

Sebastian J. Bae's

# LITTORAL COMMANDER

## INDO-PACIFIC



WWW.DIETZFOUNDATION.ORG

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## A GRAND TACTICAL EDUCATIONAL WARGAME

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### GAME COMPONENTS

Rulebook  
Scenario Book  
Gameboard / Maps x4  
Cubes x170 assorted colors  
Blue Supply Disc x10  
Cards x244 (3 decks)  
Counters x196  
Submarine Tracker x10  
Player Aid x3

Rules version 2.8 Second Printing

For more information/discussion, go to  
<https://littoralcommander.freeforums.net>

Or join the Discord:  
<https://discord.gg/c4qJPzN7GN>

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## 1.0 INTRODUCTION

*Littoral Commander: Indo-Pacific (LC)* is a 2- to 6-player wargame that explores future tactical concepts, emerging technologies, and all-domain warfare. The wargame is designed to be accessible to both professional military and hobbyists. Extensive wargaming experience is not necessary. *LC* offers fast-paced, accessible, and flexible game play meant to be fun and competitive, while also serving as an “intellectual sandbox” on “what-if” conflicts that could arise in the Indo-Pacific region. *LC: Indo-Pacific* explores hypothetical scenarios of conflict between the **U.S. Marine Corps (USMC)** and the **People’s Liberation Army Navy Marine Corps (PLANMC)** in the year 2040 and beyond.

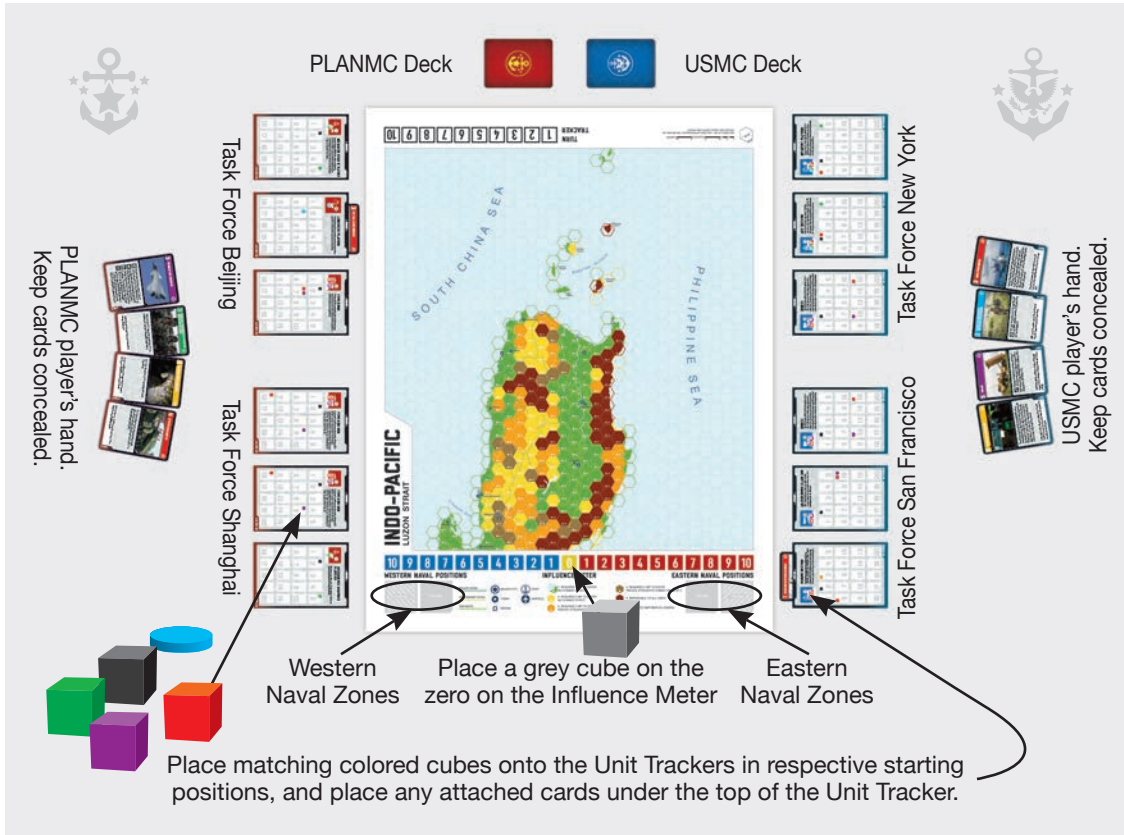
When creating *LC*, the design team emphasized three underlying principles: accessibility, engagement, and adaptability. The game play emphasizes coordinated team planning and rapid player action cycles. With experience, you can create your own scenarios!

The game play consists of four principal stages: Planning, Actions (including combat), Initiative Check, and Victory Check. Opposing teams, each comprised of 1 to 3 players, take turns commanding their forces to achieve objectives. As they maneuver around the board and engage with their adversary, players will need to manage their units’ supplies as well as the equipment, technologies and special capabilities provided by the Joint Capability Cards (JCC) they acquire with the Command Points (CP) they are allocated. Each team’s objectives are defined by the scenario being played. Achieving those objectives – and thus winning – will be in the hands of the team who best manages all aspects of their command (what is referred to as “combined arms mentality”).

Some terms used in *LC* may be unfamiliar to those new to wargaming. A list of terms, either specific to the *LC* game system or used generally in military operations, can be found in Appendix C.

## 2.0 BASE SCENARIO AND SETUP

LC is specifically designed to allow for a variety of scenarios, set-ups, and victory conditions. Each short **SCENARIO** outlines the specific narrative, order of battle (units involved), team structure, **Command Point (CP)** allocation, enemy situation, and victory conditions. Think of the SCENARIO as the story for each episode or game of LC. There are five scenarios in the box for the Basic Game: Tutorial, Luzon Pass, Blockade Runner, The Beachhead, and Red Tide.



## 3.0 SEQUENCE OF PLAY

**Each turn has three stages:** Actions, Initiative Check, and Victory Check. However, on the first turn, there are two additional special stages: Planning and Deployment. During the Planning Stage, each team devises and coordinates their plans – including selecting **Joint Capability Cards (JCCs)**, which represent the support available from higher command and adjacent forces (9.0). Then during the Deployment Stage, teams will set up and organize their forces on the map according to the SCENARIO. In subsequent turns, the teams will conduct only the three normal stages: Action, Initiative Check, and Victory Check. At the beginning of specific turns, the SCENARIO will instruct teams to conduct a special Planning Stage and select new and additional JCCs prior to the Action Stage.



[3.01] **Planning:** Allocate units and cards to team members. Both teams will simultaneously acquire cards using their **Command Points (CPs)** allocation as outlined in the SCENARIO (see 3.22). This is the stage where teams discuss their initial plans and coordinate their actions for the wargame. A full Planning Stage occurs only on the first turn. Feel free to shake hands, bump fists, or shout that the Planning Stage has ended.

[3.02] **Deployment:** Both teams will simultaneously place all their units on the map in unrevealed positions (face down). Deployment areas are specified in the SCENARIO. This occurs only on the first turn. Feel free to shake hands, bump fists, or shout that the Deployment Stage has ended.

[3.03] **Action:** In this stage, each task force (a group of units as dictated by the SCENARIO) will perform an “impulse,” alternating between the two teams. (3.3) In each impulse, the active player typically has three **Action Points (APs)** to conduct Core Actions. A player may use fewer action points but cannot save them for future turns. The APs a player possesses may be affected by JCCs, the Influence Meter, and SCENARIO. When conducting Core Actions, players must declare each of their actions aloud and may not undo or alter them once they are committed. Specific details, such as targets of effects or allocation of dice for combat, must be committed before the defending or opposing team responds. All combat within each impulse must be resolved at the same time. The example below shows the impulse order in a 4-player game when the USMC team has initiative:



[3.04] **Initiative Check:** The team that destroyed the most enemy units (not counting MILDEC units) during the turn gains the initiative for the next turn – if tied, initiative stays with the team that originally had it.

[3.05] **Victory Check:** Lastly, determine if either team has achieved their hidden victory objectives. If so, the game ends immediately. If no one has achieved victory, begin the next turn with the Action Stage unless otherwise specified by the SCENARIO.



[3.06] If the SCENARIO indicates a new allotment of CPs for the next turn, acquire new cards in a special Planning Stage before proceeding to the Action Stage.



### [3.1] THE PLANNING STAGE

“We can do this by developing simple, flexible plans; planning for likely contingencies; developing standing operating procedures; and fostering initiative among subordinates.”

– *US Marine Corps Doctrine Publication (MCDP) 1: Warfighting*

During the Planning Stage, teams coordinate their overarching plan and discuss strategy and tactics. A well-thought-through plan is the first step towards success.

[3.11] Players receive their SCENARIO, which describes the situation and setup for the game. SCENARIOS list each team’s initial CP allocation and outlines when their team can expect reinforcements and/or additional CPs.

[3.12] Teams then decide how to spend their CPs purchasing JCCs. The cost of a JCC ranges from 1 to 5. Most JCCs are kept in a team pool that can be used by any player at any time.

[3.13] Unspent CPs are not accumulated from turn to turn. If unused during a Planning Stage, they are lost.

[3.14] Certain JCCs must be “attached” to a specific unit, or “host unit” (9.3). Such a JCC must be assigned to a unit using its Unit Tracker card during the Deployment Stage (4.33).

[3.15] Players may earn additional CPs from the Influence Meter (12.0) or through the effects of specific JCCs.

### [3.2] DEPLOYMENT STAGE

The Deployment Stage is when teams place their units on the map as designated by the SCENARIO. In some cases, units are given a specific starting point, other times there is a broad area in which teams can deploy their respective units or Task Force. Remember, coordination among team members is critical! You win and lose as a team.

TERM: Within SCENARIOS and rules, **Task Force (TF)** refers to all the units belonging to a single player on a team. It is merely a means to distinguish players within the same team. For instance, Rebecca and Andre comprise the USMC Team. Rebecca is in command of all the units in Task Force San Francisco, while Andre is in command of all the units in Task Force Chicago.

[3.21] Players deploy their forces face down, hiding the face of the counters.

[3.22] Depending on the SCENARIO, gray cubes may be used to represent both civilians and objectives on the map.

[3.23] **STACKING:** There is no limit on the number of units that can be placed within a single hex. A **stack** refers to all units in a single hex belonging to the same player. A stack acts like a single unit and requires only 1 AP to conduct a Core Action (3.31). There is an example of stacks conducting a Core Action in (3.34).



### [3.3] ACTION STAGE

The Action Stage is divided into a series of individual impulses that alternate between opposing teams to represent simultaneous action and reaction dynamics across the battlefield. The Action Stage is complete when players on all teams finish their actions, representing roughly 2 hours of real time. An **impulse** is a segment within the stage when a specific player executes Core Actions. Each turn, the team with the initiative as outlined in the scenario goes first. Initiative can change at the end of a turn (3.42). For instance, in a 3-vs-3 game where each player commands a Task Force, there will be 6 total individual impulses where players conduct actions in a single turn's Action Stage. In contrast, in a 2-vs-2 game, each team will only have 2 impulses each, totaling 4 for the turn. The example below shows an Action Stage with USMC initiative in a 4-player game (2-vs-2).



If only two players are playing a 2-vs-2 game, one controlling both U.S. Task Forces and one controlling both PRC Task Forces, the players will alternate impulses one by one as they normally would. The Action Stage would consist of 4 impulses, representing the 4 Task Forces that would normally be controlled by 4 different players.



**The SCENARIO indicates which team has the initiative and starts the Action Stage first.** The team with the initiative designates a player from their team to go first. Play will then alternate between players from each team. **Each player may take up to 3 Core Actions or Pass.** The two teams continue alternating players until all players have had the opportunity to act, which ends the Action Stage for that turn.

[3.31] Each player can perform any combination of the **FOUR** following **Core Actions** within the limit of their APs. **Each Core Action requires 1 AP.**

**The Core Actions in LC are:**

- Move (5.0) and/or Initiate Combat (7.0)
- Move and/or Conceal (6.0)
- Move and/or Resupply (8.0)
- Play a Joint Capability Card (JCC) (9.0)

[3.32] The number of APs available to a player or a team may be affected by the SCENARIO, specific JCCs, and the Influence Meter (12.0).

[3.33] **A player may conduct Core Actions only with units assigned to them (within their assigned Task Force).** For instance, Gino (USMC Player #1) cannot Move and Initiate Combat with units that belong to Erin (USMC Player #2). Units also cannot be transferred between players at any point.

[3.34] **A unit or stack can conduct only one Core Action per turn, using 1 AP.** A unit refers to a single unit counter. As a reminder, a stack refers to all units in a single hex belonging to the same player. A stack acts like a single unit and requires only 1 AP to conduct a Core Action (3.31). A stack always moves at the MP of the slowest unit within the stack (5.12). If select units move into another hex from a stack, leaving other units behind – this only requires 1 AP for the newly formed stack conducting a Core Action.

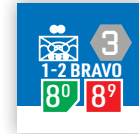
EXAMPLE: A single infantry unit can move and Initiate Combat for 1 AP. Similarly, a stack of 4 infantry units in the same hex and belonging to the same player can Move and Initiate Combat together for 1 AP. However, a unit **cannot** Move and Initiate Combat and then Move and/or Conceal in the same turn. This would count as 2 Core Actions by a single unit or stack, which is prohibited.

[3.35] **A Core Action may be executed in any sequence or only partially (3.36).** A unit or stack may initiate combat then move or vice versa. All actions must be declared at the beginning of each player's impulse. **Regardless of sequence, combat for all units belonging to a single player is resolved at the same time (3.38)**

EXAMPLE: A US naval unit may Move then Initiate Combat or Initiate Combat then Move. Note that whenever a unit or stack Initiates Combat, it will automatically reveal itself – exposing its counter face(s) (6.06).

[3.36] **PARTIAL ACTIVATION: Partial activation of a stack to Initiate Combat, Conceal, or Resupply is allowed.** Units within a single stack (belonging to the same player) **must** move together, but **only select** units within the stack may Initiate Combat, Conceal, or Resupply.

TERM: **Long-Range Strike or LRS** is a term used to describe combat that involves long-range weapons like cruise missiles and artillery. In game terms, a LRS unit refers to any unit that has a red combat box on its counter face.



EXAMPLE: As a stack, two LRS units move together to the same hex. However, in that same action, only one of the two LRS units chooses to reveal and conduct LRS attacks. Likewise, the two LRS units can move and engage in combat together – if the player chooses. Both examples use only 1 AP.

[3.37] A stack of units can be split into multiple smaller stacks, but in order to be considered separate stacks, each new group of units needs to spend 1 AP for a Core Action to Move into its own hex. Otherwise, all units belonging to the same player and residing within the same hex will be treated as a single stack.

EXAMPLE: Four units in a single stack can move into two separate hexes with two units each. This requires two APs to execute because they have created two distinct stacks and made Moves into two separate hexes (5.12). One stack Moves and Conceals, while the other stack Moves and Initiates Combat.

[3.38] **All Combat – by units and JCCs – is resolved at the same time, either before or after Move, Conceal, or Resupply.**

EXAMPLE: Sage (USMC Player #1) declares all her moves: one stack Moves and Initiates Combat, one unit Moves and Conceals, and the last AP is spent playing a JCC that Initiates Combat. All the units will move first to their intended hex. Then the one unit will Conceal and hide its counter face (face down). Then combat will take place with the JCC's effect and the committed units that Initiated Combat.

[3.39] Every turn, each team may change the internal team order in which players take their impulses. However, each player may take only one impulse per turn.

EXAMPLE: In turn 1, the USMC team order was Avery (Player #1), then Fatima (Player #2), then Carlos (Player #3). But in turn 2, the USMC team decided to change to Fatima (Player #2), Avery (Player #1), and Carlos (Player 3). Remember, between each USMC player impulse, there is one taken by the PLANMC player.

[3.310] A player may choose to use fewer AP than they have available or 'pass' (use none), but remember, passed APs do not go to other players or carry over into future turns (3.13).

[3.311] Normally, an individual player controls one Task Force and its associated units and has 3 APs per turn. If you are playing a 1-vs-1 game with a SCENARIO designed for multiple players (each player representing a Task Force) on each team, then a single player will simply control all the Task Forces independently on their team; each Task Force getting 3 APs per impulse. The teams (comprised of a single player each) will still have to alternate impulses within the Action Stage (3.3).

EXAMPLE: Jessica is playing 2 US Task Forces and Barclay is playing 2 Chinese Task Forces in a 1-vs-1 game. In the SCENARIO, Jessica will go first and choose Task Force Chicago and conduct 3 APs with her assigned units. Then Barclay will use 3 APs for Task Force Beijing. Afterwards, Jessica will use 3 APs for Task Force Miami. Then Barclay will use 3 APs for Task Force Shanghai and its associated units. This concludes the Action Stage.

[3.312] If the units in a Task Force (referring to all the units belonging to a single player) are completely eliminated, the associated player can only use 1 AP. If using the Action Pool Event card, then the team's Action pool is reduced by 3 for each eliminated Task Force."

### **[3.4] INITIATIVE CHECK**

As mentioned before, the SCENARIO directs which team takes the first impulse in the Action Stage. However, during the Initiative Check, the initiative can change for the following turn.

[3.41] The team with initiative may choose to go first. But they may choose instead to force the other team to go first, relinquishing initiative to that team for future turns – unless initiative is seized back by destroying more units than the opposing team (3.42).

[3.42] The team that eliminated the most enemy units in the turn seizes the initiative. If tied, initiative stays with the team that originally had initiative.

EXAMPLE: According to the SCENARIO, the USMC team has initiative, but they decide to cede it to the PLANMC team and force them to go first. In Turn 2, the PLANMC still has initiative since no units were destroyed and initiative did not change. In Turn 3, the USMC team destroyed more units than the PLANMC team. So, for Turn 4, the USMC team seized the initiative and decides to go first.



### [3.5] VICTORY CHECK

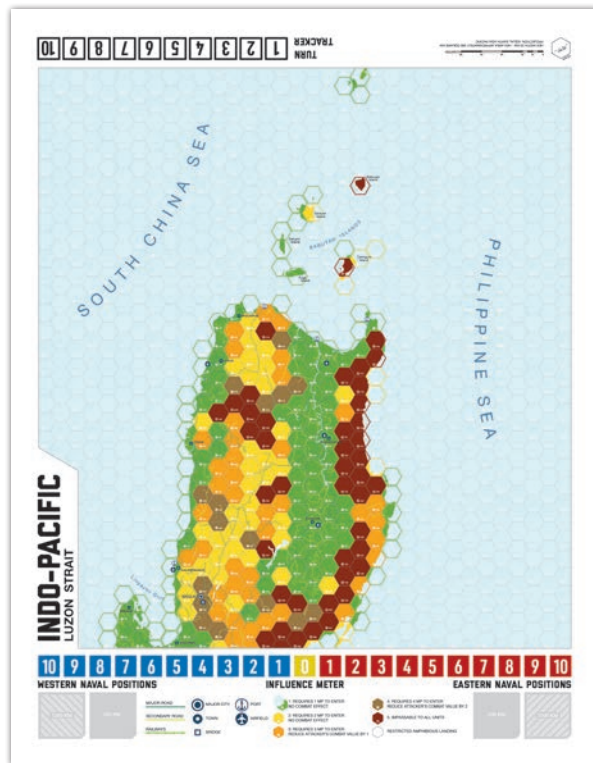
After the Initiative Check, both teams check victory conditions. If a team has achieved the victory conditions listed on their team's SCENARIO by this stage, the game ends immediately and they are the victors. If no one has achieved their victory conditions, then the game proceeds to the next turn.

## 4.0 GAME COMPONENTS

### [4.1] THE MAP

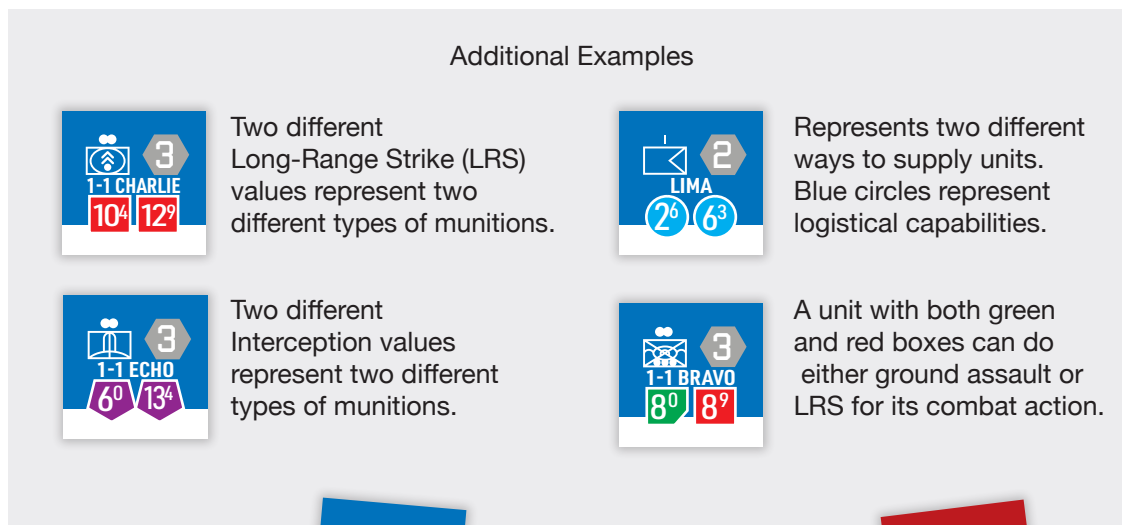
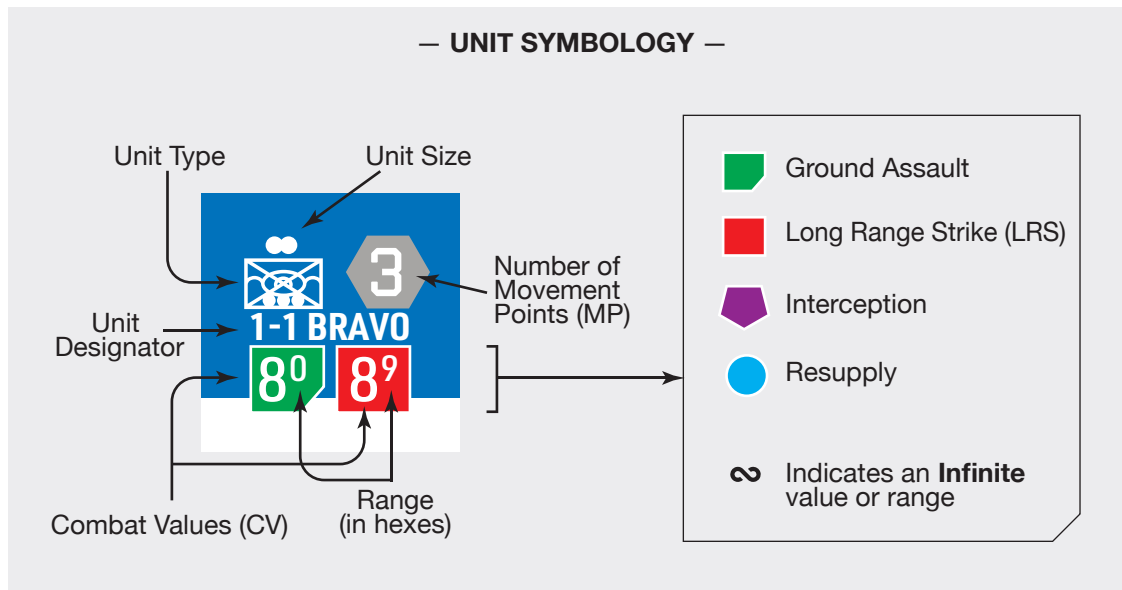
The LC map (24"W x 31"L) is divided into hexes each representing an area 20 km across. The border of each hex signifies its **Movement Point (MP)** cost to enter that hex (5.0). Blue or Green hexes require 1 MP, Yellow hexes requires 2 MP, Orange hexes requires 3 MP, Brown requires 4 MP, and Red hexes are impassable. Additional symbols indicate whether a hex has a city, town, port, or airfield, which are relevant to the Influence Meter (12.0, 12.2). Land-based units cannot cross sea hexes without using appropriate JCCs (9.0). At the bottom, the map also has 'Naval Zones' to abstract the great distances that naval vessels can fire from and still strike the main map area (7.4).

The LC terrain classification system (the color/number coding) aggregates terrain effects – which means most of the geographic features visually depicted are largely cosmetic. Most features, such as rivers and bridges, were included for general geographic awareness, potential for scenario specific rules, and future advanced rules. Refer to section 5.0 Movement for more information on how units move on the map.



## [4.2] UNIT SYMBOLOGY

Each **unit** in *LC* is represented by a double-sided counter. The back displays a unique symbol for the PLANMC/PLAN or USMC/USN. The front displays the unit's type, size, **Combat Values (CV)**, combat ranges, MP allowance, unit designator, and **Resupply Value (RV)**, if applicable. See below for a comprehensive image example:



USMC  
Unit back



PLANMC  
Unit back



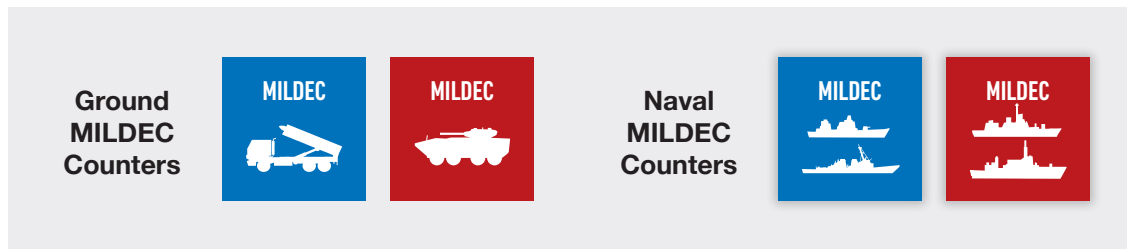
[4.21] Symbology Notes

Different colors indicate different **Combat Values (CV)**. Green indicates GROUND ASSAULT. Red indicates LONG-RANGE STRIKE (LRS). Purple indicates the INTERCEPT ability or **integrated air and missile defense (IAMD)**. The CV (7.02) is the large number in each colored square; the exponent in the square indicates the range of that CV in hexes (**NOT** counting the hex it is in). The large number in the Blue circle indicates logistics units' **RESUPPLY VALUE (RV)**. This is the total number of supplies the counter can provide to a unit or units in a single turn. The exponent number indicates its range for providing supplies, not counting the hex it is in.

**TERM:** A unit's **Hit Point (HP)** value represents how much damage it can receive before being destroyed. Each successful attack of any type inflicts 1 HP of damage.

[4.22] Deployed through JCCs ("Military Deception" and "Naval Deception"), **MILDEC** (military deception) and **Naval MILDEC counters** do not count as "units." They are decoys with no combat abilities. When sharing a hex with units, a MILDEC counter may take 1 HP of damage for a co-located unit. A MILDEC counter possesses 1 HP, so it will be destroyed. When allocating damage from successful GROUND ASSAULT or LRS attacks, the defending player may choose to destroy a MILDEC counter or allow the targeted unit to take the HP damage. **This allows a defending player to choose which units in the stack are prioritized with MILDEC protection.**

**EXAMPLE:** A enemy LRS attack inflicts 2 HPs of damage on a revealed infantry platoon belonging to Mari (USMC Player #1). She has two unrevealed ground MILDECs and an unrevealed logistics company in the same hex. She could choose to destroy the two hidden MILDEC counters and save the infantry platoon. However, she wants to prioritize protecting the logistics company against later dangers and allows all 2 HPs of damage to destroy the infantry platoon.



### [4.3] UNIT & FORMATION TRACKER

Each individual player has a unique Unit Tracker for each unit assigned to them, which allows a player to keep track of each unit's HP and supply levels. If a unit has more than one type of CV (for example, ground assault and LRS), each type will have its own supply level.

[4.31] Players control only the units assigned to them by the SCENARIO and any units and/or attachments with which they specifically are reinforced. The only exception is when Reinforcements are provided by a JCC effect. These units go under the command of the player who played the JCC.

[4.32] **Supply values** for each type of CV and HPs for each unit type can be found on the relevant Unit Tracker card and in **Appendix A**. The Unit Trackers have colored squares representing the starting (and maximum) supply values for each type of CV: green for Ground Assault, red for LRS and purple for INTERCEPT. The black square represents the unit's HP. Use the associated color cube to keep track of each value throughout the game. Some units have multiple LRS values because they have multiple weapon types. For these cases, use a red cube for LRS(1) and an orange cube for LRS(2). If a third LRS value needs to be tracked on the unit tracker, use an orange or blue cube for units that need an LRS(3) – which is often the result of an attached JCC.

#### SUPPLY VALUES:

Green = Ground Assault  
Red = LRS  
Purple = Intercept  
Blue = Resupply Value  
Black = Unit's HP

[4.33] JCCs labeled "ATTACH" (e.g., supplemental units or munitions) must be assigned to a unit by the end of the Deployment Stage (9.3). Slide the JCC underneath the host's Unit Tracker from the top, leaving the name of the card visible. If a player forgets to attach a JCC by the end of the Deployment Stage, discard it.

[4.34] The base SCENARIOS come with pre-determined Task Forces (5.2), with a single player commanding all units within a Task Force.

▲ ATTACHMENT ▲

**INFANTRY PLATOON**  
Transported by Joint Light Tactical Vehicles (JLTVs) and armed with loitering munitions, the infantry platoon provides essential offensive and defensive capabilities.

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

USMC UNIT TRACKER

[4.35] **Formation Counters** are used to declutter the map. The Formation Counter can represent multiple units under the same player's command occupying the same hex. The Formation Counter is placed on the map, while the units from that hex are placed off the map near the player. The matching Formation Counter is placed on top of the stack to indicate which units belong to that stack.



Formation Counters are organizational and act as a singular cogent stack, requiring one AP to conduct one Core Action. A Formation Counter, like stacks, cannot execute more than one Core Action per turn.

## 5.0 MOVEMENT

During their impulse, players may spend APs to Move units on the map (see Core Actions in 3.3). A Units' **Movement Points (MP)** are indicated by the number in the gray hex in the top right corner of a unit counter (4.2).



### [5.1] UNIT MOVEMENT

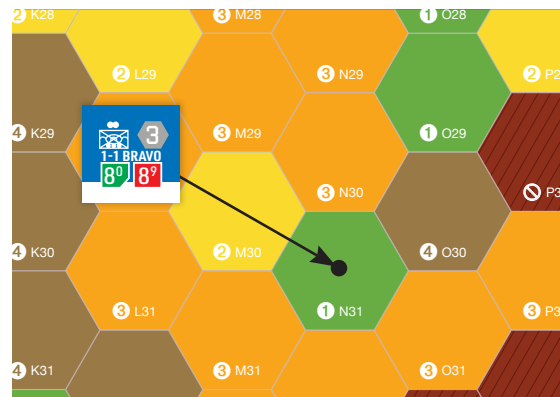
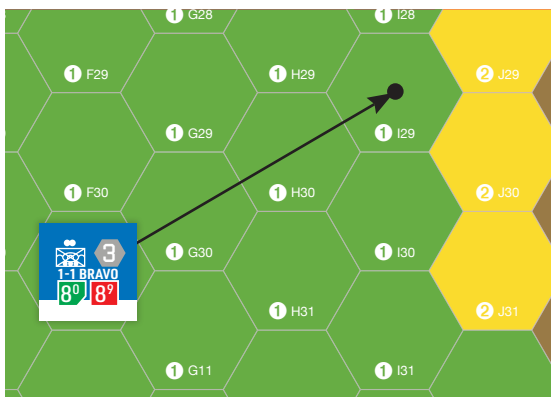
Each hex is colored to show how many MPs are required to enter that hex.

[5.11] Blue/Green = 1; Yellow = 2; Orange = 3; Brown = 4; and Red hexes are impassible (4.1). Naval hexes are 1 MP unless indicated otherwise with another color/rating. Select naval hexes are colored to indicate the difficulty of transiting a shallow area of water or an area with maritime obstacles.

EXCEPTION: Mixed land-water hexes, such as the sea around islands or the coastline, may require additional MP. For instance, if a mixed land-water hex is yellow, then it requires 2 MP. This affects both ship and ground movement into that hex.

[5.12] The number in the gray hex on the unit counter indicates the MPs it can utilize in an Action Stage. Units do not have to use all their MPs.

EXAMPLE: A USMC infantry platoon can move 3 Green hexes with a value of 1 MP each or one Yellow hex (2 MP) and an additional Green hex. See following visual examples.



[5.13] **A single stack – defined as all units in a hex belonging to the same player – can move and act together for a single AP, moving at the MP allotment of the slowest unit (MILDECs do NOT count towards the MP calculation).** This also applies to stacks comprised of naval units. The stack must begin and end in the same hex. There is one exception below.

EXAMPLE: For 1 AP, a stack, comprised of a PLANMC infantry platoon and a PLANMC logistics platoon unit, can move using the MP of the logistics platoon – which is one MP. Then they both Conceal (6.0).

EXCEPTION: This is called the **Combined Arms Movement Rule** related to the **Combined Arms Attack (7.17)**. If a stack has units capable of both GROUND ASSAULT and LRS, then the units may conduct a Combined Arms Movement. Using 1 AP for Move and/or Initiate Combat for the stack, the units may conduct simultaneous GROUND ASSAULT and LRS with the units within the stack resulting in the stack being disintegrated as the GROUND ASSAULT occurs in a separate hex with the LRS unit being left behind.

For instance, a stack includes an infantry platoon and an LRS unit. Without moving, the LRS unit can Initiate Combat with its LRS CV into an enemy hex. Then the friendly infantry unit in the same stack can Move into the enemy hex and Initiate Combat with its GROUND ASSAULT CV against the same enemy hex. However, after combat, they are no longer a cohesive stack until they are in the same hex again. This sequence requires a single AP. Refer to (7.17) for modifiers to GROUND ASSAULT when conducted a Combined Arms Attack.

[5.14] When using a Core Action, a unit or stack can ALWAYS Move at least one hex, even if it exceeds its MP allotment. If it does exceed its allotment, however, it cannot conduct any other part of a Core Action.

EXAMPLE: A unit with 3 MP may enter a Brown hex (requiring 4 MP) but cannot move further. The unit and its stack then cannot Conceal, Initiate Combat or Resupply. (Figure 10).



[5.15] A stack of units can be split into multiple smaller stacks, but in order to be considered separate stacks, each new group of units needs to spend AP for a Core Action to Move into its own hex. Otherwise, all units belonging to the same player and residing within the same hex will be treated as a single stack. There is an example in (3.37).

[5.16] A unit may move before or after it Initiates Combat, Conceals, or Resupplies, but **a unit/stack can move only once per turn.**

[5.17] MILDEC and Naval MILDEC counters share the MP of the unit or stack they are assigned to. If a MILDEC or Naval MILDEC moves on its own, it requires 1 AP to move, possessing a MP of 2 (land) and 4 (naval), respectively.

[5.18] Ground units cannot execute amphibious movement (i.e., crossing naval hexes) without a JCC regardless of MP. Specific JCCs allow for aerial lift and amphibious movement – such as the Littoral Movement JCC.

[5.19] **A unit can enter a hex occupied by an opposing unit. But it cannot transit through that hex unless it first eliminates the unit.**



## 6.0 CONCEAL

Whether a unit or stack is revealed (counter face showing) or Concealed (face down) is incredibly important in *LC*. If a unit is revealed, it can be attacked.

### [6.1] CONCEAL CORE ACTION

Using the Move and/or Conceal Core Action, players may Conceal units or stacks after they have been revealed. This requires 1 AP per unit or stack.

[6.11] A unit or stack is Concealed if its backside is facing upwards, hiding the face(s) of the unit or stack. A unit is revealed when its name and capabilities are face up, visible to all players.

[6.12] When a unit or stack Conceals, it may also Conceal any accompanying MILDEC(s).

[6.13] A unit or stack is principally revealed by the effects of JCCs or through the **Zones of Reconnaissance (ZOR)** of enemy units (6.2).

[6.14] A Concealed unit or stack cannot be subject to LRS combat by opposing units. See Long-Range Strikes (LRS) section (7.3) for more details.

### [6.2] ZONE OF RECONNAISSANCE (ZOR)

All units or stacks (except MILDECs and Naval MILDECs) exercise a **Zone of Reconnaissance (ZOR)** which forces enemy units to be revealed and turned face-up. In *LC*, ZORs do NOT stop movement of enemy units. Please note that a unit may reveal itself because of its own actions, such as conducting LRS or INTERCEPT. Refer to [7.07], [7.37], and [7.511]. Conducting a resupply action does not reveal either the resupplying unit or the resupplied unit.

[6.21] All ground units or stacks can exercise a ZOR of 1 adjacent hex in 1 chosen direction. This means they can reveal all units in 1 adjacent ground hex per turn. However, a unit or stack of ground units **MUST** conduct a Core Action to exercise its ZOR. Exercising the ZOR of a ground unit or stack DOES NOT reveal that unit or stack. The ZORs of ground units never reveal naval units.

EXAMPLE: Using Move and/or Combat, a stack of 2 USMC infantry platoons moves adjacent to 3 enemy hexes – each with enemy units. The stack exercises its ZOR into 1 of the enemy hexes, revealing the units there. The infantry platoon remains unrevealed until an enemy unit exercises its own ZOR on the USMC infantry platoon stack.

[6.22] Opposing ground units entering the same hex or occupying an enemy-occupied hex automatically reveal each other.

[6.23] All naval units have a naval ZOR radiating five hexes in all directions (representing various sensors) – all enemy SURFACE naval units within five hexes of its hex (not counting its own hex) are revealed. Naval ZORs are automatic and do not require a Core Action. Naval ZORs never reveal ground units. Naval units cannot be concealed when in an enemy naval ZOR. The ZOR of a submarine is not automatic and must be actively exercised – more on this in (11.0).

## 7.0 COMBAT

There are four basic types of combat in LC: GROUND ASSAULT, LONG-RANGE STRIKE (LRS), INTERCEPT, and JCCs.

[7.01] All combat is adjudicated using 20-sided dice (d20).

[7.02] **Combat Value (CV)** is the large number in colored squares or inverted pentagons on counters and combat JCCs. For a unit to score a successful hit or interception (4.2), the player needs to roll a number less than or equal to its CV in a single d20 roll.

[7.03] **All combat is resolved at one time during a player's impulse, either before or after Movement, Resupply, Conceal, or playing JCCs (3.38).** Multiple units from the same hex or multiple hexes can Initiate Combat into a single enemy hex, but a player can engage in combat against any given hex only once per impulse.

EXAMPLE: Using 2 APs for 2 activations of Move and/or Combat, Raja (USMC Player #1) uses 1 US naval unit in hex A and 2 US naval units in hex B to engage in LRS combat against the same enemy hex. Raja (USMC Player #1) must allocate the total number of LRS attacks (dice) against specific revealed units before the defender allocates their total INTERCEPT defense (7.54). All attacking units are revealed.

NOT ALLOWED: Raja (USMC Player #1) cannot engage in combat with a unit and finish rolling for his or her attacks, then announce a new attack against the same hex because the first attack did not work as planned.

[7.04] When Initiating Combat, either with a GROUND ASSAULT or LRS, **a unit may roll as many dice against as many targets as its supplies and range allow.** One supply value of GROUND ASSAULT, LRS, or INTERCEPT equals 1 die.

EXAMPLE: An infantry platoon has a total GROUND ASSAULT supply value of 5 (equaling 5 dice). So, when Initiating Combat, the platoon can commit all 5 of its GROUND ASSAULT supply value and roll 5 dice for its attack.

EXAMPLE: When Initiating Combat, a LRS unit may expend all its LRS supply value to target multiple revealed targets in one hex or different hexes within its range (7.34).

[7.05] **A player must identify specific target units for each attack (i.e., each die), whether for GROUND ASSAULT or LRS.** The attacking player must allocate a specific number of supply value (i.e., dice) being used to attack each target, both for GROUND ASSAULT and LRS. However, the defending player may use MILDEC to protect specific targets (4.22). Each successful attack roll inflicts 1 HP of damage on the target. For each HP loss, move the HP cube (Black) for the corresponding unit on the Unit Tracker unless affected by MILDEC counters or successful interception.

EXAMPLE: A LRS unit allocates 4 LRS strikes (i.e., dice) against Target A and 2 LRS strikes to Target B in the same hex. Successful strikes against Target A do NOT roll over to Target B even if they are in the same hex.

[7.06] A defending player may choose to have MILDEC and naval MILDEC counters take damage first – each counter takes 1 HP of damage before being destroyed (4.22).

[7.07] **Whenever a unit or stack Initiates Combat, it immediately reveals itself, exposing the counter face(s) of the unit or each unit in a stack.**

[7.08] A unit without any supply can neither attack nor defend.

[7.09] **Terrain may affect the CV of units engaging in offensive combat.** If the target is inside an orange hex, then the attacker's CV is reduced by one. If the target is inside a brown hex, then the attacker's CV is reduced by two. The defender does not suffer any penalties. These modifiers are applied to GROUND ASSAULT, LRS, and JCCs. Terrain combat effects never affect naval targets – only attacks against ground targets.

### **[7.1] GROUND ASSAULT**

GROUND ASSAULT capable units have a green box on their counter faces (4.2). GROUND ASSAULT is activated by the Move and/or Combat Core Action, requiring 1 AP. **A ground assault cannot be intercepted.**

[7.11] The large number in the square indicates the CV. The exponent number indicates the range in hexes, which is zero for ground assault units.

[7.12] **A single unit or stack can ground assault into only *one* hex per turn.** Since all GROUND ASSAULT ranges are zero, all GROUND ASSAULTS occur in contested hexes occupied by units of opposing sides and/or enemy partisans (10.1) and/or Special Operations Forces (SOF) (10.4).

[7.13] In GROUND ASSAULT, both the attacking and defending units must declare how many GROUND ASSAULT supply (i.e., dice) they will use (spending a ground assault supply value for each roll). The attacker declares first then the defender. This **MUST** be done before any dice are rolled. Casualties are taken simultaneously and resolved after both sides have rolled all their dice. The defending units do not require AP to defend themselves, just GROUND ASSAULT supply.

[7.14] Both the attacking and defending players must allocate a specific number of supply value (i.e., dice) being used to attack each target. After the dice have been rolled and damaged assessed, each player may choose to use MILDEC to protect specific targets (7.06).

[7.15] Each successful hit, defensive and offensive, subtracts one opposing HP. This means both sides can suffer simultaneous casualties. **For the corresponding attacking or defending unit, players reduce the GROUND ASSAULT supply value (Green Cube) by 1 per die used in the GROUND ASSAULT attack, regardless of success, on their Unit Tracker.**

[7.16] Units without a GROUND ASSAULT CV **cannot** engage in GROUND ASSAULT, do not defend against a GROUND ASSAULT, and they may suffer hits inflicted by the enemy GROUND ASSAULT.

[7.17] **A COMBINED ARMS ATTACK** gives a bonus of 2 to all friendly GROUND ASSAULT CV in a hex if that hex was already the target of a successful friendly LRS attack this impulse that caused at least one HP of damage against an enemy unit in that hex. A Combined Arms Attack can be conducted by units in separate hexes, JCCs, or by a single stack using the **Combined Arms Movement Rule** (5.12). It is important to note that GROUND ASSAULT must be committed prior to any LRS attacks being adjudicated. A player may NOT adjudicate LRS attacks, then decide to commit GROUND ASSAULT afterwards.

EXAMPLE: The attacking player announces all three of his actions, including their LRS attacks combined with a GROUND ASSAULT. Using 2 AP, the attacking player uses a JCC effect and the LRS attacks from a stack in hex A to inflict 2 HPs of damage on an enemy hex. Then the attacking player Initiates Combat with 2 infantry platoons using their GROUND ASSAULT CV, which normally requires a roll of 4 or less. However, due to the successful LRS attacks, their GROUND ASSAULT CV is increased from 4 to 6.

## [7.2] CONTINUING COMBAT

Units may continue to engage in automatic GROUND ASSAULT combat in successive turns without expending any APs if they remain in contested hexes.



[7.21] At the end of the Action Stage, mark all contested hexes (where opposing units occupy the same hex) with a Continuing Combat counter. Place the counter with the side marked “Continuing Combat” facing upward.

[7.22] On the impulse of the first player with their units engaged in Continuing Combat, resolve the Continuing Combat at the same time all other combat is resolved. This does not cost any additional APs if the units do not move. Afterward, if opposing units remain, flip the Continuing Combat counter to the “Resolved” side. This Continuing Combat is resolved only once per Turn.

[7.23] At the end of the Action Stage, flip all existing Continuing Combat counters from “Resolved” to “Continuing Combat” for the subsequent turn.

EXAMPLE: On Turn 1, two opposing units of Shawn (USMC Player #1) and Ziva (PLANMC Player #1) engaged in GROUND ASSAULT and survived. At the end of Turn 1, the hex is marked with a Continuing Combat counter with the “Continuing Combat” side upwards. In Turn 2, Ziva (PLANMC Player #1) goes first, and resolves the Continuing Combat after the rest of his normal Core Actions. The combat does not eliminate all the opposing units in that hex, so the “Continuing Combat” counter is flipped to the “Resolved” side. On Shawn’s (USMC Player #1) impulse, the continuing combat is not resolved again. At the end of the Action Stage, the “Resolved” marker on that hex and any others is flipped back to “Continuing Combat.”

[7.24] On a player’s impulse, their units may disengage from Continuing Combat. Like any movement, this requires 1 AP to Move and/or engage in new combat, conceal, or resupply. The Continuing Combat counter is removed if the original occupied hex is no longer contested.

Also, if a Continuing Combat was resolved on a previous player’s impulse, and a player wants to attack the opposing unit in the contested hex with their own unit that was involved in Continuing

Combat – this requires an AP like any normal Move and/or Combat action. This represents the ability of the defender of the resolved Continuing Combat to counterattack on their own impulse. If the Continuing was already resolved, this requires the use of an AP for a Core Action.

[7.25] Using Move and/or Combat or a JCC(s), a player may attack into a continuing combat hex.

[7.26] Remember – logistics units may not resupply units in contested hexes, including those engaged in Continuing Combat.

[7.27] The core concept behind Continuing Combat is that a unit can only engage in offensive combat ONCE in a turn and that units already engaged in combat do not require APs to activate. But a ground unit can always fight in the defense (if it has a Ground Assault Value and associated supplies) if it is attacked multiple times by other ground units – even if its original Continuing Combat has been resolved.

### [7.3] LONG-RANGE STRIKES (LRS)

Units with red squares on their counters are capable of LRS. Some units have multiple LRS combat values, **LRS(1) (left)** and **LRS(2) (right)** on the counter, which represent different types of munitions. **A unit may use only one LRS value per Initiate Combat Action.** Please note that the game system makes no distinction between weapon types for LRS, and all LRS-capable units can fire on both land and naval targets – unless otherwise specifically stated on a JCC or scenario.

[7.31] The large number in the square indicates the CV. The exponent number indicates the range in hexes of that specific strike (not counting the hex it is in).

[7.32] Units may conduct LRS only against revealed (face-up) enemy units within their range.

[7.33] For all combat, including LRS attacks, players must specifically allocate the number of supply value (i.e., dice) against each target. Refer to (7.05).

EXAMPLE: Melodie (USMC Player #1) has an LRS unit conduct an LRS attack against 2 enemy units in the same hex. The LRS unit will use 2 LRS(1) dice against Target A and 3 LRS(1) dice against Target B.

[7.34] **During a player's impulse, one Initiate Combat action allows a single unit or stack to target as many units and hexes as its range and supply allows.** The number of attacks (as in dice rolled) is limited by only two factors: range and supply value. Units with infinite supply may roll a maximum of 4 d20s per CV. **HOWEVER**, if a unit has two LRS values [LRS(1) and LRS(2)], that unit can use only one of those CVs during their combat action (7.3).



[7.35] The attacking unit or stack rolls 1 d20 per combat supply consumed (as supplies permit) but **only after INTERCEPT attempts have been announced and committed.** The defending IAMD units must specify the exact number of INTERCEPT attempts per attack (7.54).

[7.36] **For the corresponding unit, players move the LRS supply cube (Red) one space down on their Unit Tracker per die used in an LRS, regardless of success.**

[7.37] All concealed units that attempt LRS attacks are immediately considered revealed and flipped face-up.

1. Revealing itself, 3-1 Echo declares a LRS attack with 2 dice, targeting a revealed 1-1 Charlie.
2. Friendly, eligible IAMD unit (1-1 Delta) reveals itself and attempts INTERCEPT with 2 dice.
3. 1-1 Charlie is in a brown hex with a terrain factor of 4 – reducing 3-1 Echo’s normal LRS value of 14 by 2 (now requiring 12 and below).
4. 3-1 Echo rolls 2 dice (d20) and rolls 8 and 12. Despite the terrain penalty, it results in two successful rolls.
5. 1-1 Delta rolls 2 dice and rolls 11 and 16, resulting in only one successful roll. Its one successful INTERCEPT negates one successful LRS roll.
6. The one remaining successful LRS inflicts 1 HP of damage onto 1-1 Charlie -- moving its black cube on the Unit Tracker accordingly.
7. All units reduce their expended supplies accordingly on their respective Unit Trackers.



#### [7.4] LONG-RANGE STRIKE (LRS) TO/FROM NAVAL ZONES

Select naval ships have weapons systems capable of striking from farther than the width of the map. This is represented on the map by four naval zones at the bottom of the map, which stand for the western and eastern approaches to the main map. The gray colored zone represents roughly 700 kms distance from the main map, while the striped, gray zone represents roughly 1,200 kms.



[7.41] To fire from or to a naval zone, a unit's range must be **infinite or specified on the JCC**. However, there are **limitations**. A unit in a striped, gray zone (1,200 km) can only fire onto the main map. A unit in the lighter naval zone (700 km) can fire onto the main map and the opposing gray zone (700 km). LRS attacks from the naval zones are handled like any other LRS attack (7.3), with one difference: LRS CVs into or out of the gray zone (700 km) are reduced by 2, while strikes into or out of the striped, gray zone (1,200 km) reduce their CVs by 4. For instance, in the gray naval zone (700 km), a US DDG's LRS combat value of 14 is reduced to 12. Target terrain modifiers still apply.

[7.42] Interception attempts against LRS from naval zones must be announced before resolving these attacks per (7.54) and cost **no actions** for the intercepting player(s). INTERCEPT values are **not** affected by either naval zone. However, a unit in a naval zone can only INTERCEPT for other units stacked with it.

[7.43] Each separate naval unit (unstacked) or stack within a naval zone is treated as a separate hex.

[7.44] Because of the distances represented, Movement between the naval zone boxes (both gray and striped) is prohibited. Movement between the naval zones and the main map is also prohibited.

#### [7.5] INTERCEPT

A purple inverted pentagon on a unit represents its INTERCEPT combat value (representing **Integrated Air and Missile Defense or IAMD**) and ability to negate LRS attacks from units and JCCs with LRS values. Some units have multiple INTERCEPT CVs – INTERCEPT(1) (left) and INTERCEPT(2) (right) – on the counter. This represents different types of munitions or capabilities.



[7.51] INTERCEPT values work the same way as other CVs. The large number in the square indicates the highest number the player can roll on a d20 to score a successful hit. The exponent number indicates the unit's range of defensible hexes, not counting its own hex.

[7.52] **To INTERCEPT an LRS (either by a unit, stack, or JCC), the target hex of the attack must be within the IAMD unit's range. It must also be equal or less than (in terms of distance) to the targeted hex than the attacking unit is and have sufficient supply.** If it meets these criteria, the player may then roll to try to INTERCEPT.

SPECIAL NOTE: For all LRS attacks by JCCs, the game rules assume the intercepting unit is always closer to the targeted hex than the attacking unit is. Therefore, if an IAMD unit has sufficient supplies and range to the targeted hex, then it may conduct INTERCEPT against a JCC's LRS attack. Examples of this include JCCs like "DF-16," "Unmanned Helo," and "Combat Air Patrol."

[7.53] Defensive INTERCEPTs do not cost AP. They are free actions.

[7.54] All INTERCEPT attempts must be announced before resolving the incoming LRSs. Defending players must specifically allocate INTERCEPT attempts (i.e., dice) against each LRS attack.

EXAMPLE: One of your infantry platoons is being attacked by 3 LRS attacks (i.e., dice) and another infantry platoon is being attacked by 4 LRS attacks. You announce that you are dedicating 4 IAMD INTERCEPT attempts (i.e., dice) to the first 3 LRS attacks and 5 IAMD INTERCEPT attempts (i.e., dice) to the second 4 LRS attacks. Then both players roll their dice and reduce their respective supply values, even if all of the LRS attacks fail to hit.

[7.55] **A unit may commit as many or as few INTERCEPT attempts (dice rolls) as its supplies and range permit.** Multiple units may be committed to the same LRS attack if supplies and range allow. For units with infinite supply, these units can roll a maximum of 4 d20s.

[7.56] **HOWEVER**, if a unit has two interception values [INTERCEPT(1) and INTERCEPT(2)], the unit can use only 1 of these values for an engagement. **MOREOVER**, it is critical to remember that units cannot intercept LRS attacks if the distance between the defending unit and the target is greater than the distance between the target and offensive firing unit (7.52).

EXAMPLE: An attacking unit is 2 hexes away from the Target A and the defending IAMD unit has a range of 4 and is 4 hexes away from Target A. Despite having the range, the IAMD unit cannot intercept because the attacking unit is closer to the target.

[7.57] **Each successful INTERCEPT roll negates one successful LRS attack against its target.** Successful INTERCEPT rolls do not roll over to other targets, even in the same hex.

[7.58] **For the corresponding unit, players move the INTERCEPT supply cube (Purple) one space down on their Unit Tracker per die used in an INTERCEPT attempt, regardless of success.** This supply is spent even if a different INTERCEPT attempt destroys the target beforehand.

[7.59] **Defensive INTERCEPTs (reactive to enemy attacks or actions) costs no APs (7.54), but offensive INTERCEPTs (targeting enemy platforms during your impulse) cost 1 AP and are treated as a Move and/or Initiate Combat Core Action.**

EXAMPLE: The opposing player played a JCC, placing an Unmanned Aerial System (UAS) on the map during their turn. Your IAMD unit capable of intercepting it was out of range and could not perform a defensive INTERCEPT. During your impulse, you move your IAMD unit into range and proactively engage. This is treated as a Move and/or Initiate Combat and costs 1 AP. If the result of your roll is equal to or less than your INTERCEPT value, you have successfully intercepted it and the JCC is destroyed.

[7.510] **Ballistic Missile Defense (BMD)** is a special type of INTERCEPT action. BMD INTERCEPT is conducted only by special JCC attachments, such as “THAAD,” and can INTERCEPT only ballistic LRS (indicated on JCC’s titles or flavor text). All BMD INTERCEPT ranges are limited to the main map or a naval zone. For instance, a unit with BMD on the main map can BMD INTERCEPT for any friendly unit on the main map. However, a unit with BMD on the main map cannot BMD INTERCEPT for a unit in a naval zone, or vice versa. Similarly, a unit with BMD in one naval zone may not BMD INTERCEPT for another unit in different naval zone. Lastly, IAMD cannot INTERCEPT BMD and BMD cannot INTERCEPT normal LRS attacks.

[7.511] **All concealed units that attempt INTERCEPT are immediately revealed and flipped face-up.**

[7.512] In select instances, there can be a chain of INTERCEPT or FTR NULLIFY actions and reactions. For more information, refer to [9.45].

## [7.6] TACTICAL NETWORK CARDS

**As part of game set-up, each side must deploy their Tactical Network JCC from the deck at the cost of zero.** This card represents the health of the overall sensing grid and the ability to successfully target enemy units.

[7.61] Whenever a player successfully utilizes a **cyber** or **electromagnetic spectrum (EMS)** JCC, place 1 cube of the team’s color on the opposing Tactical Network JCC. This represents their network being degraded. The cyber or EMS JCCs are marked with bolded text in their flavor text or the text at the bottom of the card. However, successful cyber or EMS JCCs do NOT add cubes to the opposing Tactical Network JCC – if they remove cubes from your own network (even on your respective impulse) or they are NULLIFYING another cyber or EMS JCC. Additionally, for some JCCs – like “Cyber Exploit” – have effects that add cubes to the opposing Tactical Network, a successful roll will add the cubes as outlined on the JCC and the additional cube for a successful cyber or EMS JCC. A player can remove degradation cubes from their Tactical Network JCC during their turn at a cost of 2 AP per cube.

[7.62] If your Tactical Network JCC has 2 or 3 cubes, then **ALL** of your team’s LRS and INTERCEPT CVs are reduced by 4. If your Tactical Network JCC has 4 or more cubes, then **ALL** your team’s LRS and INTERCEPT CVs are reduced by 7.



## 8.0 RESUPPLY

Logistics units, designated by a blue circle in the bottom of the unit counter, can RESUPPLY friendly units, restoring either their GROUND ASSAULT, LRS, or INTERCEPT supply. Some units have multiple **Resupply Values (RV)**, RV(1) left and RV(2) right, shown on the counter. This depicts the ability of a logistics unit to move a high volume of supplies to units nearby and its ability to resupply a distant unit with a smaller number of supplies.



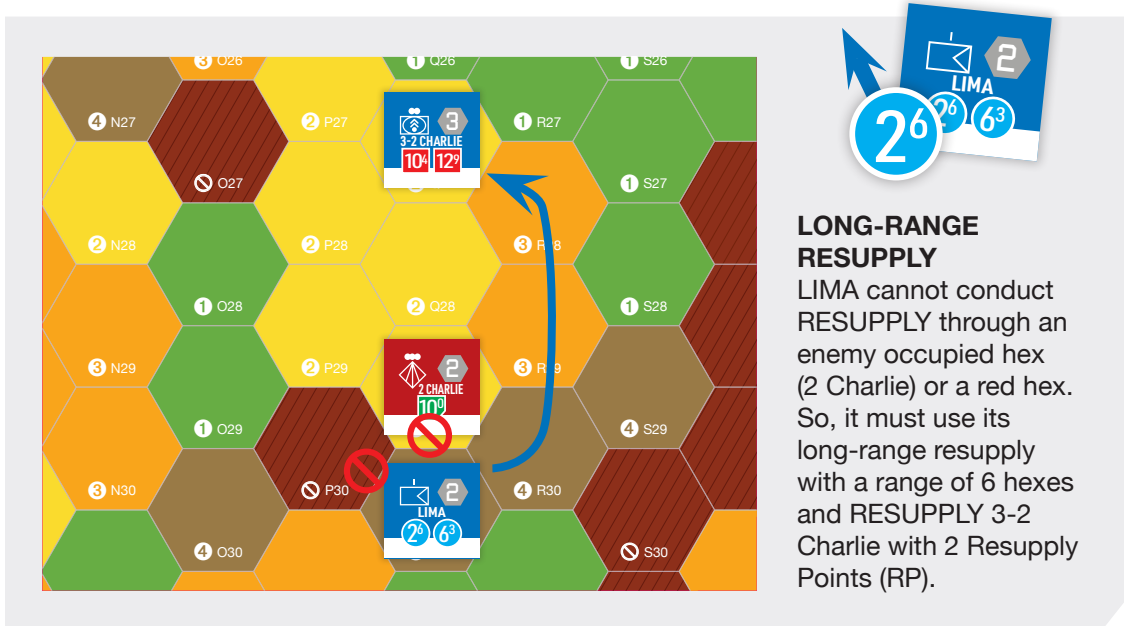
[8.01] When resupplying, reduce the logistics unit's supply or **Resupply Points (RP)** by the specified amount and increase the recipient unit's supply on the Unit Tracker by the corresponding number. A single logistics unit can perform only one type of RESUPPLY per AP. **One logistics unit cannot conduct more than one RESUPPLY action per impulse.**

EXAMPLE: In the graphic above, Lima Company, a logistics unit, is giving each of the friendly units nearby (within 3 hexes) 2 resupply – totaling its RV of 6. So, the Eric (USMC Player #1) will move the Blue cube for Lima's RP down to 14 from its original 20. Then increase each of the receipt units' supply by 2 on their Unit Trackers.

[8.02] Units **can never** resupply in excess of their initial supply value at any time.

EXAMPLE: 1-1 Charlie, above, has an original supply of 6 for LRS(1). It can never have more than 6 LRS(1) supply value at any time – regardless of RESUPPLY from a logistics unit.

[8.03] RESUPPLY actions are limited by the range of the type of resupply operation, indicated by the exponent in the blue circle. Do not count the hex the logistics unit resides in when calculating its range.



[8.04] A logistics stack, comprised of multiple logistics units, may conduct a RESUPPLY Core Action for 1 AP.

**EXAMPLE:** If three logistics companies are co-located in a hex and belong to the same player, each company may conduct a resupply action – all for 1 AP.

[8.05] To RESUPPLY, a logistics unit must be able to trace a continuous path from itself to the unit being resupplied. Logistics units may **not** resupply through hexes occupied by the opposing team, through red hex sides, or across naval hexes. It also cannot RESUPPLY units engaged in Continuing Combat.

[8.06] A logistics unit conducting RESUPPLY does **not** reveal itself. The player announces they are conducting resupply and moves the corresponding supply cubes on the Unit Trackers.






[8.07] A player may move a ground unit (using 1 AP) into range of a logistics unit and then be resupplied (using 1 AP for the Resupply action). The ground unit **may then** conduct the second half of its original core action (Remember: when you begin resolving combats, you'll need to resolve all of them before taking any other actions (3.38)!).

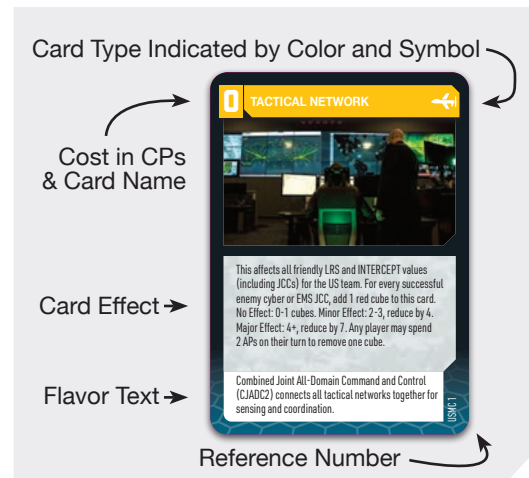
[8.08] A ground-based logistics company can **never** resupply a naval unit unless otherwise specified on a JCC.

[8.09] **Attached JCCs representing munitions and weapons systems may be resupplied via the RESUPPLY Core Action.**






## 9.0 JOINT CAPABILITY CARDS (JCCS)

Joint Capability Cards represent the support of higher command and adjacent forces and their respective capabilities. JCCs are color-coded by the type of function they support:

-  **Red** = Fires
-  **Green** = Maneuver
-  **Purple** = Interception
-  **Blue** = Information Operations
-  **Yellow** = Command, Control, Communications, Computers, Cyber, Intelligence, Surveillance, and Reconnaissance, also called **C5ISR**.





There are five symbols on JCCs to indicate different ways a card interacts with units or other JCCs. The short summary table below provides an overview – with additional explanations and examples in the following sections.

-  **INTERCEPT:** This symbol indicates that the JCC is eligible for INTERCEPT by enemy IAMD units if the JCC or its target hex is within IAMD range. A successful INTERCEPT destroys the JCC.
-  **PERSIST:** After their initial AP cost to be played, Persistent JCCs can be utilized once per turn by any member of the team for free (no AP required).
-  **ATTACH:** Select JCCs must be attached to specific players and a corresponding unit in the Deployment Stage.
-  **NULLIFY:** Nullify JCCs are cards that enable players to negate or cancel another JCC's effects.
-  **FTR:** Prior to effects, enemy FTRs may attempt NULLIFY this JCC and discard it.

[9.02] Most JCCs are kept in a team pool, accessible to the whole team at any point. This means any player on the team can play a card from the team pool during their respective impulse or in reaction to an opposing team action if it is a NULLIFY JCC (9.4).

[9.03] In most cases, a player may play a JCC and trigger its effects for 1 AP. This is one of the four Core Actions. There are few exceptions below.

-  **EXCEPTION:** When played defensively (in reaction to another player's JCC during their impulse), **Nullify JCCs (9.4) do not require any APs.**
-  **EXCEPTION:** Attaching JCCs (9.3) to their host units does not require any APs since this is done during the Deployment Stage.



[9.04] **JCCs have 1 HP unless indicated otherwise on the card.**

[9.05] The opposing player(s) may INTERCEPT the LRS attacks from JCCs like any normal LRS (7.52).

[9.06] Select JCCs like “Combat Air Patrols” require enemy **fighters (FTRs) (9.44)** and/or IAMD to **DETECT** it first before attempting to NULLIFY or INTERCEPT (to destroy the card, not INTERCEPT the LRS attack). This is indicated on the card text by a DETECT requirement. To detect a unit, roll a d20 die; the roll is successful if the result is equal to or less than the detection value printed on the JCC. Detection rolls for JCCs are rolled simultaneously. **HOWEVER**, LRS attacks from JCCs do NOT require detection, and interception is conducted per usual rules (7.5).

EXAMPLE: The “Combat Air Patrols” JCC is conducting an LRS attack against a US naval unit. The defending US naval unit may attempt to INTERCEPT the JCC directly, but first it must successfully roll to DETECT. It may also attempt to INTERCEPT the LRS attack per usual rules, regardless of whether it tried to INTERCEPT directly.

[9.07] When a JCC is consumed or destroyed, it is cycled back into the team’s deck and can be selected again when CPs become available unless it is an Attached JCC (9.31), or the SCENARIO indicates otherwise.

[9.08] Select JCCs can be played only once and must be removed from the game after use. This is indicated on the JCC.

EXAMPLE: Hypersonic Glide Vehicle JCC

[9.09] **Select JCCs are uniquely categorized, such as EMS, cyber (tactical or strategic), or ballistic**, as indicated in bold font in the flavor text or in the title. This helps distinguish and establish interactions between certain JCCs and their effects.

EXAMPLE: The Ballistic Missile Defenses (BMD) JCC (pictured to the right) can attempt INTERCEPT of ballistic missiles (7.510).

EXAMPLE: Tactical Cyber Attack JCC is a tactical cyber JCC and can be NULLIFIED by the Tactical Cyber Defense JCC.



[9.10] The phrase “**Enemy INTERCEPT...**” and/or “**Enemy FTR NULLIFY...**” on JCCs indicates the opportunity to destroy the platform represented by the JCC, such as the aircraft. The JCC will indicate whether it can be intercepted by IAMD (as is the case with “MUX”) or by an enemy’s FTR NULLIFY effect as with “Combat Air Patrol” (9.44). **To nullify or intercept a JCC, a player must declare and play the associated JCC BEFORE the opposing player rolls (9.41).** If a JCC is successfully intercepted or nullified prior to its effects, it is unable to execute those effects. A unit that attempts to INTERCEPT or NULLIFY a JCC prior to its effects but fails may still try to intercept the subsequent attacks.



[9.011] **This symbol indicates that the JCC is eligible for INTERCEPT by enemy IAMD units if the JCC or its target hex is within IAMD range.** If a JCC like Combat Air Patrols (marked with the IAMD INTERCEPT symbol) attacks a unit on the map, then an IAMD-capable unit can attempt to DETECT and then INTERCEPT the JCC – if it has IAMD supply and sufficient range per INTERCEPT rules. A successful INTERCEPT destroys the JCC (two are required for the Combat Air Patrol JCC) removing the JCC before it can conduct its actions like LRS. If the attempt fails then the JCC may conduct its actions, but the defending IAMD may attempt to INTERCEPT the subsequent LRS attack per INTERCEPT rules. In a second scenario, if Combat Air Patrols attempts to FTR NULLIFY another airborne JCC like a bomber, then an IAMD unit on the map CANNOT attempt to INTERCEPT – despite the JCC being marked with the IAMD INTERCEPT symbol. This is because the target (the bomber) of Combat Air Patrol is off the map and out of the range of any IAMD units on the map. Any effects on the Tactical Network JCCs by INTERCEPT eligible JCCs are considered off-map actions -- hence not eligible for INTERCEPT.

[9.012] Remember—instructions on JCCs supersede this ruleset.

### [9.1] ONE-TIME USE JCCS

Most JCCs are one-time use JCCs, which means they are discarded after resolving their effects. Per 9.07, they are simply returned to the team deck until they are selected again once CPs become available.

3

### [9.2] PERSISTENT JCCS

Persistent JCCs are marked with an infinity symbol on the card. They cost 1 AP to play, but once played, **their effect can be utilized once per Action Stage by any member of the team for free (no AP required).** Use does not mean automatic success. The player must roll each time the card is used as directed on the JCC.

EXAMPLE: Jeremy (PLANMC Player #1) plays “Combat Air Patrols” and decides to use one of its effects, requiring 1 AP. During the following turn’s Action Stage, any player from the PLANMC team may use “Combat Air Patrols” ONCE for free.

**A Persistent JCC may ONLY be used ONCE per Action Stage.**

[9.21] When Persistent JCCs are used, flip them facedown to indicate their effect has been consumed for that Action Stage. Persistent JCCs are also flipped over or expended if they are successfully NULLIFIED. Also an expended Persistent JCC (flipped facedown) may still be targeted by opposing JCC effects – such FTR NULLIFY, NULLIFY, and Core Actions. But NULLIFYING or FTR NULLIFYING a persistent JCC multiple does NOT destroy or remove the card, unless specifically outlined on the card.

EXAMPLE: Jack plays the “Satellites Above” JCC and Winston fails in his attempt to do his free, defensive BMD INTERCEPT. Jack rolls for his satellites and fails to succeed and flips his card over (expended). On the subsequent impulse, Winston uses one AP to offensively conduct BMD INTERCEPT (7.59) Jack’s satellites. Winston rolls and succeeds, removing the JCC.

[9.22] **Select JCCs are both Attached (9.3) and Persistent.** Refer to (9.34).

[9.23] **Select JCCs are both Persistent and can NULLIFY as one or more of their effects (9.45).**





### [9.3] ATTACHED JCCS

Attached JCCs are marked with a paper clip symbol on the card. These JCCs must be assigned to specific players and a corresponding unit. Examples include JCCs representing munitions, autonomous weapons, or other attached capabilities or units.

[9.31] **Attached JCCs can be acquired ONLY at the beginning of a game – during the FIRST Planning Stage.** They must also be assigned to a Unit Tracker by the end of the Deployment Stage. **Slide the JCC underneath the host’s Unit Tracker from the top, leaving just the JCC title showing.** A unit may have ONLY one JCC attached at any given time. **If the host unit is destroyed, the attached JCC is also destroyed.** Select attached JCCs require specific types of host units, indicated on the card by “Requires...”

**EXCEPTION:** The “Aegis Ballistic Defense” and “Ballistic Missile Defense” (with the cost of zero) do NOT count against a naval unit’s attachment allotment. This is because these are organic systems that are automatically given to each qualifying unit, such as a DDG(X) and T-55 Renhai DDG.

[9.32] **If an Attached JCC is attached to a unit and substitutes a CV or RV for a Core Action like Move and/or Combat or Move and/or Resupply, Attached JCCs do not require APs to use their effects** (unless they are persistent, as described in 9.34). The best example is a different type of munition for a Combat Core Action.



**EXAMPLE:** During the Deployment Stage, the “Scatterable Landmines” JCC is attached a specific rocket artillery unit. Using 1 AP for its normal Move and/or Combat action, the host rocket artillery unit can fire scatterable landmines (according to the JCC, a player may deploy 3 blue Mine Markers (blue cubes) into 3 adjacent land hexes). The firing unit is revealed per normal LRS combat rules. This JCC is essentially treated as an additional red LRS value for its host unit.

[9.33] **Attached JCCs with supply values (typically for LRS or INTERCEPT values) tracked on the Unit Tracker can be resupplied via Resupply actions.** However, their supply can never exceed their original allotment (i.e., their original supply value). These JCCs represent munitions or other launchers, such as PrSMs and THAAD. Per (4.32), supply values for attachments are tracked by an orange or blue cube depending on the host unit.



[9.34] **Select JCCs are both Attached (9.3) and Persistent JCCs (9.2).** This means that a player must assign the JCC to a unit like a normal attachment during the Deployment Stage. Using its effect (including movement) for the first time still requires 1 AP – that’s akin to “playing” an unattached Persistent JCC. Then in subsequent Action Stages, it can be used for free, like any other normal Persistent JCC. **However, since it is an attached persistent JCC, it can only be used by the player who commands the unit that the JCC is attached to.**

**EXAMPLE:** During the Deployment Stage, the “Unmanned Boats” JCC was attached to the ground unit designated 1 Alpha. Using 1 AP, a Maira deploys “Unmanned Boats” JCC – placing a blue ISR marker (for the USMC) to a port (where 1 Alpha is). “Unmanned Boats” can immediately use its 5 MP to move and initiate combat if so desired. Subsequently, once per Action Stage, the Unmanned Boat ISR marker can move and fire without requiring AP (if it has sufficient supply).



#### [9.4] NULLIFY JCCS

NULLIFY JCCs are marked with a circle with a slash symbol on the card. NULLIFY JCCs are cards that enable players to negate or cancel another JCC's effects. The success of a NULLIFY effect is determined by successfully rolling equal to or less than the success value required. This is indicated by "Succeeds on..."

[9.41] **When a player responds to an action on an opponent's impulse with a NULLIFY JCC, this does NOT require any AP (9.03 EXCEPTION).** However, it must be played – either from a team's shared JCCs pool, a player's hand, or by activating a JCC already deployed – before the opposing player rolls for success or failure. **If a player uses their NULLIFY JCC on their own turn, it requires an AP like any other JCC.** If NULLIFYING a persistent JCC, a successful NULLIFY will flip over the target JCC or expend it for the turn. The opposing player will be able to use the persistent JCC again in the subsequent turn.

EXAMPLE: Using 1 AP, the opposing player uses the "EMS Jamming" JCC, attempting to take away all your APs for the turn. In response, you defensively play the "EMS Defense" JCC from your team's shared JCC pool, which allows you to NULLIFY "EMS Jamming." For you, this does not require any AP to play. At the same time, both players roll for their respective success. You both succeed at your roll, but the defensive card ("EMS Defense") nullifies the success of the "EMS Jamming."

[9.42] The success of a nullifying JCC supersedes the success of any other JCC. If opposing JCCs are attempting to nullify each other (i.e., two "Combat Air Patrols" JCCs) and they both roll successfully, they simultaneously NULLIFY each other out and both JCCs are nullified. More on this in 9.44.

[9.43] If a JCC you want to NULLIFY has a DETECT requirement (9.06), then you must successfully roll for detection before you can nullify it. If you fail detection, you cannot nullify the JCC. Regardless of success, treat your NULLIFY JCC as consumed – either flipping it over if it is a Persistent JCC or discarding it if it is a one-time use JCC.



[9.44] **This symbol indicates that enemy FTRs may attempt to FTR NULLIFY this JCC and discard it prior to its effects.** Like other NULLIFY effects, FTR NULLIFY does not require an AP when played defensively. If it requires a DETECT requirement, refer to (9.43). **Only select JCCs, representing FTRs, may FTR NULLIFY – which is indicated on the JCC text.**



If two opposing JCCs aim to FTR NULLIFY one another, such as in the case with two opposing "Combat Air Patrols" JCCs, then both players will roll for detection simultaneously. If both are successful in detection, then both may attempt to FTR NULLIFY simultaneously (9.43). If one player succeeds on their detection and the other does not, the player who successfully detected the target rolls for their FTR NULLIFY effect first. If successful, then the target is destroyed without a response. If unsuccessful, then the target may roll for their FTR NULLIFY effect now – despite failing their initial DETECT attempt.

If both opposing FTR NULLIFY JCCs fail their DETECT rolls, then both are treated as expended and flipped over without any other effects. If a player has more FTR NULLIFY JCCs than the other player, each FTR NULLIFY JCC may only roll to DETECT or FTR NULLIFY one opposing JCC. This means in a 2 vs 1 "Combat Air Patrols" situation, then the two JCCs may both attack the same target, but the one JCC can only attack one of the opposing JCCs.

[9.45] **Select JCCs are persistent and can NULLIFY.** Whether a player needs to use an AP to play this kind of card depends on the effect and context. If the JCC has multiple effects including NULLIFY, only the NULLIFY effect can be played during an opponent's impulse to respond to an opposing effect.



If a NULLIFY JCC that is persistent is being played to NULLIFY an effect during an opponent's impulse, then it behaves just like any other NULLIFY JCC. It can be played at no AP cost, but it cannot be used again by any player for the remainder of the Action Stage. It will become available during the next Action Stage (9.2).

If a player uses a NULLIFY JCC that is persistent during their own impulse, the card behaves just like any other Persistent JCC. Using its NULLIFY effect for the first time requires 1 AP and exhausts the effect for the rest of the Action Stage. In subsequent Action Stages, the effect can be used without AP, but only once per stage (9.2).

A JCC that is persistent and can NULLIFY or FTR NULLIFY may choose to use its effect or not when being targeted by an opposing JCC. If it responds, it will expend itself per normal NULLIFY and FTR NULLIFY rules. If it does not, the JCC will not respond but will not be expended if it survives.

**EXAMPLE:** On her turn, Sofia (PLANMC Player #1) has played "Tactical Cyber Attack," aiming to reveal and cripple a US stack. James (USMC Player #1) has the "MEF Information Group (MIG)" in his hand and will play the NULLIFY effect listed on option (A). This does not require any AP since it is an NULLIFY action in response to an opponent's action. The other options of the MIG JCC cannot be played on an opponent's impulse – only on your own impulse using AP.

[9.46] In select instances, there can be a chain of INTERCEPT, FTR NULLIFY, or NULLIFY actions and reactions. These chains are resolved starting with the last JCC or action in the chain. However, it is important to note that JCCs marked with IAMD INTERCEPT can only be INTERCEPTED if the target is within the INTERCEPTING unit's range. If the target is a JCC – like an airborne JCC – then it is considered outside the range of any units on the map and ineligible for INTERCEPT per 9.011. Certain JCCs like "Combat Air Patrols" can FTR NULLIFY multiple airborne JCCs in a single effect, but if it is contested by an opposing FTR NULLIFY – it must defeat or survive the opposing FTR NULLIFY attempt to FTR NULLIFY any follow-on targets.

**EXAMPLE:** Pauline plays a B-2 bomber JCC on her turn, which is countered by Emily's persistent Combat Air Patrols from the previous turn. Emily is trying to FTR NULLIFY Pauline's bomber. However, Pauline activates her own Combat Air Patrols to FTR NULLIFY Emily's Combat Air Patrols. In this sequence, the two Combat Air Patrols will resolve their DETECT and Combat sequence per 9.44. If Emily's Combat Air Patrols survives or avoids detection, then it may proceed to target the bomber. If Emily's Combat Air Patrols is destroyed by FTR NULLIFY, then it cannot attempt to NULLIFY Pauline's bomber.



**INTERCEPT:** This symbol indicates that the JCC is eligible for INTERCEPT by enemy IAMD units if the JCC or its target hex is within IAMD range. A successful INTERCEPT destroys the JCC.



**PERSIST:** After their initial AP cost to be played, Persistent JCCs can be utilized once per turn by any member of the team for free (no AP required).



**ATTACH:** Select JCCs must be attached to specific players and a corresponding unit in the Deployment Stage.



**NULLIFY:** Nullify JCCs are cards that enable players to negate or cancel another JCC's effects.



**FTR:** Prior to effects, enemy FTRs may attempt NULLIFY this JCC and discard it.

## 10.0 SPECIAL MARKERS

The wargame has several special markers to indicate various platforms and effects. Most of these special markers are connected to specific JCCs.

### [10.1] PROXY FORCES MARKERS

Proxy forces play a role in *LC*, and they are deployed using a specific JCC.



[10.11] Represented by a Proxy Force marker with the corresponding team color, proxy forces encompass a wide range of militia and partisan forces.

[10.12] Proxy forces have 1 HP and 2 MP, and they force enemy units in their hex to be revealed. Once per turn, Proxy Forces choose one of the following:

- 1) Conduct a GROUND ASSAULT with CV: 3, Range: 0, and Supply: Infinite (roll up to 4 d20 dice).
- 2) Create an effect in that single hex (see 10.14). Requires a d20 roll equal to or less than 5.

[10.13] If a Proxy Force is destroyed, roll 1 die. On a roll of 1 to 12, the attacker's influence is reduced by 1 on the Influence Meter (12.0).

[10.14] Regarding '**creating an effect**' for Proxy Forces: This is purposefully designed to allow players to argue for specific effects. Through this mechanic, a player creates a narrative and effect for their Proxy Force. In an educational setting, a facilitator can serve as arbiter based on subject matter expertise. In games without a facilitator, a player must persuade the opposing player that their narrative and 'created effected' are viable. Any agreed upon effect becomes available to the Proxy Forces of both sides for the game. Additionally, players may argue for an increase or reduction in the probability of success for the unique effect of proxy forces, replacing the usual requirement to roll a 5 or less. If both sides cannot come to an agreement, then both players will do a dice roll. The player who rolls the highest number may do their effect at the standard 5 or less requirement for success.

EXAMPLE: Caitlyn argues her Proxy Forces will attempt guerrilla attacks to destroy LRS supplies for a USMC rocket artillery unit in the same hex. She argues that she should need to roll 7 or less on the dice. Jack does agree this is a viable course of action, but says it is highly unlikely they could destroy significant ammunition for a rocket artillery unit. After some discussion, they agree she needs to roll 3 or less for success and a success would reduce both LRS supply values by 1.

### [10.2] ISR MARKERS

**ISR is an acronym for 'Intelligence, Surveillance, and Reconnaissance.'** ISR markers are the second type of marker in *LC* placed on the board by certain JCCs. They typically represent ISR systems – such as unmanned aircraft (also known as UAS), unmanned submarines (also known as UUV), and unmanned ground vehicles (also known as UGV).



[10.21] ISR markers are deployed using specific JCCs, representing tactical ISR platforms.



[10.22] ISR markers are represented by a double-sided counter of the corresponding team color. Each counter's face is marked with 'ISR #' and its backside is marked with 'Revealed #.

[10.23] ISR markers are revealed and flipped to their 'Revealed #' side when they do any of the following: enter the same hex as an opposing unit, enter into the ZOR of an opposing naval unit, are revealed by another JCC effect, or occupy the same hex as another ISR marker.

[10.24] ISR markers are susceptible to INTERCEPT and can be destroyed.

[10.25] In most cases, ISR markers serve to detect and reveal enemy units or an enemy stack. Select ISR markers, as indicated by their corresponding JCC, can conduct LRS attacks.

### [10.3] MINE MARKERS

Mine markers are the third kind of marker in *LC* placed on the board by specific JCCs. A mine typically inflicts damage on enemy units entering, passing through, or leaving its hex.



[10.31] The placement conditions for mines depend on the specific JCC. The mines are represented by a wooden cube of the corresponding team color.

[10.32] Mines can only be cleared by playing specific JCCs or by going through them and suffering casualties. Each mine cube inflicts 1 HP of damage if successful. Mines cannot be INTERCEPTED by the IAMD of units.

[10.33] When passing through a mined hex, the mine's effects are resolved immediately – stopping movement until resolved. The owner of the mine(s) designates the target(s) of the mine(s).

EXAMPLE: A US naval unit enters a hex with 2 Chinese mines. PLANMC Player #1, the owner of the mines, decides to detonate only 1 of the mines against the US naval unit. According to the JCC text, she rolls 1 die for success. The text indicates: "Mine succeeds on 1-10." For each success, she inflicts 1 HP of damage.

[10.34] If a mine is deployed to a hex already occupied, the mine is not triggered until a unit within the hex exits.

[10.35] A player may deploy multiple mine cubes in a hex. When an enemy unit enters or leaves a hex with a mine, the owner of the mines may remove one or more mine cubes to attack the enemy unit, designating their target for each mine. For each cube removed, roll 1 d20, as per the JCC's text.

EXAMPLE: A stack of 3 US naval units enters a hex with 2 Chinese mines. Nikolai (PLANMC Player #1), the owner of the mines, decides to detonate 2 of the mines against the US Destroyer (DDG) ship. According to the JCC text, he rolls 2 dice for success. The text indicates: "Mine succeeds on 1-10." For each success, he inflicts 1 HP of damage.

[10.36] Once deployed, mines are dangerous ONLY to enemy units and markers. This is an abstraction of the game assuming future mines are able to distinguish friendly, civilian, and enemy ships. This abstraction was made for simplicity and ease of play.

[10.37] Select SCENARIOS will allow the secret or hidden deployment of mines at the beginning of the game. If so, write the locations of your mines on a piece of paper.

### [10.4] SPECIAL OPERATIONS FORCES (SOF)

Both sides have SOF JCCs, represented by SOF markers of the corresponding team color. Their specific effects are printed on the cards.

[10.41] SOF markers cannot attack offensively or move, like other units. But they will always engage in combat in their own hex – whether that is defending against GROUND ASSAULT by the enemy or resolving Continuing Combat. SOF markers can engage in Continuing Combat with other SOF markers and other opposing units. Continuing Combat is resolved per usual rules in 7.2.



[10.42] SOF markers only reveal units in their own hex and do not exert a ZOR.

[10.43] SOF markers cannot be cleared through LRS attacks alone. This means they are immune to attacks that are LRS only. However, if LRS is combined with a GROUND ASSAULT, then the hits from both the GROUND ASSAULT and the LRS will hit and inflict HP damage to the SOF markers.

[10.44] SOF markers are revealed like other units and cannot be targeted when they are concealed.

[10.45] SOF markers can exert control over a hex if there are no opposing units present. If there are opposing units present, then SOF markers will contest the hex like other units. Thus, per Resupply rules, any opposing Resupply Core Action or similar action is blocked through or into the contested hex. Likewise, if a SOF marker is engaged in Continuing Combat, they also contest the hex like other units.

## 11.0 SUBMARINE OPERATIONS

Submarines are another special type of unit in LC, existing as unique JCCs. Some submarine cards provide one-time effects, conducting fire missions and then departing. These submarines' effects are resolved as with any other JCC (9.0), but LC also allows for submarines to operate as a marker. This is handled through the **Submarine Operations Tracker (SOT)** and specific JCCs (colored green).

### SUBMARINE OPERATIONS TRACKER

Enter the information below from the submarine JCC.

Unit Designator	HP	Attachment	Required DETECT	LRS Value	LRS Supply

Submarine movement log

Unit Designator	Location	Location	Location	Location	Location	Location	Location	Location	Location	Location	Location

**• LRS attacks from submarines** are conducted in the same manner as other LRS attacks – except submarines **automatically conceal** after their LRS.

**• Torpedo Attack (infinite supply):**

- Submarine initiates up to 2 torpedo attacks in the same hex.
- Either on the same target or two different targets.
- For each ASW capable ship in the same hex, attempt to DETECT according to the submarine's DETECT value. Each ship that successfully detected the submarine can conduct one ASW defensive roll – requiring a 10 or below.
- If the attacking submarine survives, they roll for their torpedo attack using its torpedo CV.
- A successfully hit on a ship destroys the ship regardless of HP.

**• A submarine must actively choose** to reveal enemy naval units within its **1-hex ZOR** in all directions (not counting its own hex), but this activation of their ZOR does NOT reveal the submarine.

• A submarine is only revealed by ASW, specific JCCs, or the ZOR of other submarines.

**• Sub vs Sub Combat (infinite supply):**

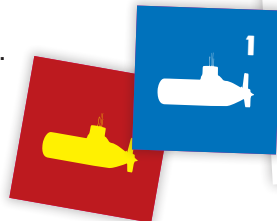
- All submarines (attacking and defending) simultaneously roll for detection, using the corresponding DETECT requirements.
- If both DETECT one another, both submarines roll simultaneously.
- If a submarine does not DETECT the opposing submarine, it does not roll in its defense or attack.

**DIRECTIONS**

Using the select Submarine JCC(s), fill out a row in each table with each submarine and its associated stats.

Remember all submarines have 1 HP.

Track the location of your submarine(s) whenever it moves in the bottom table.



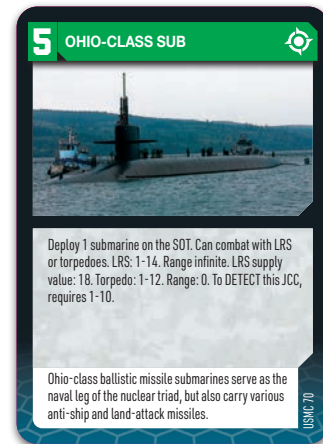
[11.01] A JCC submarine, requiring the use of the SOT, can be acquired **ONLY** at the beginning of the game. By the end of the Planning Stage, the assigned player must populate the SOT with its initial location and combat values. A JCC submarine is represented by a unique submarine marker.

[11.02] All submarines have a HP of 1 and MP of 5. Submarines are constrained by the same maritime terrain factors as other naval units.

[11.03] Each turn, a player tracks the movement of each individual submarine on the SOT by hex number. Its CV and range vary per unit and by weapon system – there are LRS weapons such as cruise missiles, and there are torpedoes – as indicated on the corresponding JCC card. Refer to Figure 15 for the SOT.

[11.04] Each submarine acts like a normal unit and requires 1 AP to move and/or attack. It can use either LRS or torpedoes in a single Action Stage, but not both.

[11.05] Submarine-based LRS is resolved normally and requires a revealed target (7.3). A player announces the target, allocates the desired number of attack dice, and places a submarine marker on the map at its current location. The target may attempt to INTERCEPT if it has IAMD units in range (7.5).



[11.06] Submarines **automatically conceal** after conducting LRS attacks, concealing themselves from enemy counterattacks. This does not require any AP. The submarine marker is removed from the map when it conceals (resubmerges).

[11.07] A submarine can conduct **ONLY 2 torpedo attacks** with a Move and/or Combat action. These attacks can be single torpedoes fired at two separate targets or two torpedoes fired at a single target. For a torpedo attack against a naval unit, all submarines have a range of 0. This means a submarine can conduct a torpedo attack **ONLY** against revealed naval units in its own hex. **If the target is a DDG naval unit, a torpedo attack automatically triggers anti-submarine warfare (ASW) (11.12). For simplicity, all submarines have infinite torpedo supplies, but roll only 1 die per attack. A torpedo attack does not automatically reveal a submarine.**

EXAMPLE: Using 1 AP for a Move and/or Combat action, Anna (US Navy Player #1) moves her submarine in a hex with 2 Chinese naval units (not CG or DDG class ships). Anna decides to commit 1 torpedo attack per Chinese naval unit. According to the corresponding JCC, she rolls 1 die per target.

[11.08] A successful torpedo attack destroys a naval unit regardless of its remaining HP. A submarine's torpedo attack is successful if it rolls equal to or less than its own torpedo CV – indicated on its JCC.

[11.09] Unlike normal naval ZORs, a submarine must **actively choose** to reveal enemy naval units within the hex it occupies and its 1-hex ZOR in all directions, but this activation of their ZOR does **NOT** reveal the submarine in terms of DETECT.. This action is free of cost whenever a submarine moves. This ZOR may also reveal other enemy submarines within the 1-hex ZOR. This still requires a detection roll for that specific submarine. A submarine may attack only revealed units. However, players should know that activating a submarine's ZOR will implicitly reveal its location to the other player. This is purposeful to represent the tension of emitting its sensors and maintaining its stealth. Although a player may know the hex where a submarine is in, they still need to DETECT to attack it.

EXAMPLE: Using 1 AP, the Jin (US Navy Player #1) conducts a Move and/or Initiate Combat with their Ohio-Class Submarine. He indicates that he is revealing all the hexes around his submarine in hex A – with his 1-hex ZOR. This instantly reveals the two **People's Liberation Army Navy (PLAN)** ships in the same hex as his submarine. The PLAN player also indicates that there is a submarine in one of the adjacent hexes, requiring a detection roll of 12. The US Navy Player rolls 1 die, rolling a 14. The enemy PLAN submarine remains hidden.

[11.010] A submarine is never revealed by the normal ZOR of a naval unit or ground unit. It can only be revealed by specific JCC effects, the ZOR of other submarines (11.09), or by anti-submarine warfare (ASW). Refer to 11.1.

[11.011] Using a Move and/or Combat action, submarines may engage other submarines within the same hex. First, all submarines (attacking and defending) simultaneously roll for detection, using the corresponding DETECT requirements on the respective JCC cards for their targets. When targeting another submarine, the DETECT roll succeeds if the result is equal to or lower than the target's DETECT requirement. If both submarines detect one another, they fire at each other simultaneously using their torpedo attack (2 dice each). The success of a submarine's attack is determined by the CV of the submarine (11.08). **If a submarine does not detect the opposing submarine, it does not roll in its defense or attack. If a submarine is engaging with an Unmanned Underwater Vehicle (UUV) in the same hex, such as "UUV Attack," then treat it like any other submarine combat.**

EXAMPLE: Using 1 AP for a Move and/or Combat action, Ling (PLAN Player #1) moves her submarine into a hex, where she suspects enemy submarine is hiding. Ling exercises her ZOR and successfully detects her target, rolling the required DETECT value of her target. At the same time, the target submarine rolls for detection of the attacking PLAN submarine. He fails and cannot defend. The attacking PLAN submarine rolls 2 dice for her torpedo attack and scores 1 hit, sinking the enemy US submarine. If the defending submarine had succeeded in detection, both submarines would roll for their torpedo attacks simultaneously and damage would be adjudicated simultaneously. Remember, a submarine only has a HP of 1.

[11.012] A submarine unit counter is placed on the map when it is revealed or DETECTED by another unit, such as a JCC, opposing submarine, or during ASW. At the end of the Action Stage, all submarine unit counters are removed from the map – representing losing the track on the submarine. When a submarine conducts LRS, it is placed on the map during its impulse, then immediately removed per 11.06.

### **[11.1] ANTI-SUBMARINE WARFARE (ASW)**

Anti-Submarine Warfare (ASW) represents how naval units can attack or defend against submarine-based torpedo attacks.

[11.11] IAMD is NOT permitted against torpedo attacks. Instead, Destroyer (DDG) or DDG(X) class ship(s) is attacked by a torpedo, it automatically defends itself with ASW. **DDG and DDG(X) naval units are ASW-capable.** This is an abstraction for simplicity.

[11.12] **When a submarine or UUV conducts a torpedo attack, all DDG and DDG(X) ships in the target hex may attempt detection and ASW rolls.** Each ship gets 1 roll for submarine detection. Each ship that successfully detected the submarine rolls 1 die for ASW, requiring a 10 or less. If ASW is successful, the submarine is destroyed and never completes its torpedo attack.

EXAMPLE: Using a Move and/or Initiate Combat action, a US submarine conducts a torpedo attack against 2 Chinese DDG-class naval units. The US submarine exercises its ZOR to reveal all the enemy units in the hex. Victor (USMC Player #1) decides to put both his torpedo attacks against only 1 enemy DDG unit. Mary (PLANMC Player #1) rolls 1 die for each of her DDGs in the hex. Mary succeeds on only one of her DDGs for detection. Then the Mary (PLANMC Player #1) rolls 1 die for ASW, attempting to destroy the submarine. She rolls a 12, so the ASW fails. The US submarine then rolls for their 2 torpedo attacks. One is successful and the enemy DDG-class naval unit is sunk – even though it had 2 HP.

[11.13] If a naval unit fails to DETECT the submarine, the submarine conducts its torpedo attack unhindered (11.07). Similarly, if the attacking submarine is detected but survives the ASW (due to misses), it can conduct its torpedo attack unhindered.

[11.14] Using a Move and/or Initiate Combat action into the suspected hex location of an enemy submarine (“ostensibly empty”), all DDG and DDG(X) ships may offensively engage submarines using ASW. The ships must be within the same hex as the target submarine. Each ship that successfully DETECTED the submarine rolls 1 die for ASW, requiring a 10 or less. For the purposes of simplicity, ASW capabilities are infinite in terms of supply, but a ship can only roll one die per attempt and can make only one attempt per Action Stage.

[11.15] If a JCC conducts ASW, such as a P-8A JCC, then it rolls one dice to DETECT if there are any submarines within the number of hexes it can search. If the value meets the required DETECT value, the associated submarines are all revealed in the searched hexes. Then a submarine token is placed on the map revealing its location then the JCC may roll ONE die to target ONE revealed submarine – attempting to destroy it according to the value on the JCC.

## 12.0 THE INFLUENCE METER

The Influence Meter goes from 10-to-0-to-10, with one end favoring the People’s Republic of China (PRC) and the other favoring the US. Various decisions in the game will shift the balance of the Influence Meter in the favor of one side or the other, potentially offering various benefits. The Influence Meter represents popular and international support. It is intended to demonstrate, however crudely, the consequences of fighting and reflect that the hexes are not empty space. The maps are the sovereign territory of nations and more basically, home to thousands of innocent civilians.



### [12.1] METER DYNAMICS

**All benefits are cumulative and take effect at the end of the turn. The status of the Influence Meter is tracked by a single gray cube on the map.**

[12.11] At 0 to 2, the meter provides no benefits.

[12.12] At 3 to 5, that side gains +5 CP on appropriate turns per the SCENARIO.

[12.13] At 6 to 8, all players on that side receive +1 Action Point each turn.

[12.14] At 9 to 10, the team may add 2 JCCs regardless of CP cost to their team pool at the beginning of the Action Stage. The cards cannot be Attached JCCs.

### [12.2] EVENTS AFFECTING THE METER

[12.21] If your team seizes the initiative, immediately move the Influence Meter 1 space in favor of your team.

[12.22] If your team eliminates three or more enemy units during the turn, immediately move the Influence Meter 1 space in favor of your team. JCCs, markers, submarines, and MILDECS do not count.

[12.23] If your team eliminates an enemy naval unit, immediately move the Influence Meter 1 space in favor of your team. This does **NOT** include submarines.

[12.24] Immediately move the Influence Meter according to a JCC effect, if successful.

[12.25] If the **opposing** team conducts LRS attacks against a hex with a city, town, port, or airfield, immediately move the Influence Meter 1 space in favor of your team for each hex attacked.

EXAMPLE: Simon (PLANMC Player #1) conducts LRS attacks against two hexes with towns. Immediately move the Influence Meter 2 spaces in favor of the US team.

## 13.0 EVENT CARDS

The Event Cards are optional cards that inject a variety of effects into the gameplay. Some SCENARIOS will require specific Event Cards or indicate a random draw of Event Cards. Event Cards may have positive, negative, or neutral effects based on the position of the Influence Meter and conditions on the battlefield. Select Event Cards will introduce new, more nuanced rules to the gameplay. Resolve all event card effects before taking any actions that turn. JCCs cannot negate event cards.





## **14.0 SPECIAL THANKS**

The design team is immensely grateful for all the support, patience, and expertise our friends and colleagues offered during this arduous design process. This wargame is a testament to the desire and need for more educational wargaming in the Joint Force.

Special thanks to **BGen Valerie Jackson, Major Ian Brown, Major Jared Cooper, and Captain Ben Herbold** at the **Brute Krulak Center for Innovation and Creativity** at the U.S. Marine Corps University (MCU), whose unwavering support and expertise made this wargame possible. They believed in the value of this game before anyone else.

### **14.1 PLAYTESTERS & ACKNOWLEDGMENTS**

The design team would like to thank the numerous playtesters and experts who offered their time, experience, expertise, and insights to the development of *LC*. Participation in playtesting does not reflect approval of *LC* by the individual or any of their affiliated organizations: Major Ian Brown (USMC), Major Jared Cooper (USMC), CDR Jared Samuelson (US Navy), Mitch Reed (US Air Force), Peter Perla (CNA), Eric Walters (IDA), James Sterrett (CGSC), Mike Dunn (CGSC), Captain Ben Herbold (USMC), LCDR Matthew Hipple (US Navy), Tim Barrick (Colonel (ret), USMC), LtCol Jeffrey Komives (US Air Force), Major Miguel Cruz (USMC), Major Caleb Brown (USMC), LtCol Jonathon Frerichs (USMC), Captain Jeremy Ross (USMC), LtCol Scott Jenkinson (Australian Air Force), Major Daniel Yurkovich (USMC), Ian Bohne, Jon Healey, and so many others in the Joint Force and wider defense community who are not specifically named.

## APPENDIX A: REFERENCE SHEETS



### USMC / USN UNITS

Unit	Hit Points (HP)	Ground Assault Supply	LRS Supply	LRS Supply v2	Interception Supply	Interception Supply v2	Logistics Supply
Motorized Infantry Platoon	2	5	1	NA	NA	NA	NA
Amphibious Combat Vehicle Section	2	5	2	NA	NA	NA	NA
Rocket Artillery Section	2	NA	6	3	NA	NA	NA
MADIS Air Defense Section	2	NA	NA	NA	∞	10	NA
Marine Littoral Logistics Company	3	NA	NA	NA	NA	NA	20
FARP Platoon	1	NA	NA	NA	NA	NA	8
DDG-Class	2	NA	10	NA	10	NA	NA
DDG(X)-Class	2	NA	15	NA	12	NA	NA

NOTE: This chart indicates the ammunition supply a unit starts with. A unit cannot exceed its starting ammunition supply at any time. The infinity symbol (∞) indicates infinite supplies, representing the non-kinetic and/or MANPADs means of taking down UAVs and similar platforms. The DDG and DDG(X)-class ships have some cells dedicated to ballistic missile defense and/or torpedoes for anti-submarine warfare.



## PLANMC / PLAN UNITS

UNITS	Hit Points (HP)	Ground Assault Supply	LRS Supply	Interception Supply	Logistics Supply
Mech Infantry Platoon	2	5	NA	NA	NA
Heavy Weapons/ Anti-Tank Section	2	5	NA	NA	NA
Light Tank Platoon	3	5	NA	NA	NA
Air Defense Section	2	NA	NA	4	NA
Self-Propelled Artillery Section	2	NA	8	NA	NA
Rocket Artillery Section (3 Echo)	2	NA	3	NA	NA
Amphibious Recon Platoon	2	3	NA	NA	NA
Logistics Platoon	1	NA	NA	NA	7
Type-76 LHD-Class	2	NA	10	∞	NA
Type-54 FFG-Class	2	NA	3	6	NA
Type-52D DDG-Class	2	NA	7	7	NA
Type-55 DDG-Class*	2	NA	16	9	NA

NOTE: This chart indicates the ammunition supply a unit starts with. A unit cannot exceed its starting ammunition supply at any time. The infinity symbol (∞) indicates infinite supplies, which represents the LHD's ability to generate unmanned combat sorties. It is simplified for the ease of game play. The FFG and DDG-class ships have some cells dedicated to ballistic missile defense and/or torpedoes for anti-submarine warfare.

\*NOTE: The Type-55 Renhai class DDG is classified as a destroyer by the PLAN, but the US Navy classifies it as a Cruiser (CG) class. This vessel is equipped with Ballistic Missile Defense (BMD).

## APPENDIX B: PLAYTHROUGH EXAMPLE

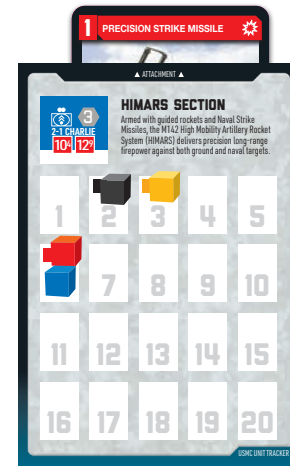
The following provides a detailed playthrough of a turn in the “Luzon Pass” SCENARIO between the U.S. Marines/U.S. Navy (USMC/USN) team (Players A, B, and C) and the People’s Liberation Army Marine Corps/People’s Liberation Army Navy (PLANMC/PLAN) team (Players X, Y, and Z). This playthrough is just an example and aims to help new players learn and become more comfortable with the rules.

### PLANNING STAGE

1. A player should read the scenario aloud, so everyone understands the general situation. For this example, we will be playing the “Luzon Pass” 3-v-3 SCENARIO. For large groups, making extra copies of the specific scenario page is recommended.
2. According to the SCENARIO, assign the players to specific Task Forces (TFs) and the associated units. Both teams confer for 10-15 minutes to discuss how to achieve their victory objectives. During this time, each team will also determine the Joint Capability Cards (JCCs) they will acquire with their allocation of 15 Command Points (CPs). Remember, Attached JCCs can be bought only at the first Planning Stage at the beginning of the scenario. How long these player discussions take varies – depending on player patience, the availability of beer and pretzels, and the overall time available.
3. **The USMC/USN team** divides its forces among its players; Anton (Player A) takes control of Task Force Chicago (the first US ground force), Tobias (Player B) takes Task Force New York (the second US ground force), and Min (Player C) takes control of Task Force Houston (the US naval force). The USMC/USN team, seeing that their victory objective requires keeping the PLAN/PLANMC from passing through the Luzon Straits (indicated by the vertical column of hexes V1 to V15) until Turn 7, decides to prioritize delaying and destroying the PLAN naval units rather than the PLANMC ground force. The USMC/USN team spends their CPs on ISR cards that will help them reveal the PLAN surface forces; they select “Space Satellites” (5 CPs), “Open Source Intel” (1 CP), “V-BAT” (1 CP), and “P-8A: Surveillance” (3 CPs). This leaves 5 CPs left, so they decide to purchase “Precision Strike Missile (PrSM)” (1 CP) and one “MEF Information Group (MIG)” (4 CPs), to improve their Long-Range Strike (LRS) and cyber capabilities. Both “V-BAT” and “PrSM” need to be attached to a unit, so Anton (Player A) “V-BAT” to 1 Alpha, an infantry platoon, and Tobias (Player B) attaches “PrSM” to 2-1 Charlie, a rocket artillery section. Tobias (Player B) indicates this by placing the appropriate JCCs under the corresponding Unit Trackers – sliding the attached JCC underneath the Unit Tracker from the top. For the PrSM JCC, he adds a blue cube to the 2-1 Charlie Unit Tracker at 6 for the PrSM supply. Additionally, in the “Luzon Pass” Scenario, the USMC/USN



team begins the game with two free JCCs: “Aegis Ballistic Defense” and “Tactical Network.” The USMC places “Tactical Network” on the board and attaches “Aegis Ballistic Defense” to Min’s (Player C) DDG(X)-101 by placing the JCC under the corresponding Unit Tracker. She also adds an orange cube at six on the Unit Tracker to indicate the supply for “Aegis.” Lastly, all the players add the corresponding color cubes on their Unit Trackers to indicate their supply values for their various Combat Values (CV) and Hit Points (HP) for their units. The beginning supply values are indicated on the Unit Tracker for each unit.



4. **The PLAN/PLANMC Team** assigns Joel (Player X) to control Task Force Shanghai (the Chinese ground force) and Henri (Player Y) and Ha-young (Player Z) to command Task Force Beijing and Tianjin (the two Chinese naval forces). Understanding that their scenario victory conditions require them to pass a ship across the Luzon Straits by the end of Turn 7, the PLAN decides to focus their strategy on advancing through the Luzon Straits while protecting and concealing their naval forces from missile and cyber-attacks. In support of this defensive strategy, they purchase “Blindspot” (3 CPs), “Tactical Cyber Defenses” (2 CPs), and “PLA Strategic Support Force” (5 CPs) to defend against USMC cyber and ISR JCCs. They spend their remaining CPs on “Offensive Cyber” (4 CPs) to limit the USMC’s ability to use JCC effects. None of these cards require attachment. In addition, as specified by the “Luzon Pass” SCENARIO, the PLANMC begins with three free copies of “Ballistic Missile Defense (BMD)” (one attached to each of the PLAN’s Type-55 Renhai-class destroyers) and “Tactical Network.” The PLANMC players place the “BMD” JCCs under the appropriate Unit Trackers. The PLANMC JCC deck only has two cards of “Ballistic Missile Defense,” so simply treat the third Type-55 DDG as having one and place an orange cube on its Unit Tracker like the others for its BMD supply value.

## DEPLOYMENT STAGE

1. During this phase, players are given approximately 10 minutes to place their units (face-down) within the parameters designated by the scenario. The Deployment Stage only occurs in Turn 1 of the game.
2. In the “Luzon Pass” SCENARIO, the USMC/USN team is allowed to deploy their ground forces at the northern end of Luzon and in the Babuyan Islands (above or on the 17-hex row). The US naval forces are allowed to deploy anywhere in the northeast corner of the map east of the objective line (a vertical line between V1 to V15). Min (Player C) deploys Task Force Houston in three separate stacks in the northeast corner of the map. Tobias (Player B) disperses Task Force New York throughout the northeast corner of Luzon while Anton (Player A) splits Task Force Chicago between the northwest corner of Luzon and the Babuyan Islands.
3. In this scenario, the PLAN must deploy its forces south (below or on) of the 20-hex row. Moreover, its naval Task Forces must be placed to the west of Luzon. Joel (Player X) must deploy below the 19-hex row, Task Force Shanghai into two large stacks on the eastern highway of Luzon. Henri (Player Y) and Ha-young (Player Z) distribute Task Force Beijing and Task Force Tianjin into two stacks each, positioning them below the demarcated starting line (20-hex row) for naval units.

- Both teams have made sure all their Attached JCCs have been assigned to units and their Unit Trackers.

## **ACTION STAGE**

- The bulk of gameplay occurs during this stage. The teams take turns “activating” task forces and spending Action Points (APs) to take Core Actions (3.31).
- PLANMC/PLAN Impulse 1:** As outlined in “Luzon Pass” SCENARIO, the PLANMC begins the game with the initiative, so the PLANMC/PLAN team is the first to have one of their players activate one their respective Task Force. For Turn 1, the PLANMC/PLAN team decides that Joel (Player X) will go first with their Task Force Shanghai. Joel (Player X) uses 1 AP to play the “PLA Strategic Support Force” JCC but chooses to save its effect for later – which is possible because it is a Persistent JCC. He conducts two Moves and/or Conceals Core Actions for his 2 stacks. He moves each of his stacks 1 hex up the highway towards the USMC forces for 2 AP. That ends Joel (Player X)’s impulse for Task Force Shanghai.
- USMC/USN Impulse 1:** After Task Force Shanghai completed its moves; Anton (Player A) chooses to go with Task Force Chicago. He plays the “MIG” JCC for 1 AP and chooses to use its ability to attempt to degrade the PLANMC/PLAN “Tactical Network” JCC. To do this, Anton (Player A) must roll a 11 or less on a 20-sided die (d20). However, before Anton (Player A) rolls, the PLANMC/PLAN team can play any JCC cards in its possession that can NULLIFY the “MIG” cyber effect. The PLANMC/PLAN team chooses to activate “PLA Strategic Support Force” and attempt to NULLIFY the “MIG” degradation attempt; to do so successfully, the PLANMC/PLAN team must roll 14 or less on a d20. Anton (Player A) rolls a 9, a success, and Joel (Player X) rolls a 16, a failure to NULLIFY. The USMC/USN team attempt to degrade the Chinese Tactical Network is successful and a blue cube is added to it. Both teams will flip over the “MIG” and “PLA Strategic Support Force” cards to represent that these JCCs are now exhausted for the rest of the Action Stage. These JCCs are persistent and will become available again in Turn 2 (for free). With 2 remaining APs, Anton (Player A) plays the “Open Source Intel” JCC. With that card, Anton (Player A) rolls 5 d20 and reveals a PLANMC unit for every roll less than or equal to 6. Anton (Player A) rolls 3, 4, 9, 15, and 16 and chooses to reveal two ground units that are part of Task Force Shanghai. The two units that are revealed are 3 Alpha, an infantry platoon, and a MILDEC. “Open Source Intel” JCC is then discarded since it is a single-use (non-persistent) JCC. It can be reacquired later when the teams receive additional CP at the beginning of Turns 3 and 5. With his last AP, Anton (Player A) conducts a Moves and/or Initiate Combat Core Action. This reveals his rocket artillery section, 2-1 Charlie, and declares an LRS attack against 3 Alpha. He commits 3 LRS shots (i.e., dice) to the attack with its LRS(2) CV. Joel (Player X) can now declare any INTERCEPT attempts, but he is unable to do so since neither he nor his teammates have any IAMD batteries in range of 3 Alpha. Anton (Player A) moves the orange cube on the Unit Tracker down 3 spaces to represent the 3 LRS shots fired. He then rolls one die for each LRS attempt and gets 3, 7, and 20. Since 2-1 Charlie’s LRS attack has a CV of 12, this means that the LRS shots did 2 HP of damage to the 3 Alpha. The PLANMC MILDEC absorbs 1 HP of damage and is destroyed; 3 Alpha absorbs 1 HP of damage, lowering its HP value (black cube) from 2 to 1 on the Unit Tracker. That ends Anton’s (Player A) impulse with Task Force Chicago.



- 4. PLANMC/PLAN Impulse 2:** As Task Force Shanghai has already been activated this turn, the PLANMC/PLAN team must choose to activate either Task Force Beijing or Tianjin. Henri (Player Y) decides to go with Task Force Beijing. He conducts two Moves and/or Conceals Core Actions with his 2 stacks of naval units – moving them north by 5 hexes for 2 APs total (one AP per stack of units). With his last remaining AP, Henri (Player Y) plays the “Offensive Cyber” JCC, which stops the opposing team’s ability to play JCCs for the remainder of the turn. This JCC requires that the player roll a 13 or less on a d20. Henri (Player Y) rolls a 14 and is unsuccessful. Since “Offensive Cyber” is a special single-use JCC, it is now permanently removed from the game. This ends Henri’s (Player Y) impulse with Task Force Beijing.
- 5. USMC/USN Impulse 2:** With its second impulse, the USMC/USN team decides to activate Task Force New York. Tobias (Player B) spends 1 AP to play the “Space Satellites” JCC, which allows the player to reveal all enemy units in a 2-by-2 hex square after rolling a 13 or less on a d20. Before Tobias (Player B) rolls, the PLANMC gets a chance to either play a NULLIFY JCC or BMD INTERCEPT the JCC using ballistic missile defense (BMD), as indicated on the “Space Satellites” JCC. Henri (Player Y) chooses to reveal his Type-55 103 DDG and use its attached “BMD” JCC to INTERCEPT the “Space Satellites” JCC. He decides to launch 4 BMD INTERCEPT shots and reduces the associated supply on his Unit Tracker for Type-55 103 DDG. This instantly reveals the Type-55 103 DDG. He then rolls 1, 3, 4, and 15, which gives him 3 hits since the “BMD” has a CV of 14. The “Space Satellites” JCC is destroyed and discarded. Using his remaining 2 APs, Tobias (Player B) Move and/or Initiates Combat with rocket artillery units, Charlie 2-1 and 2-2 Charlie (in different hexes). Their attack against the now-revealed Type-55 103 instantly reveals them (turning face up) and declares LRS attacks. 2-1 Charlie uses its “PrSM” attachment, and 2-2 Charlies uses its LRS(2) CV. “PrSM” has a CV of 14 and a supply value of 6; the LRS(2) of 2-2 Charlie has a CV of 12 and supply value of 3. Tobias (Player B) decides to fire everything – totaling 6 dice succeeding on 1-14 and 3 dice succeeding on 1-12. Henri (Player Y) declares he will INTERCEPT with 9 shots of its IAMD CV, which succeeds on 1-14. Moreover, Henri (Player Y) decides to reveal LHD 201 in the same hex to provide additional IAMD INTERCEPT attempts with a CV of 6. The LHD 201’s IAMD CV has infinite supply, so it will roll 4 dice. This means Tobias (Player B) rolls 6 dice succeeding on 1-14 and 3 dice succeeding on 1-12. In defense, Henri (Player Y) rolls 9 dice succeeding on 1-14 and 4 dice succeeding on 1-6. Remember to roll dice that have different CV at different times. After all the rolling, Tobias (Player B) has 8 hits and Henri (Player Y) has only 6 successful INTERCEPTs. This means the two un-intercepted attacks deal 2 HP of damage against Type-55 103 DDG, sinking it and discarding the attached “BMD” JCC. Each player reduces the expended supply values for their respective CVs on their Unit Trackers. This ends Tobias’s (Player B) impulse for Task Force New York.
- 6. PLANMC/PLAN Impulse 3:** The final PLANMC player, Ha-young (Player Z), activates Task Force Tianjin. With 1 AP, she conducts Moves and/or Conceals Core Action. This moves the stack of her ships containing LHD 202, FFG 574, and DDG 173 5 hexes to the north. She expends the remaining 2 APs to remove the degradation cube from the PLANMC’s “Tactical Network” JCC. This ends Ha-young’s (Player Z) impulse with Task Force Tianjin.
- 7. USMC/USN Impulse 3:** The final USMC/USN player, Min (Player C) activates Task Force Houston. Using 1 AP for Move and/or Conceal Core Action, she moves the stack containing DDG(X)-101 and a naval MILDEC to the west by 5 hexes. Using 2 more AP, she declares two Move and/or Initiate Combat Core Actions with her two stacks (DDG-56 and its naval MILDEC;

DDG-93 and its naval MILDEC). Both stacks move 5 hexes to the west and reveal both DDGs (but not their MILDECs) for their LRS attacks against the revealed LHD 201. DDG-56 launches 6 shots and DDG-93 launches 4 shots; all with a CV of 14. Henri (Player Y) chooses to INTERCEPT with only the 4 IAMD shots of LHD 201 at a CV of 6. Min (Player C) rolls for her LRS shots and gets 5 hits total. Henri (Player Y) rolls for his INTERCEPT shots and gets only 1 interception. LHD 201 receives 4 HP of damage and is destroyed because it only has 2 HP. All players reduce their respective supply values on their Unit Trackers. This ends Min's (Player C) impulse with Task Force Houston. The Action Stage has ended as all the players have conducted their respective impulses.

### **INITIATIVE CHECK**

The initiative in the next Action Stage goes to the team that destroyed the most enemy units during the previous turn. MILDECs do not count towards this number. During Turn 1, the USMC/USN destroyed 2 PLANMC/PLAN units (Type-55 103 and LHD 201), while the PLANMC/PLAN team destroyed 0 USMC units. The USMC/USN gains the initiative and chooses to go first in the next Action Stage. Normally, the USMC/USN team would move the Influence Meter one space in their favor, but the "Luzon Pass" SCENARIO explicitly ignores the Influence Meter.

### **VICTORY CHECK PHASE**


The PLANMC/PLAN has not moved any of its ships across the objective line outlined in the SCENARIO, nor has it destroyed all the USMC units on the map. The USMC/USN has not destroyed the Chinese fleet, and the PLANMC/PLAN has 6 more turns to cross the objective line. The victory conditions have not been met, so the game continues to Turn 2.

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## **APPENDIX C: GLOSSARY OF TERMS**

**Action Point (AP):** The core and basic play mechanic in *LC*, broadly representing the act of giving orders to a unit. Each player typically has 3 APs per impulse, although that number can be altered by SCENARIO, Event Cards, JCCs, or the Influence Meter. APs can be used to:

- Move and/or Initiate combat
- Move and/or Conceal
- Move and/or Resupply
- Play a JCC

**Attached JCC** : This indicates that a JCC must be assigned to a host unit of the specified unit type. Attachment JCCs must be acquired in the FIRST Planning Stage and attached to a host by the Deployment Stage. Attachment JCCs cannot be acquired later in the game – even when CPs become available. Attached JCCs represent units supplementing other units or physical kit of equipment, so if you have deployed to combat without it – you left it back at base.

**Aviation JCCs:** This refers to JCCs that represent aircraft of various types, such as unmanned aerial systems (UAS), maritime surveillance aircraft, fighter aircraft (FTR), bombers, and other similar platforms.

**Ballistic Missile Defense (BMD):** This represents systems or platforms capable of intercepting ballistic missiles, such as the Standard Missile 6 (SM-6) with the Aegis system.

**Combat Value (CV):** This is the large number in the colored box on each unit counter face and the dice roll requirement for attacks from JCCs. It represents the highest number rolled on a d20 die that will score a hit by that unit or JCC. Lower numbers also score a hit, higher numbers miss.

**Command Point (CP):** Command Points are the currency used during the Planning Phase and select turns later (depending on the SCENARIO) to acquire JCCs. Each JCC's cost in CPs is indicated in the top left-hand corner on the card.

**Core Actions:** These are the four different types of Core Actions that can be taken by a unit or stack of units for 1 AP, but a unit or stack can take only one Core Action per impulse:

- Move and/or Initiate combat
- Move and/or Conceal
- Move and/or Resupply
- Play a JCC

**Electromagnetic Spectrum (EMS):** This refers to a wide range of capabilities that exploit the EMS, such as the jamming of communications.

**Stack:** This refers to all units belonging to the same player in a single hex. A stack can move and/or act as a cogent fighting force for 1 AP, moving no further than the range of the unit with the lowest MP value.

**Impulse:** This described the core sequencing mechanic in *LC*. In each turn, each player takes an impulse that usually consists of 3 APs. Any player on the team with the initiative may take the first impulse, followed by any player on the opposing team, back-and-forth, until all players have gone. Sequential impulses from all the players comprise the Action Stage.


**Integrated Air and Missile Defense (IAMD):** This is an abstraction for a wide range of IAMD capabilities, often reflecting IAMD missiles like the SM-2, SM-6 (dual use), Tamir, or other similar capabilities. They can also represent non-kinetic capabilities, such as lasers or directed energy. IAMD capabilities on unit counters are indicated by inverted purple pentagons.


**Joint Capability Card (JCC):** These are special effect cards that represent a diverse range of joint capabilities in modern warfare from underwater unmanned vehicles (UUVs) to space satellites. The playing of a specific JCC represents not only the platform and associated effects, but also the planning process and coordination required to execute. The JCCs are an abstraction to enable a wide range of gameplay with simple mechanics.

**Long-Range Strike (LRS):** This is an abstraction for all long-range strikes against both land and naval targets. *LC* makes a fundamental abstraction that future munitions will be able to strike both land and naval targets. LRS capabilities on unit counters are indicated by red squares.

**Military Deception (MILDEC/Naval MILDEC):** MILDEC counters in the wargame represent physical equipment or systems that appear like their counterparts in terms of emissions and/or visual profile. These systems are designed to confuse or fool enemy targeting.

**Movement Points (MP):** This is an abstraction of the mobility of a unit and represents how far it can move within a turn, depending on the terrain. MPs for each unit are indicated inside a grey hex in the top right-hand corner of unit counters.

**Nullifies** : This indicates a JCC can negate a specific JCC or type of effect by a JCC. NULLIFY JCCs can be played for free to counter an opponent's JCC when played or played for 1 AP during the player's impulse.

**Persistent JCC** : This is a type of JCC that can employ its effect once per turn. It requires 1 AP to play initially, but afterwards, its effect can be employed once per turn by any player on the team for free. The exception is JCCs attached to a specific unit, which can only be used by the player who controls the host unit.

**Resupply Point (RP):** This is a unit of supply belonging to a logistics unit. An RP can be distributed to restore the supply of the receiving unit, up to its initial supply amount.

**Resupply Value (RV):** This is the total number of supplies a logistics unit can distribute to friendly units in a single action. Some logistics units have multiple RVs and ranges. Logistics capabilities on unit counters are indicated by blue circles.

**Strategic Cyber:** This refers to cyber effects that are employed by national or higher-level commands for wide-area effects or through national technical means (super spooky secret stuff).

**Submarine Operations Tracker (SOT):** This refers to the sheet used to track the movement of submarines in the wargame. Each turn, a submarine must log its position on the map.

**Tactical Cyber:** This refers to cyber effects that are employed by tactical cyber units and have localized effects.

**Turn:** A turn consists of all players on all teams completing their impulses in one Action Stage, followed by an Initiative Check, and a Victory Check.

**Zone of Reconnaissance (ZOR):** This refers to the hexes where a unit can reveal opposing units. For ground units, this is 1 adjacent hex to units taking a Core Action. For naval units, this always means 5 hexes in all directions. For submarines, this is all adjacent hexes to a submarine taking a Core Action. A ZOR does not stop movement.