit picks (see 2.0). He then gets three Nets and one Minuteman for Canada and two Nets and one Minuteman for Mexico, he may place these on any Population I hex within their respective countries. The game may then begin.

[19.22] Special Building Rules:

(1) All Rebel build attempts are shifted one column to the right.

(2) Aggressor CIG's only augment themselves automatically at the beginning of the Government Build Phase if they roll a 1, 2, or 3. Regardless of the result, it may attempt to build in the immediately following portion of the Build Phase.

(3) Treat all Unrest results as Riots.

(4) The build attempt of an Aggressor CIG never causes a Riot.

[19.23] Riots:

(1) All Riots defend with an intrinsic strength of five.

(2) After the Riot spread portion of the Rebel Build Phase, the Rebel Player may place two Riot markers adjacent to any hex on the map that has both a Minuteman and a Network in it. He may place one Riot marker adjacent to this stack and another Riot marker adjacent to another stack if he so desires, as long as the "stack" contains both a Minuteman and a Network.

(3) Riots spread normally in this scenario—during the start of the Rebel Build Phase (see Section 14.26).

(4) If a Canadian or a Mexican unit successfully builds and it wishes to place a Militia unit on the board, choose a Canadian or Mexican Militia unit from the unused counter pile.

[19.24] Combat

(1) In Subversion Combat treat all "M" results as "P" results. If an Aggressor unit receives two "P" results, it is eliminated.

(2) All Rebel Sedition attacks are shifted one column to the right.

(3) No longer treat "AE" results as "AR" results when Aggressor Divisions are engaging in Military Combat against non-Militia Rebel units. Treat it as what it says—an "AE" result.

(4) Aggressor Divisions may be "ruthless" when attacking Riot hexes. This means that they may double their attack strengths. However, if this attack does not succeed in eliminating every Rebel unit that was the subject of the attack, then the Rebels get a free Network and a free Minuteman unit (weak strengths) on any Population I hex within two hexes of the attack.

(5) Informers have a defense strength of one.

[19.25] Movement:

(1) Ignore International boundaries in this scenario.

(2) The Aggressor Player gets two Air/Rail movements per turn. But every time this is attempted, the Rebel Player may try to subvert the movement. If he rolls a 1 or a 2 the movement fails. A 3, 4, 5, or 6 means that the movement succeeds. A unit that has failed to move by Air/Rail may not move normally during the Movement Phase.

(3) Minuteman units no longer count Movement Points for moving if they do not enter an Aggressor Divison's, CIG's, or Agent's Zone of Control. They have unlimited movement if they avoid these Zones. If they do enter the Zones, they count Movement Points in the following manner: 10 MP's for each Army Division's ZOC entered; 5 MP's for each CIG's ZOC or actual hex occupied by an Agent entered.

[19.26] Miscellaneous:

(1) If the Aggressor Player decides to "react" on the basis of "cumulative Rebel builds and augmentations", he must shift one column to the left when rolling during the Government Reaction Phase.

[19.27] Victory Conditions:

This game is based on the Basic scenario; therefore, all Revolution rules are exactly the same unless refuted by the special rules listed above. The Victory Conditions are also the same. See Section 18.2 and 18.3 for full details.

[19.3] "CIVIL WAR" SCENARIO

"HISTORICAL" NOTES:

Following the successful ejection of the European Socialist Coalition armies from the North American continent, the American people looked forward hopefully to an extended period of peace with renewed national vigor. These hopes, however, were soon to be completely crushed. Nevertheless, the Regular Army, which had just successfully engaged the invading Europeans, began demobilization of its forces to a large extent. The only immediate threat lay in the South, where the growing power of the South American Union led the President to deploy four battle-ready divisions along the Mexican border. The rest of the Army was dispersed to its old bases around the country with little to do except prepare for demobilization. However, the Regular Army Generals—most of whom had won great fame around the world for their daring leadership in the late war—strongly opposed this immediate demobilization policy.

Instead, they advocated a policy of "revanche" and were determined to again make the United States the world's foremost power as she had been during the 1950's and the early 1960's (popularly known as the "era of good feelings"). However, many civilians and former militia members—particularly those who had led the very successful partisan movement during the European invasion—saw the return to "normalcy" in dramatically different terms. These men had witnessed the ravaging of most of the Eastern seaboard (by both sides) during the war and had had enough fighting. The free-wheeling, independent partisan leaders—all of whom had never gotten along particularly well with the dogmatic and stubborn Army generals—began to exert strong pressure on the President for an isolationist foreign policy and a dramatically reduced Defense budget. The President—whose power base had been almost completely eroded during the war by the generals—tried to moderate the great debate between the contending forces, but he was not successful. He steadfastly refused to throw his support to either camp. The problem deteriorated over the next few months as junior-ranking officers clashed repeatedly with civilians in many cities. Most people thought that the problem could be solved by the next general election—to be held in November. The new Progressive Party—formed by the former Partisan leaders—expressed strong Socialist ideals that were entirely rejected by most Army officers. Many of these officers (and government officials) formed the Constitutionalist Party, which called for the reinstitution of the Constitution of 1787 along traditionalist lines. However, a surprisingly large number of Army officers under the leadership of General Albert Sanchez secretly plotted a coup d'etat for October 1st that would cancel the General elections and form a Military government. At the end of the appointed day, Sanchez was in the White House—but the success of the coup was deceiving. The soldiers of many Army units had refused to obey the commands of many officers associated with Sanchez. Some even took up arms (or distributed them) against the plotters. Only a few weeks after Sanchez's "inaugural" many Rebel networks arose in various cities, and old partisan leaders again went underground to fight this new foe. However, many government institutions—such as the FBI—supported the coup, and immediately began to operate against the partisans. Informal Militia units also began to fight Sanchez right from the start. The country faced its second Civil War—and no one could predict how this one would end.

[19.31] Starting the Game:

(1) The Government Player sets-up first. He chooses sixteen Army Divisions at random and places one each (untried strengths showing) on the following hexes: 0612, 3613, 1018, 1912, 1922, 2424, 2517, 3814, 3011, 3121, 3820, 3918, 4208, 4116, 1320, 3315.

(2) The Rebel Player then sets-up according the the Basic scenario set-up rules.

(3) Roll the die for each piece on the map, type by type.

A) If the unit is an Army Division 1, 2, or 3 means that the unit remains an Army Division. A 4 or 5 means that the unit is changed to a Militia unit chosen at random from the unused pile. A 6 means that the unit is pinned. The Pin marker can only be removed by the Government Player according to the normal rules. If the Rebels successfully subvert an Army unit in this state, it is immediately converted to Militia.

B) If the unit is a Network, than a 1, 2, 3, or 4 means that the unit stays a Net. A 5 or 6 means that the Net is converted to the lowest state of a Government CIG unit.

C) If the unit is a Minuteman unit, a 1, 2, 3, or 4 means that the unit remains a Minuteman. A 5 or 6 means that the unit is converted to an Agent (weak strength) in that hex.

The game proceeds normally, with the Rebel Player controlling Nets, Minutemen and Militia, and the Government Player controlling Army units, CIG's, and Agents. All Basic scenario rules apply except in the following cases:

(1) CIG units do not automatically augment themselves at the beginning of the Government Build Phase. Only a die-roll of 1, 2, or 3 will augment the CIG. Regardless of this result, the CIG may still attempt to build during the immediately following portion of the Build Phase.

(2) In Population I hexes, CIG units may build new Army Divisions, but only if they roll a 5 or 6 on the 6+ column on the Unit Build Table. A successful build means that the Division may move during the ensuing Government Movement Phase.

(3) The Government receives two Air/Rail movements per turn.

(4) The Victory Conditions are the same as in the Basic scenario, but the length of the game is different. The game now lasts sixteen turns (four years), and the Rebel must declare a Revolution by the end of Winter, Year Three (turn 12) or forfeit the game.

[20.0] THREE AND FOUR-PLAYER RULES

GENERAL RULE:

The Multi-Player rules allow for more than one Rebel Player, although there will always be only one Government Player. All basic rules not specifically refuted by the Multi-Player rules still stand.

[20.1] STARTING THE GAME

GOVERNMENT: There is one Government Player; he chooses sixteen Army Divisions and one CIG unit (weak strength) and places these units on the map according to basic set-up rules.

REBELS: If there are two Rebel Players, each starts the game with twelve Networks and six Minutemen. If there are three Rebel Players, each starts the game with eight Networks and four Minutemen. Each Rebel Player places his units on the map by individual draws for each unit on the Random Events Table. This will require two chit picks for each unit. If a Player has to place a Network on a hex already occupied by another Player's Network, he ignores those chit picks and picks again until he finds a hex vacant of other Networks.

NOTE: In Multi-Player games, you might want to try a "Dispersed Rebel Movements" scenario. Assign each Rebel Player a specific geographical area on the map for the initial placement of his Nets and Minutemen (e.g. West, South, Northeast, etc.). These areas should be roughly equal in Population I hexes. Give the Government eighteen Divisions instead of sixteen, and two CIG's instead of one.)

[20.2] MULTI-PLAYER SEQUENCE OF PLAY

1) JOINT REBEL UNDERGROUND DECISION PHASE: all Rebel Players decide which of their units will go underground.

2) JOINT REBEL BUILD PHASE: All Rebel Players individually roll for their builds in any order desired. You may not combine build strengths with other Rebel Players. Remember to spread Riots.

3) REBEL MOVEMENT PHASE: The Rebel Players roll to see who will move first; highest roll goes first.

A) First Rebel Player's Movement Phase
B) Second Rebel Player's Movement Phase
C) Third Rebel Player's Movement Phase

4) REBEL COMBAT PHASE: The Rebel Player who moved first conducts combat first. Others follow in the same order.

A) First Rebel Player's Combat Phase
B) Second Rebel Player's Combat Phase
C) Third Rebel Player's Combat Phase

Combat may be against any units on the map. No two Players may combine their strengths to attack another unit before the Revolution (unless it is a "Federalized" unit).

5) JOINT REBEL SUPPLY DETERMINATION PHASE: Supply is determined for all Rebel Militia units on the map.

6) RANDOM AND SPECIAL EVENTS PHASE: Only the Rebel Player who moved first gets a free Network due to chit picks in his Phse. The Government Player finds the location of his Informer normally. Then all three Rebel Players and the Government Player get picks from the Special Marker Pool normally.

7) GOVERNMENT REACTION PHASE: Same as Basic Game.

8) GOVERNMENT BUILD PHASE: Same as Basic Game.

9) GOVERNMENT MOVEMENT PHASE: Same as Basic Game.

10) GOVERNMENT COMBAT PHASE: Same as Basic Game, except that this may involve some Rebel forces on the Government side if they have been "Federalized".

11) GOVERNMENT PIN REMOVAL PHASE: Same as Basic Game.

12) GOVERNMENT SUPPLY DETERMINATION PHASE: Same as Basic Game.

13) NEGOTIATION PHASE: Players may negotiate with one another including the Government with the Rebels. No more than a few minutes should be given to each negotiation session.

14) GAME-TURN INDICATION PHASE

[20.3] MOVEMENT

[20.31] Rebel Players may move across each others units if they so desire without any penalty (subject to stacking limitations). However, a Rebel Player may not so move against Rebel Militia units that are "Federalized".

[20.32] The Government Player gets two Air/Rail Movements per turn. After a Revolution he gets none.

[20.4] BUILDING

[20.41] Rebel units may never combine their build strengths in the same hex for a common build attempt.

[20.42] If a Riot exists on the map at the beginning of the Rebel Build Phase, without a Rebel Network, the Free Net under this Riot Marker goes to the Rebel Player who has a unit closest to that Riot. Roll a die if two players have units equal distances away.

[20.5] COMBAT

[20.51] As a result of negotiation, a Rebel Player may decide to combine attack strengths with a Government unit(s) to attack other Rebel units during the Government Combat Phase. The first time this happens, that Rebel player is considered to be "Federalized". Only one Rebel Player may be Federalized at one time. For the remainder of the time that he is Federalized, he moves, builds and fights during the Government Player-Turn. He no longer does anything during the Rebel Player-Turn. A Federalized Player may not negotiate with any Rebel Players at any time. He may decide to go back to the Rebels, but he must declare this fact before the beginning of a Game-Turn. He then would skip any actions during the Government Player-Turn. and again take all actions during the Rebel Player-Turn. After this has occurred, another Rebel Player may become Federalized.

[20.52] Before a Revolution, no Rebel Players may combine attack strengths with units of another Rebel to attack a Government unit.

[20.53] "Federalization" is dropped if only 3 Players are playing. Use it with 4 Players only.

[20.6] REVOLUTION

[20.61] A Revolution may be declared if **two** Rebel Players agree to it, or if one Player holds the majority of Minuteman units on the map. All normal Revolution rules apply.

[20.62] After a Revolution, all Rebel units may combine their attack and defense strengths in combats if they so desire. There will no longer be individual Combat Phases, although there will be individual Rebel Movement Phases. The Rebel Players simply decide upon all attacks, declare them, and roll the die (combining strengths if they wish). (NOTE: If one of the Rebel Players is Federalized, he may not combine with the other Rebels until he has become unfederalized. Stacking rules remain the same as in the Basic game.

[20.7] VICTORY CONDITIONS

The game will last 24 turns (remember that the Rebel must declare a Revolution by the end of Game-Turn 19 or else lose the game). If one Player is eliminated at any time, he is permanently out of play and may never come back. If the Government Player is eliminated, the side with the most Nets becomes the Government (roll a die if there is a tie in this category). This Player replaces his units on the map as follows: every Militia unit becomes an Amy Division; every Minuteman becomes an Agent (to the corresponding strength); and every Net becomes a CIG (to the corresponding build strength). All Informers on the map may now be used by this Player. He will move during the Government Player-Turn. All Revolutions are considered to be over, but the remaining Rebel Players may declare another one at any time they choose. Should this Government Player be eliminated, the same procedure is followed in choosing another Government Player. After the end of 24 turns, a winner must be declared according to the following criteria:

DECISIVE GOVERNMENT VICTORY: All Rebel units eliminated (ignore Federalized Rebels for this purpose—consider the victory to apply to them also).

SUBSTANTIVE GOVERNMENT VICTORY: Survive as the Government Player until the end of the game and have more Army Divisions than Rebel Militia at the end of the game (not including Federalized Militia).

MARGINAL GOVERNMENT VICTORY: Survive as the Government Player until the end of the game.

MARGINAL REBEL VICTORY: Goes to the Rebel Player who ends the game as the Government.

SUBSTANTIVE REBEL VICTORY: Goes to the Rebel Player who ends the game as the Government Player and who has more units on the map than both other Rebel Players combined.

DECISIVE REBEL VICTORY: Goes to the Rebel Player who ends the game as the Government Player and who eliminates all other Rebel units.

NOTE: Different colored-counters are provided to differentiate between each Rebel Player's units. A Rebel Player may not use another Rebel Player's unit, even if it is available in the Game-Tray.

DESIGN CREDITS

Game Design: **James F. Dunnigan**
Physical Systems and Graphics: **Redmond A. Simonsen**
Game Development: **Joseph Balkoski, Edward Curran**
Production: **Manfred F. Milkuhn, Larry Catalano, Kevin Zucker, Kate Higgins, Norman Pearl**

Minuteman

PLAYER'S & DESIGNER'S NOTES

[21.0] PLAYER'S NOTES

GENERAL STRATEGY:

(1) REBELS: The Rebel Player must make a decision before the start of the game as to whether he will lead a passive or a violent anti-government movement. If he chooses a violent movement, he should attempt to build blindly with almost every Network on the map at the start of the game (during the first Rebel Build Phase. This will lead to many Riots and Unrests—hopefully more than the Government Army Divisions can handle. By all means attempt Sedition attacks against Population I hexes to cause more Riots, for if too few Riot markers are on the map during the Government Combat Phase, the Government Player will quickly wipe them out—including a good portion of your crucial Minuteman and Networks. If all goes well, Riots will spread to a great extent—eventually leading to a great deal of free builds. By building up a strong force of Minutemen, you will have a strong Subversion/Sedition potential—by all means use this when the odds are favorable. If the blind-building strategy seems to be leaving the Army Divisions with too much to do, it should be continued. Although the Government Player will react strongly to Riots and Unrest, he never will receive more Army Divisions as a result of this reaction—which is what he needs most in this instance. Don't declare a Revolution until you really have to—towards the end of the game when you are moderately strong in Minutemen, Nets, and most importantly, Militia.

If the Rebel Player chooses a passive movement, he will have to play the game much more carefully. Using this strategy, your aim is simple: don't cause any Riots. This way you'll be invulnerable to Military Combat and the Government Army Divisions will sit around for the most part with nothing to do. You must not build unless you are almost assured of succeeding in your die rolls. This will require careful movement of Minutemen to Nets, along with careful building plans. Remember that the Government Player will still react to your cumulative builds, but this reaction will be fairly slow. Also, don't forget that your Minutemen and Nets will be vulnerable to the Government's strong force of Agents and CIG's that will be build after about ten Game-Turns. If all goes well, you will have a few Population I hexes on the map that are your strong points: with almost assured builds every turn, yet invulnerable to the anxious Army Divisions that are waiting to pounce on Militia, Riots, or Informer hexes. As previously mentioned, don't declare a Revolution unless you have grown considerably from your starting forces (unless you are forced to by the end of Fall turn Year Five). A competent Rebel Player can use combinations of the above strategies successfully. For example, nothing is more devastating to an unprepared Government Player than to suddenly spring from a passive movement to a violent one at the correct time. If this occurs, sometimes the Government Player will find his forces totally mis-deployed and unable to handle the sudden appearance of many Riot markers on the map. However, the Rebel Player who plays the game with no set strategy and who enters each Game-Turn with no long-range goals in mind is usually doomed to defeat. Be con-

sistent in your pre-game plan, but remember that a sudden change chan often wreak havoc.

(2) GOVERNMENT: The Government Player must set-up his Army Divisions carefully. After that, his only strategy will be "to roll with the punches" and react to the Rebel Player's strategy. Set up your Army Divisions so that they "rope off" designated sections of Population I hexes with Zones of Control. This can be done by either setting up a cordon around these areas, or by setting up the Army Divisions within the area. The former will make Minuteman movement into or out of the area difficult; the latter will make local Minuteman movements within the area dangerous. If the Rebel Player adopts a violent strategy, you must go after the Riots with abandon—try not to let the Rebel Player get any free builds. If the Rebel adopts a passive strategy, you will have little to do except build up your Infiltration potential and maneuver so as to make Minuteman movement as difficult as possible. Although it depends on chance, it is important to build up a strong force of Agents. Think carefully before placing new CIG's on the map—their placement can be vital if the Rebel Player is causing no Riots. If the Rebel Player seems to be freely building in certain areas, be extremely wary of his Minutemen—a strong force can easily subvert Army Divisions, either tying down your Agents or losing the unit to the Rebel Player entirely. Sometimes it is wise to withdraw Army Divisions altogether from some Population I areas that are floating with Minutemen. Try to come back later with Agents and CIG's. After the Revolution, your Army Divisions will certainly be busy. However, you must try to form some kind of "front line" at this point, because you are very vulnerable to the cutting of supply during Winter Game-Turns. You must also make sure that Rebel Militia cannot easily surround you during these turns. Then you can methodically proceed to "steam-roller" the Rebel strongpoints.

TACTICS:

These are written on the basis of each rule numbered in parentheses before the statement.

[5.0] BUILDING: As the Rebel Player, all builds should be part of a pre-planned building program. Usually, you will want to increase your building capacity by augmenting your Networks. In other areas, you might want a strong Subversion/Sedition capability. In this instance, you would want to build as many Minutemen as possible. Other times, you might want to strongly increase defense capabilities in Rebel strongholds. In this case, you would augment your Minutemen to the greatest extent possible. In general, the Rebel Player should plan in advance where to build, when to build, and what to build.

The Government Player usually doesn't have much choice as far as building is concerned: he has to either build or augment Agents as the case demands.

[6.0] MOVEMENT: Usually, the first priority for the Rebel Player will be to get his Minutemen on his Networks. If the Government Player has set up carefully, this will oftentimes be difficult. Fairly risky moves, however, must be attempted at all times if the Rebel Player wishes to reinforce weak

Networks in terms of building and defense capabilities. Towards the end of the game, don't hesitate to try dangerous moves with your Minutemen. A sudden reinforcement of a strong Minuteman in a crucial Rebel stronghold can often be devastating to the Government Player's well-laid plans.

The Government Army Divisions must move by "rolling with the punches". Be positioned so as to be able to go after Riots should they occur in that section of the country. Try to limit Minuteman Movement to the greatest extent possible, but be wary of Subversion attacks in strongly-infested Minuteman areas. Moreover, don't leave any strong Rebel sections of the country abandoned, even if no Riots are occuring. Nothing can be more devastating to the Government Player than a Riot that cannot be reached by any Army Divisions. Movement in and out of Rebel strongholds that are not in Riot status can at least be hindered by placing a single Army Division directly on the hex in question. The Government Player can play his own "dirty tricks" with his CIG units. The Government can either move or place these units directly on top of a Rebel stronghold that is in no danger of causing Riots. Trying to build with the CIG unit on that hex might well cause a Riot on its own account—making every Rebel unit in that hex vulnerable to attack by waiting Army Divisions. This tactic is especially useful when the Rebel Player has been conducting a very successful passive game. However, the Government Player must be certain that any of his self-created Riots can be eliminated on the immediately following Combat Phase. Finally, don't hesistate to move your CIG units; although their strength will decrease automatically, they hae a strong Infiltration capability at their higher strengths. Movements of one or two hexes can oftentimes be vital to a pending attack against a nearby Rebel stronghold. Agents should be moved so that they disrupt Rebel build attempts by stacking directly on a Rebel hex. Only when they are strong on the board should they be massed for a strong infiltration campaign.

[8.0] STACKING: A good tactic for the Rebel Player is to stack one augmented Minuteman unit in the same hex as a Network. Any Riot caused in this hex will cause problems to the Government Player because of the high defense strength of the attack.

[9.0] SUPPLY: Both Players must be extremely wary of supply for their Militia and Army Divisions, although the Government Player does not have to worry about this until after the Revolution. The Rebel Player should try to keep his Militia units in Population I or II hexes. Here they will be invulnerable to supply loss. Other terrain—especially in the Winter—is dangerous. After the Revolution, the Government Player may well be dangerously exposed, especially if the Rebel Player calls the Revolution at the beginning of a Winter Game-Turn when the Government is not well prepared. Towards the end of the game, at the end of all Fall Game-Turns, be on the look-out for strong Rebel Militia forces that are positioned to surround your Army Divisions. Rebel Militia units may be all over the map, so it will probably be impossible for you to form a "front line". After the Revolution, methodically eliminate exposed Rebel

positions, establish a line of inter-locking Zones of Control (thus making you practically invulnerable to supply loss) and then proceed to destroy strong Rebel areas on the map.

[12.0] GOING UNDERGROUND: A good tactic for the Rebel Player is to go underground in a Riot hex that has survived Government attacks during the last Game-Turn. That hex will then be so powerful that the Government Player will probably have to commit twice as many Army Divisions to eliminate the Riot. As such, there always will be a good chance that the Riot will spread or that the Rebel Player will get a free build.

[14.0] SPECIAL MARKERS: Nothing can be more devastating to either Player than an appropriately-timed Assassination or Betrayal marker succeeding. Save these markers for crucial situations late in the game. It is an incalculable advantage to possess a strong Assassination or Betrayal capability late in the game when crucial attacks take place. Don't hesitate to use Assassination markers on build attempts as well. A declared build attempt in which a strong Minuteman unit is assassinated can lead to a Riot in a hex—in which case the Network will become extremely vulnerable to Military Combat by waiting Army Divisons.

[17.0] DECLARING A REVOLUTION: This is the most important decision of the game for the Rebel Player. Remember that there are two serious penalties for the Rebel Player upon declaring a Revolution which in many ways offset some of the beneficial aspects of this situation. The first is that the Rebel Player may no longer build at all. The second is that all his Nets will be vulnerable to Military Combat. Keep these two points in mind when you are thinking of declaring a Revolution. Because you may no longer build, you must be very strong in Militia on the map when declaring the revolt. You should also have a strong force of Minutemen to reinforce beleaguered Rebel strong-holds and to maintain Rebel mobility. Nets will no longer be very important, but they must be prevented from being eliminated too quickly by Military Combat. Above all, you must be able to use the positive aspects of the Revolution to your advantage. Cut off Army supply, use Militia in defense to make Rebel strongholds practically invulnerable, and combine the use of Nets, Minutemen, and Militia when the offensive is finally decided upon.

—Joe Balkoski

[22.0] DESIGNER'S NOTES

Most of the detailed designer's notes for specific aspects of the game have been given in the "Commentary" sections of each rule. The overall design concept is something else again.

Originally, the game was proposed because we were looking for a way to do a game on a large scale revolutionary war in a modern industrial state. Europe (or even Russia) were the initial candidates. But they, like industrialized Latin American countries, somehow didn't seem right. The good old USA did seem right. What the hell, old Tom Jefferson said we were good for a revolution each generation. He wasn't far off the mark and, we hoped, neither would **Minuteman** be.

To do a game such as **Minuteman** we first had to write the history. This is found in the scenarios. Then we proceeded to the good part: how to run another American revolution. Assuming this one would not differ all that much from the many that had preceded it throughout the world. Namely, an effectively oppressive government, an effective revolutionary movement and the usual blase (but malleable) population ripe for change. The government part was important. Theoretically, the constitutional American government should be capable of adjusting to change. This being true, there could be nothing worth revolting against. Thus, we postulated a government that had it together sufficiently to keep things operating yet had become unrepresentative to the point where organized resistance became a practical option for enough people. An effective revolutionary movement was the next essential. Again, this was largely a result of what the government didn't do. In most situations of this nature the government has the initiative. This means that the power of the government opposition is primarily a function of how inept the government is. And, of course, there are the revolutionaries themselves. They have to be on the ball; you can't expect the government to do everything for you. The final essential ingredient is the receptive population. The government does the initial preparation, as the scenario describes. Then the minutemen have to do some effective organizing.

Once it was concluded that the campaign would primarily be one of political activism we had to come up with a suitable method of visually representing it. A recognizable map was thought to be desireable (especially after seeing what a non-geographic solution could produce, **Plot to Assassinate Hitler** was being done about the same time). It was possible to use geography, if only because the revolution would eventually have to become a conventional war. This led us to an interesting study of American demographics and geography. The demographics, of course, because the revolution will have to occur where the people are. The more people (all other things being equal) the better the chances of the revolutionary activity succeeding. Geography was mostly concerned with mobility and outdoor survival. Since the beginning of urban life, the revolutionary often had to fall back on the "heading for the hills" solution when the federales got too close. Anyone who's spent any substantial time in the wilderness will realize that some areas are easier to survive in than others.

The basic conflict mechanics (so the joke went around here) were suspiciously similar to **Plot to Assassinate Hitler**. Well, the situations were somewhat similar. In both cases a government overthrow is the objective. In both cases the "rebels" must recruit more strength to their cause before they can risk a final confrontation. There's a lot of "spy and counterspy" type activity. Basically, we used the classic revolutionary tactics: build strength carefully; fight on your own terms; strike where the enemy is weakest; avoid risky combat; cultivate the people's revolutionary fervor carefully; raise conventional forces (not too soon and not too late) for the final showdown; and then, when the time is ripe, go for broke with a violent overthrow of the government.

This was the basis of the game. From this we developed a few other, closely related, themes. Partisan warfare was one of the more obvious. Less obvious was the multiplayer revolution and the Civil War. These are also quite common throughout history but tend to be re-written by the winners. We tried to capture the essential elements of the situation, and I feel that we have. I particularly like the Civil War scenario. And, as many of our fellow Americans might point out, the American Civil War of a hundred years past was the true second American Revolution. But then, you see, it all depends on who's in charge of writing the histories.

—Jim Dunnigan

MINUTEMAN COUNTERS [Front]

Informers

Jewett [10]	Josalyn [10]	Noyes [10]	Cushing [10]	Hoover [10]	Arnold [10]	Swift [10]	Olmstead [10]	Taylor [10]	Eli [10]
Brutus [10]	Birch [10]	Spock [10]	Kirk [10]	McCoy [10]	Scott [10]	Rocky [10]	Stretch [10]	Duke [10]	Evans [10]

Agents (6-5-3)

Deep Throat	Poirot	Bond	Flashman	Steed	Peel	Solo	Kuryakin	Gordan	West
Holmes	Watson	Spider-man	Robin	Batman	Clark Kent	Davison	Lathrop	Strong	Raymond

US Counter-Intelligence Groups

CIG 1 1-10-1	CIG 2 1-10-1	CIG 3 1-10-1	CIG 4 1-10-1	CIG 5 1-10-1	CIG 1 3-7-3	CIG 2 3-7-3	CIG 3 3-7-3	CIG 4 3-7-3	CIG 5 3-7-3
CIG 6 1-10-1	CIG 7 1-10-1	CIG 8 1-10-1	CIG 9 1-10-1	CIG 10 1-10-1	CIG 6 3-7-3	CIG 7 3-7-3	CIG 8 3-7-3	CIG 9 3-7-3	CIG 10 3-7-3
CIG 1 7-3-5	CIG 2 7-3-5	CIG 3 7-3-5	CIG 4 7-3-5	CIG 5 7-3-5					
CIG 6 7-3-5	CIG 7 7-3-5	CIG 8 7-3-5	CIG 9 7-3-5	CIG 10 7-3-5					

US Army Divisions

1 11-9	2 10-9	3 11-8	4 12-10	5 8-7
6 10-10	7 9-10	8 9-9	9 9-9	10 11-11
11 11-11	12 8-8	13 8-9	14 11-12	15 11-10	16 11-10	82 11-9
101 12-12	1 13-12	2 11-10	3 12-12	4 10-10	5 14-12	6 14-12

Aggressor Security Divisions

1 4-8	2 5-8
3 6-8	4 7-8

Interventionist Army Divisions

1 12-10	2 11-9	3 10-8
4 9-7	5 11-11	6 10-10

Year	00	0
Game-Turn	Air-Rail	Air-Rail	Air-Rail

Special Markers

⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕
⊕ ⊕ ⊕ ⊕ ⊕ ⊕ X/X X/X X/X X/X
X/X X/X X/X X/X X/X X/X →/1 →/1 →/1 →/1
→/1 →/1 (figures)

R Markers

R R R R R R R R R R
R R R R R R R R R R
R R R R R R R R R R
R R R R R R R R R R

1st Rebel Networks (NET 4-6-3)

DAR	K of C	Am. Lgn.	PBA	AFL	CIO	ILGW	UFT	UAW	UMW
Elks	PTA	Riders	IWW	Masons	Rd Cross	JOL	Mafia	For. Soc.	Eagles

2nd / 3rd Rebel Networks (NET 4-6-3)

Big Red	GO	Marat	Panthers	SNCC	NAACP	CORE	King	Vets	Bar
Marx	Lenin	UJA	Big Red	Harlem	Watts	ADA	Farmers	YAF	Sal. Army

1st Rebel Minutemen (1-8-2) / 1st Rebel Militia

Washgtn	Steuben	Pulaski	Putnam	Parker	Lincoln	Hou 2-2	Bliss 3-4	Patton 3-5	Posey 4-2
Adams	Hancock	Jefferson	Stark	Revere	Wayne	Wilcox 4-4	Smith 5-5	Hill 6-5	Egnor 7-6

2nd Rebel Minutemen (1-8-2) / 2nd Rebel Militia

Douglas	Carver	Andersn	Debols	Bookr T.	Garvey	Hanes 2-2	Sanchez 2-4	Hoke 3-3	Hodges 3-4
Tubman	Brooke	Chisolm	Bond	Aaron	Mays	Hirsch 5-3	Jackson 6-4	Spoon 6-6	Ewell 7-5

3rd Rebel Minutemen (1-8-2) / 3rd Rebel Militia

Reuther	Green	Lewis	Wdcock	Hoffa	Boyle	Hughes 2-3	Evans 2-4	Bradley 3-6	Nagy 4-4
Menny	Shanker	Gomprs	Altgeld	Joe Hill	Anthony	Wilcove 5-4	Lee 6-4	White 8-7	O'Hara 8-6

Canadian Army Brigades

1 2-3	2 4-3	3 3-3	4 3-3	5 5-3
6 2-2	7 4-4	8 5-4		

Canadian Rebel Militia

Trudeau 1-1	Pearson 2-3	Hull 3-2	Howe 3-3	Orr 3-4
Esposito 3-5	Loup Gru 4-3	Dieppe 5-3		

Mexican Army Brigades

1 2-2	2 2-2	3 2-1	4 2-1	5 1-1
6 1-1	7 3-2	8 3-3	9 4-2	10 2-4

Mexican Rebel Militia

Juarez 1-1	Hidalgo 2-3	Villa 3-2	Zapata 3-3	El Lobo 3-4
Sanchez 3-5	Aztec 4-3	Mayans 5-3		

Pin Markers

Pin Pin Pin Pin Pin Pin Pin Pin Pin Pin
Pin Pin Pin Pin Pin Pin Pin Pin Pin Pin
Pin Pin Pin Pin Pin Pin Pin Pin Pin Pin

Random Number Chits

1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10

Minuteman
THE SECOND AMERICAN REVOLUTION
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[10.55] SUBVERSION COMBAT RESULTS TABLE

Die Roll	Attacking Minuteman Strength						
	1	2	3	4	5	6	7
0	Ae	Ae	Ae	Ae	½Ae	½Ae	½Ae
1	Ae	•	Ae	Ae	½Ae	½Ae	P
2	Ae	•	•	•	•	P	P
3	•	•	•	P	P	P	M
4	•	•	P	P	P	M	M
5	•	•	P	P	M	M	M
6	•	P	P	M	M	M	M

EXPLANATION OF RESULTS:

•: No result.

Ae: Attacker Eliminated - Remove all attacking Minutemen units from the map.

½Ae: One-half Attacker Eliminated - Remove one-half of the attacking Minutemen units from the map. Round all fractions downward.

P: Pinned - Place a "Pinned" marker on the Division in question. See Section 14.8 for results. If the Army Division was already pinned, it is converted to a Militia unit instead.

M: Militia - Convert the Army Division to a Militia unit, chosen at random from the unused Militia counters laid aside.

Modifiers: Subtract one from the die-roll if any Agent or CIG units are present in the hex with the Army Division in question.

[10.65] SEDITION COMBAT RESULTS TABLE

Die Roll	Attacking Minuteman Strength						
	1	2	3	4	5	6	7
0	AI	AI	•	•	•	•	U
1	AI	•	•	•	•	U	U
2	•	•	•	U	U	R	R
3	•	•	U	R	R	R	R
4	•	U	R	R	R	R	R
5	U	R	R	R	R	R	R
6	U	R	R	R	R	R	R

EXPLANATION OF RESULTS:

AI: One participating Minuteman unit is flipped from its stronger to its weaker side. If all participating Minuteman units are already flipped to their weaker side, one unit is eliminated instead.

U: Unrest - An Unrest marker is placed in the hex. If an Unrest marker is already present, it is converted to a Riot marker.

R: Riot - A Riot marker is placed in the hex. See Section 14.2 for the full effects of this solution.

Remember: Only one Minuteman unit may use its Combat Strength from a single hex.

Modifiers: Subtract one from the die-roll if any Agent or CIG units are present in the Pop. 1 hex in question.

[10.76] INFILTRATION COMBAT RESULTS TABLE

Die Roll	Strength Ratio					
	1-2	1-1	2-1	3-1	4-1	5-1
2	•	D1	D1	De	De	De
3	•	•	D1	D1	De	De
4	A1	•	•	D1	D1	De
5	A1	A1	•	•	D1	D1
6	Ae	A1	A1	•	•	D1

EXPLANATION OF RESULTS:

Ae or De: Attacker or Defender Eliminated - Remove the unit(s) in question from the map.

•: Failure - The Infiltration attempt has failed. Do nothing more.

A1 or D1: The Attacker or the Defender loses one step of strength from their participating units — either flipping one unit to reveal a weaker strength or — if only one player reveals all his existing units on hex. This may not be through an Enemy Zone of Control even if Zone is occupied by a friendly unit. A unit which could not normally move by itself (e.g. a CIG or a Network unit) is eliminated instead.

[10.48] MILITARY COMBAT RESULTS TABLE

Rebel Defender in...	Govt Defender in...	Strength Ratio (Attacker to Defender)						
		1-3	1-2	1-1	2-1	3-1	4-1
Clear or Rough Brush	Pop I	1-3	1-2	1-1	2-1	3-1	4-1
NA	North or South Cvr.	1-2	1-1	2-1	3-1	4-1	5-1
South Cvr. or Rough Brush	Clear or Rough Brush	1-1	2-1	3-1	4-1	5-1	6-1
Pop I or North Cvr.	Clear or Rough Brush	2-1	3-1	4-1	5-1	6-1	7-1

Die Roll							
1	Ae	Ae	Ar	Dr	Dr	Dr	
2	Ar	Ar	Ar	Dr	Dr	De	
3	Ar	Ar	Dr	Dr	De	De	
4	Ar	Dr	Dr	De	De	De	
5	Dr	Dr	De	De	De	De	
6	Dr	De	De	De	De	De	

HOW TO READ THE MILITARY COMBAT RESULTS TABLE:

If a Rebel unit is being attacked, look in the extreme lefthand Column for the terrain that the Rebel unit is in. Read across to the appropriate Strength Ratio column on that same line as the terrain. This is the column with which the die-roll will be cross-indexed (although it may be out of an Enemy Zone of Control (although it may be out of an hex, always read across on the appropriate Pop I line regardless of what other terrain is the hex. Players should be aware that a Defending unit experiences a benefit by using the lower ratio lines on the table. Note that "NA" indicates that a given line is never used when attacking that type of unit. If the ratio is higher or lower than the extremes on the appropriate line, then the attacking Player will use that extreme column (for example a 1-4 attack would be resolved on the left-most column).

EXPLANATION OF RESULTS: (Also see Section 10.8)

Ae or De: Attacker or Defender Eliminated—all of the units called for are removed from the map. Treat an "Ae" as an "Ar" if the attacker was an Army Division which did not attack any Militia units.

Ar or Dr: Attacker or Defender retreat—all of the units called for are retreated one hex by the owning Player. This may not be into an Enemy Zone of Control (although it may be out of an Enemy-occupied hex, regardless of Zones of Control or across an impassable hexside. If the units may not normally move, they are eliminated instead. (e.g. Networks, Riots or CIG's)

Remember: Military Combat is the only type of combat affected by terrain. Military Combat in a hex may advance after combat into a hex vacated by terrain. Units may advance after combat into a hex vacated by an opponent as a result of a successful combat regardless of Enemy Zones of Control.

[13.2] MUTUAL RANDOM EVENTS TABLE

2nd Draw	1st Chit Draw									
	1	2	3	4	5	6	7	8	9	10
1	Pick	4309	4311	4212	3914	3812	3211	3314	3221	4024
2	4310	Pick	4010	3811	3612	3817	2809	2519	3723	3923
3	4211	4408	Pick	3816	4012	3723	3114	2822	3915	1914
4	4113	4210	3913	Pick	3421	3412	4011	2722	0714	3210
5	3910	4011	3413	3413	Pick	4015	3911	0906	3111	3312
6	4013	4013	3917	3711	3213	Pick	3911	3512	0907	1830
7	3414	3015	3924	3717	0715	1412	Pick	3927	0907	1830
8	3212	3512	3513	3221	1319	3810	2922	Pick	3713	0917
9	3122	2419	3513	0613	3712	3922	3214	Pick	3713	0713
10	2422	3822	1016	2715	4111	3021	2520	1017	0905	Pick

Explanation: If a hex number results, the Government Player would place an informer unit in the hex, or the Rebel Player would place a Network Unit. If a "Pick" results, the Player would receive an additional draw from the Special Mar el pool.

[14.46] ASSASSINATION/BETRAYAL PIN REMOVAL TABLE

EXPLANATION OF RESULTS:

•: Failure - The Assassination, Betrayal or Pin Removal attempt has failed. All attacks previously declared must still be carried out however.

E: Execute result - The Assassination, Betrayal, or Pin Removal attempt has succeeded. Remove the unit in question (if an Assassination was tried. Remove the Pin marker if Agents applied their strengths to this attempt. Double the next attack if a Betrayal was attempted.

Note: No matter what strength the Agent unit is during a Pin Removal attempt, it still applies only 1 Point to the die-roll. Thus, it requires at least three Agent units for three of any of these markers) to ensure success.

Die Roll	Number of Chits or Agents				
	1	2	3	4	5
1	•	•	•	E	E
2	•	•	E	E	E
3	•	E	E	E	E
4	E	E	E	E	E
5	•	E	E	E	E
6	•	•	E	E	E

[15.2] GOVERNMENT REACTION TABLE

Riots and ½ Unrests	0 or 1	2	3	4	5	6	8	10 or 12	15 or more
Builds:	0	3	8	21	36	51	66	81	100
	1	7	20	35	50	65	80	99	or more
Die Roll									
1	1C	1C	1C	1C	2C	2C	2A	2A	3A
2	1C	1C	1C	1C	1C	2C	2C	2C	3C
3	1C	1C	1C	1C	2C	2C	2C	2C	3C
4	1C	1C	1C	1C	1C	2C	2C	2C	3C
5	1C	1C	1C	1C	1C	1C	1C	1C	1C
6	1C	1C	1C	1C	1C	1C	1C	1C	1C

During the Government Reaction Phase, the Government Player uses either the topmost line of headings or the second line of column headings to determine which column to cross-index his die-roll to. The top heading line is equal to the total number of Riots plus ½ the Unrest markers currently on the map. The second line of headings relates to the cumulative number of Rebel Builds/Augmentations recorded on the track on the map. See section 15.0.

EXPLANATION OF RESULTS:

•: No result (place no new units).

C: A CIG unit is placed anywhere on the map by the Government Player, subject to normal stacking restrictions. The Government Player places as many CIG units as are called for by the number preceding the "C".

A: An Agent unit is placed anywhere on the map by the Government Player, subject to normal stacking restrictions. He places as many Agent units as are called for by the preceding number.

Remember: CIG units placed on the map during this Phase are not augmented during the next Government Build Phase.

TERRAIN KEY

Symbol	Name
	Clear
	Rough Brush
	South Winter Cover
	North Winter Cover
	Population I
	Population II
	All-Sea All-Lake
	Impassable Hexside
	National Boundary

[6.6] TERRAIN EFFECTS CHART

Terrain Type	Movement Point Cost to Enter for Army and Militia	Conditions Under Which Rebel Militia In Hex Are Considered to Be Out of Supply
Population I / Population II	NA	None (always supplied)
Clear	1 MP	Winter Game-Turn plus being surrounded by adjacent Govt Zones of Control
South Winter Cover	2 MP	Winter Game-Turn, or any Game Turn when surrounded by adjacent Zones of Control.
North Winter Cover	2 MP	Winter Game-Turn, or any Game Turn when surrounded by adjacent Zones of Control.
Rough Brush	2 MP	Surrounded by adjacent Govt Zones of Control

TERRAIN EFFECTS NOTES

1. The Movement Point cost to enter a Northern Winter Cover hex increases to 3 MP in Winter Game-Turns.
2. The effect of terrain on military combat is integrated into the Military Combat Results Table.
3. During pre-Revolution Game-Turns, Rebel units (except Militia) are placed in Defense Strength when underground. Rebel units may not go underground in Rough Brush terrain.
4. Government Army units can be placed out of supply in only one one circumstance: during a Winter. Then the post-Revolution Gvteme-Turn in which they are surrounded by adjacent Rebel Zones of Control (friendly Government units negate the effect of Rebel Zones of Control in the hex that they occupy).

[6.5] MOVEMENT CHART FOR MINUTEMAN UNITS

Die Roll	Movement Points Expended					
	0 to 4	5 to 9	10 to 14	15 to 19	20 to 30	31 to 40	41 or more
1	•	•	•	•	St	Me	Me
2	•	•	•	•	St	St	Me
3	•	•	•	•	•	St	St
4	U	•	U	•	St	St	St
5	R	U	U	St	Me	Me	Me
6	Me	Me	Me	Me	Me	Me	Me

Every time a Minuteman unit tries to move, the Rebel Player chooses a destination hex and traces a contiguous path of hexes from the unit in question to this hex. For each hex entered, count the number of Movement Points expended according to the following modifiers:

Entering Army Zone of Control or Army division itself	5 MP
Entering CIG Zone of Control or CIG hex itself	3 MP
Entering a hex with an Agent unit	2 MP
All other hexes	1 MP

EXPLANATION OF RESULTS:

•: No Effect - The Minuteman unit has succeeded in its movement. Place the unit in question in the desired destination hex.

S: Stopped - The Minuteman unit has been stopped in the middle of its movement. Place the Minuteman unit in the first Enemy Zone of Control entered in the pre-traced movement path. If the first hex of a Minuteman's movement path is an Enemy controlled or occupied hex and a "Stop" result is obtained, the Minuteman remains in its hex of origin. Also, if the Minuteman unit begins the Rebel Movement Phase in an Enemy occupied hex and achieves a "Stop" result, it remains in its hex of origin.

Me: Minuteman Eliminated - The Minuteman movement attempt has failed. Remove the unit in question from the map.

NOTE: Movements of 4 MP's or less automatically succeed. Never take terrain into account on this chart.

[5.4] UNIT BUILD TABLE

Die Roll	Number of Build Points					
	1	2	3	4	5	6+
0	R	R	R	R	R	R
1	R	R	U	U	B	B
2	R	U	U	B	B	B
3	U	U	B	B	B	B
4	U	B	B	B	B	B
5	B	B	B	B	B	B
6	B	B	B	B	B	B

EXPLANATION OF RESULTS:

R: Riot - A Riot marker is placed in the hex. See Section 14.2 for effects.

U: Unrest - An Unrest marker is placed in the hex. If an Unrest marker is already present, it is changed to a Riot marker. See Section 14.1.

•: Failure - The build attempt has failed. Do nothing more.

B: Build - The build attempt has succeeded. Place the type of unit desired in the hex, or flip the unit over—revealing its stronger side (Subject to stacking limitations).

Modifiers: Subtract one from the die-roll if any Agents and/or CIG units are stacked in the hex in question (never subtract more than one).

[14.27] RIOT SPREAD TABLE

Die Roll	1	2	3	4	5	6
Result	•	•	•	•	•	•

EXPLANATION OF RESULTS:

•: No result (Riot does not spread).

R: Riot spreads to the indicated number of Population I hexes. The choice of exactly which of the adjacent Population I hexes that the Riot spreads to is left to the Rebel Player. If no adjacent Population I hexes are adjacent to the Riot hex, the Rebel Player rolls the die to see if the Riot spreads to one or more of these adjacent Population I hexes.

At the beginning of the Rebel Build Phase, any Riot markers that are still on the map are converted to Network units. However, if a Network unit is already present in the hex and there are Population nine Minuteman units. He does not replace this chit in the cup. The Rebel layer then repeats the procedure, this time reading across while placing Network Units. This repeats the Network Unit placement, bringing the total of Network Units to eighteen. If the Rebel Player draws the same chit that he pulled on the first Network draw, he ignores it and picks again. Only when all placement is completed, are the chits placed back in the cup.

SUMMARIZED SEQUENCE OF PLAY

I. REBEL PLAYER-TURN
A) Underground Decision Phase
B) Rebel Build Phase
C) Rebel Movement Phase
D) Rebel Combat Phase
E) Rebel Supply Determination Phase

II. RANDOM AND SPECIAL EVENTS INTERPHASE

III. GOVERNMENT PLAYER-TURN
A) Government Reaction Phase
B) Government Build Phase
C) Government Movement Phase
D) Government Combat Phase
E) Pin Removal Phase
F) Government Supply Determination Phase

IV. GAME-TURN INDICATION

NOTE: This Sequence of Play may be interrupted at any time if either player decides to use any of his assassination markers. Also, the Rebel player may declare a Revolution at any time.

Cumulative Rebel Builds and Augmentations

00	10	20	30	40	50	60	70	80	90
0	1	2	3	4	5	6	7	8	9

Season/Year Turn-Record

Spring	Smmr	Fall	Winter
1st year	2nd year	3rd year	4th year	5th year	6th year

Map Labels

British Columbia, Vancouver Is., Vancouver, Seattle, Portland, Cascade Range, Sierra Nevada, Oakland, San Francisco, San Jose, Los Angeles, San Diego, Alberta, Saskatchewan, Manitoba, Ontario, Big Snowy Mts, Hell's Canyon, Snake River Valley, Great Salt Lake Desert, Salt Lake City, Great Valley, Denver, Sonora, Baja California, Imperial Valley, Yuma Desert, Phoenix, Chihuahua, Coahuila, Nuevo Leon, Tamaulipas, Mexico City, Black Hills, Badlands, Big Horn Basin, Laramie Basin, Sand Hills, Colorado Plateau, Smoky Hills, Grand Canyon, Painted Desert, El Paso, Black Prairie, Houston, Austin, Dallas, Ft. Worth, Montgomery, New Orleans, Mobile, Okefenokee Swamp, Everglades, Miami, Charlotte, Norfolk, Washington, D.C., Baltimore, Philadelphia, New York, Boston, Buffalo, Toronto, Detroit, Chicago, Milwaukee, Minneapolis St. Paul, Mesabi Range, Quebec, Montreal, Kansas City, St. Louis, Indianapolis, Cincinnati, Pittsburgh, Great Bend, Smoky Mts., Blue Ridge, Ozarks, CANADA, UNITED STATES, MEXICO