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1.0 INTRODUCTION

The Greek Civil War, 1947-49 (otherwise known as “*Andartes*”, which means “*guerrilla/ rebel/ resistance fighter*” in Greek) is a game for two players simulating the 1947-49 conflict between the government of Greece and the DSE (*Dimokratikos Stratos Elladas*, or “Greek Democratic Army”), the fighting organization controlled by the Greek Communist Party. During the game, the DSE Player tries to erode the power of the Greek authorities and replace their governing structures with his own, while the Government player tries to contain this threat to civil society with civilian police and the servicemen and reservists of the Greek National Army (GNA).

Central to play of the game is the Political Index (PI). Both players maintain their own PI during the game. A player’s PI is a quantification of the level of support or commitment the Greek “*man in the taverna*” is willing to give him (as opposed to other political movements or methods) as an agent of social change – or guarantor of security. For the Government player, his PI is also a measure of the stability of the political regime. PIs are measured in Political Points (PP) and recorded on the Record Track. PIs change constantly during the course of the game depending on events and who controls various territory. The highest level is 99, and the lowest is 0. If either player's PI reaches 0 at any point in the game, he is deemed to have reached the point of political collapse for his side, and the game ends.

2.0 COMPONENTS

2.1 The Game Map

The game map shows mainland Greece, divided into Regions, and parts of the adjoining countries to the north (Albania, Yugoslavia, Bulgaria).

2.2 Regions

The irregular map areas are called Regions, each with a name (e.g., “Arkadia”). These Regions represent the general geography of the area and are coded “U” for Urban or “R” for Rural, which affects operations there.

Players deploy their units into Regions, into either the Infrastructure squares (the small square or squares within any Region’s boundaries) or the “Open” area (outside of the squares within a Region). When both sides have units in the same Region, conflict may occur.

Note: Athens and Thessalonika are separate regions unto themselves.

2.3 Structure of a Region

The smaller boxes within Regions are Infrastructure squares. Each Region may have one, two or three such squares. These represent the populated areas of that Region and the Infrastructure there (power plants, water sources, roads, buildings, etc). Each Infrastructure square may only ever contain one unit.

Units that are in Infrastructure squares (not in the Open) are considered to be occupying the towns or cities of that Region. There may only ever be one unit in any particular Infrastructure square at any one time, but if a Region has more than one Infrastructure square, then one player may have units in some Infrastructure squares, and the other player in other square, but not both in the same.

Units that are in the “Open” (not in any Infrastructure squares) are considered to be occupying the wilderness of that Region. There is no limit to the number of units that may be in a Region in the Open, but if both players have units in the Open, they must be organized as separate stacks.

2.4 Movement Routes

Units may move from the Open area of one Region to the Open area of another if the two Regions share a common border or are connected by an arrow.

2.5 Political Points

Printed next to each Region’s name are two numbers, separated by a slash. The numbers to the left

and right of the slash are the number of Political Points the players (DSE and Government, respectively) may be awarded or lose for certain combat outcomes in that Region.

2.6 Foreign Areas

Foreign Areas are Albania, Yugoslavia and Bulgaria. These are considered Regions, though they have no Infrastructure squares and only DSE units may ever enter and exit them. However, events during play may deny the DSE player access to one or more of the Foreign Areas.

2.7 Map Displays

There are displays and tracks on the map sheet for keeping track of events during the game.

2.8 Airstrikes Available

This is a convenient space for the Government player to place Airstrike markers when not being used to attack targets on the map. Airstrike markers in this space are considered to be available for use. Any Airstrike markers that are not available for use are set to the side, off the map.

2.9 Sequence of Play & Posture Reminders

These remind players of what to do next and the current posture of the Greek government.

2.10 Game Charts and Tables

The game's charts and tables are defined as follows.

Expanded Sequence of Play: A more complete reminder for players of what to do, when.

Mobilization Charts: This lists the cost of building units in terms of Political Points. There is a separate Mobilization Chart for each side.

Conflict Resolution Table (CRT): Used to resolve all conflict (combat that is declared by either player).

Political Index & Turn Record Track: This records each player's current Political Points, on a scale of 0-99. A counter is provided for both sides to place on their own track.

Game Turn Record Track: This records the current game turn.

Politics Table: Uses to determine the Government player's current doctrine (see 16.3).

Government Mobilization Table: Used by the Government player during the Mobilization Phase (see 9.0).

DSE Mobilization Table: Used by the DSE player during the Mobilization Phase (see 9.0).

2.11 The Playing Pieces

Both players are provided with a set of counters (units) that represent conventional and unconventional forces. During their respective turns, players move their units amongst the Regions on the map, and engage in various kinds of conflict in order to destroy enemy forces and change the Political Index in their favor. Both sides can mobilize new units by paying for them with Political Points.

DSE player units are red; Government player units are blue (and white for police units). There are also several types of informational markers to remind players of certain game events or conditions. These counters are also white.

2.12 Unconventional Units

Most units in the game are conventional type units, representing large formations of full-time combatants, operating continuously against the enemy. Some units, however, are considered "unconventional" type units, and are signified with a white band printed behind their ratings. Unconventional units represent smaller teams operating, often clandestinely, in a Region. Unconventional units function just like conventional units, but have special abilities (see 10.5, 11.6,

16.1).

2.13 Sample Unit

On each unit there are three numbers, from left to right: the first is the unit's Conflict Rating. Conflict rating is the ability of the unit to engage in combat via the Conflict Resolution Table.

The second small number is the unit's Level. This is the relative state of combat effectiveness and morale of the unit. The higher the Level of the unit, the more effective it is.

Note: It is important for players to know that unit levels may change during the course of conflict, and units may potentially be replaced by units of higher or lower Levels.

The third number is the unit's Movement rating. It is a measure of how many sequential Regions the unit may travel each turn. If the unit's movement rating is printed in a circle, it is an "Infiltration Capable" unit, and thus that unit can use Infiltration (see 10.5).

2.14 Airstrike Markers

Only the Government side is provided with Airstrikes. Airstrike markers represent additional firepower that may become available, either air support (representing about 25 combat aircraft) or artillery assets (batteries of guns or occasional naval gun support). Airstrikes may be placed anywhere on the map to provide a special combat support ability (see 11.4), but they have no levels, and are expended after use.

2.15 Dice

Players will need to provide two six-sided dice to play the game. In the rules, "2D6" means the **sum** of two dice thrown together.

3.0 UNIT LEVELS

3.1 Levels

Each unit is printed with a level to indicate that unit's capability in battle (higher levels are more capable). The level of each unit is indicated by the small number in the lower middle; "1" is the lowest, "4" is the highest. Certain combat results on the Conflict Resolution Table will cause units to go up or down levels. Units that are out of supply for too long will go down levels.

A unit that goes up from Level 1 to Level 2 is simply flipped over to its reverse side, where the next Level is printed (and vice versa), and a unit that goes up from Level 2 to Level 3 is simply replaced by a unit (of the same exact type) that is printed with Level "3" (and vice versa). A unit that goes up from Level 3 to Level 4 is simply flipped over to its reverse side, where the next Level is printed (and vice versa). No unit can go higher than Level "4," but if a unit goes down below Level "1" (or below "0" for those units that start at level "0"), that unit is eliminated from the map automatically.

Note: Some unit types cannot increase above Level "1" (unconventional units cannot increase above level "0"; LOK units that are Level "1" are no longer unconventional), and some units only increase to Level "2" or "3" maximum. These limits are enforced by the counter mix limitations.

3.2 Skipping Levels

Combat results may cause units to skip Levels going down, but never when going up.

3.3 Airstrike Markers

Airstrike markers have no Levels. They are never affected by combat.

4.0 HOW TO SET UP THE GAME

The Government player sets up first. First, determine the Government Doctrine, then the Mobilization PP Limit, and finally the Duration (number of game turns) for that Doctrine (see 16.3).

Then, he sets up seven "13-1-2" army units, and one "3-1-4" mountain unit in the Open area of any Region(s) he chooses (within Greece), but as modified by his initial dice roll on the Politics Table.

Next, he sets up five “2-1-1” police units in the Infrastructure squares of any Regions he chooses (within Greece).

All remaining units are set aside for use later in the game.

Set the Government Political Index to 60.

The DSE player sets up second, but he does not roll on the Politics Table; as the rebellious faction, he is free to choose his own strategy in terms of disposition of his forces.

Then, he sets up three “1-0-3” front units, four “2-1-1” cadre units, five “2-1-0” guerilla band units in any Region(s) he chooses (within Greece), in the Open areas and/or Infrastructure squares of any Regions (within Greece).

All remaining units are set aside for use later in the game.

Set the DSE Political Index to 50.

5.0 SEQUENCE OF PLAY

Each turn represents an indeterminate period of time, from several weeks to several months. The Sequence of Play for each turn is as follows.

INITIATIVE DETERMINATION PHASE:

Determine who will be the First and Second Player (See 8.0). The First Player completes the following phases in the order listed below, and then the Second Player next completes the following phases in the order listed below.

MOBILIZATION PHASE

This applies **only on odd-numbered turns**. The player builds new units or improves existing ones per the Mobilization rule (See 9.0).

Exception: There is no Mobilization Phase for either player on the first turn. In the first turn of the game, all areas are considered uncontrolled by anyone until the first Control Phase.

MOVEMENT PHASE

The player moves his units in accordance with the Movement rule (See 10.0).

CONFLICT PHASE

The player initiates conflict with his units in accordance with the Combat rule (see 11.0). First conduct all Open combat, then conduct any Infrastructure combat.

After both players have completed the phases of their own turn above, then begin the following End of Turn Steps.

END OF TURN CONTROL CHECK STEP

Check each Region in Greece. If one player’s forces control that Region, then he gets the Political Points listed for his side and adds them to his Political Index or subtracts them from his opponent’s Political Index (See 14.0).

END OF TURN ATTRITION STEP

This applies in **even-numbered turns only**; both players (starting with the second player) remove any units that are subject to Attrition (see 15.0).

NEXT TURN STEP

Move the Turn marker one space to the next higher turn number to reflect the passing of one turn.

VICTORY CHECK STEP (Optional)

Before the game begins, both players may agree to end the game on a specific game turn, instead of ending the game when one player's Political Index is "0." Players may agree to end the game on either game turn 5, 10, 15, 20, 25 or 30, at which time (at the end of that turn, during this step), victory is determined by whichever side has the higher Political Index. If both players have the same exact Political Index when the game ends, the game is a draw instead.

6.0 HOW TO WIN

6.1 Sudden Death Victory

The game has no pre-set length (unless playing with the optional Victory Check rule, per above). The Government and DSE players each maintain a Political Index. An Index will change constantly during the game; See the Charts & Tables for exactly when and by how much. If, at any time, either player's Political Index is reduced to zero or less, then the game immediately ends, and the other player is declared the winner.

Then, the other player checks the number of points he has to get his level of victory (see below).

Victory Level	Result
0-25 points	Draw = The civil war is over, for now. Both sides will be at it again before too long.
26-50 points	Marginal Victory
51-75 points	Decisive Victory
76-100 points	Turning Point

6.2 Shorter Game

Players may find it might take a long time to beat the enemy down to zero PI. If so, they should conduct a Victory Check in the Victory Check Step of any fifth game turn of both player's consent (i.e. turn 5, 10, 15, 20, 25 or 30), comparing Political Points at the end of that game turn. If one player has more Political Points than the other, then that player has won the game.

7.0 POLITICAL INDEX

Each player has a Political Index, and each Index indicates a quantity of Political Points available to each side throughout the game. Political Points are used to purchase units, as well as determine who is winning the game (the side with more Political Points is presently winning the game).

7.1 Gaining Political Points

When a side gains Political Points, move its marker up the Political Index. If that side loses or expend points, move the marker down the appropriate number of spaces.

7.2 Political Index Limits

If a player's Political Index goes to 99, it can go no higher (no matter how successful your cause, there are always those people out there that believe in another dogma). A Political Index can go lower than zero, however; if a player's Political Index drops to zero or lower, the game comes to an end immediately. See 6.0 above.

7.3 Political Index Changes

A side can only gain Political Points by controlling certain Regions (during the End of Turn Control

Check Step), or by combat results that award Political Points. A side can lose Political Points by spending Political Points to purchase (mobilize) units, or by having his opponent deduct newly acquired points from his total (see 14.7).

***Note:** The Political Table results (see 4.0) may specify how many Political Points may be spent in each Mobilization Phase (see 9.0).*

8.0 INITIATIVE PHASE

During the Initiative Phase of each turn, players determine who will be the First Player and the Second Player. The player who currently has the higher number of Political Points can *choose* whether he or the other player has the initiative and goes first in this turn; that player is known as the first player. The other player is the second player, and goes second. In the event of a tie, the DSE player has the Initiative. Initiative remains in effect for the remainder of the turn, but this may change on a turn-by-turn basis

***Designer's Note:** Sometimes there are distinct advantages to going second!*

9.0 THE MOBILIZATION PHASE

In this phase, the player may expend some of his Political Points to create, rebuild and improve units.

9.1 Building New Units

A player builds new units during his own Mobilization Phase by spending his own Political Points. Each side's unit costs are indicated on their own respective Mobilization Chart printed on their side of the map. Note that there is a limit to the quantity of Political Points the Government player can spend in each Mobilization Phase, but not the DSE player. When a unit is purchased, it must first be purchased at Level 1. A Level 2, 3 or 4 unit can only be purchased as an upgrade to a lower Level unit.

A player places newly mobilized units on the map in locations as per the instructions on his Mobilization Chart. Units may be placed in any Open area or in any available (unoccupied) Infrastructure square.

***Note:** If a unit is required to be placed in the same Region as another unit of a particular type, then that other unit must have already been in place at the start of that same Mobilization Phase, not also placed during that same Mobilization Phase.*

The presence of enemy units has no effect on placing units (except that only one unit may ever be placed in the same Infrastructure square). You do not have to control a Region to place units in it (unless otherwise specified).

9.2 Upgrading a Unit's Level

A player may spend Political Points to upgrade a Level 1 unit that is already on the map to a Level 2 unit (but not if that Level 1 unit was purchased and placed during the same Mobilization Phase). Likewise, a Level 2 unit that is already on the map may be upgraded to a Level 3 unit, and a Level 3 unit that was already on the map may be upgraded to a Level 4 unit. The cost of each Level upgrade is listed on the Mobilization chart.

Exception: Some units may not be upgraded to the next higher level, and thus have no upgraded counter in the game.

No unit may be upgraded more than one level per game turn (per Mobilization Phase).

9.3 Replacements and Demobilization

When units are removed from the map for any reason, they again become available for mobilization, available for upgrading, et cetera. No unit is ever eliminated permanently.

A player may also voluntarily remove from the map any friendly units during a Mobilization Phase. These units become immediately available for mobilization, used to replace units via the level

system, etc. However, neither player gains Political Points for demobilizing units.

9.4 No New Cardboard

The number of units in the counter mix is a limit.

9.5 Government PI Mobilization Limit

The Government player is limited to a maximum number of Political Points he may expend in each Mobilization Phase. The Political Table will indicate the maximum number of Political Points that the Government player may spend during each Mobilization Phase (round any fractions up), i.e., either 10, 15 or 20.

9.6 American Aid

If the Government Political Index is below 30, or the DSE Political Index is above 70, American Aid is triggered (and stays in effect for the rest of the game). In the Mobilization Phase of this and every subsequent Government player turn, the Government player receives 10 additional Political Points (these can be spent in addition to the Political Points allowed by the Political point limit of the Government player's current Doctrine).

10.0 MOVEMENT PHASE

10.1 Movement Phase

A player moves his units during his own Movement Phase. A player may move some, none or all of units.

10.2 Movement Allowance

Each unit is printed with a Movement Rating, which indicates how many times that unit may move from one Region (the Region it is in) to an adjacent Region (as long as the adjacent Region shares a connecting border, is connected via an arrow connection route). A unit can move into a number of Regions up to its movement.

Exception: Guerilla type units are static units, and are not printed with any movement number. Once placed on the map, either in the Open area of a Region or in an Infrastructure square, they may not move to another Region.

10.3 Moving into Infrastructure Squares

A unit may move from the Open area of a Region into an empty Infrastructure square, but this requires the expenditure of one movement point from that moving unit's movement rating.

10.4 Moving from Infrastructure Squares

A unit may move from an Infrastructure square into the Open area of a Region, or to any empty Infrastructure square in that same Region (though there is never any strategic reason to do this), but this requires the expenditure of one movement point from the moving unit's movement rating. Furthermore, if moving to an Open area of a Region that is occupied by any enemy unit(s), that movement must halt (unless using infiltration movement).

Note: The two Urban Regions, Athens and Thessalonika (whose displays have been enlarged on the map for ease of play), are contained within the Regions of Viotia and Serres respectively and these regions must be moved through when leaving.

Example: A unit with a movement of "2" that starts in the Open area of Larissa could move one square into Magnesia, and then either into an empty Infrastructure square there, or into the Open area of a connecting Region (Evrítania, Fokida, Evia or across the water into Korinthia). A unit with a movement of "2" in Athens could move into Viotia and then to Korinthis, Fokida or Evia.

10.5 Movement Restrictions

Movement is restricted in the following circumstances.

Enemy units in Open status: A unit must halt its movement for the remainder of that Movement

Phase when it enters a Region containing any enemy units in the "Open" area of a Region. It may move no further that Phase. It may *leave* the Region in the following Movement Phase, and move normally. However, if it enters another Region containing enemy units in Open status, then it must again halt.

Note: A unit is not required to stop when it enters a Region containing enemy units only in Infrastructure square. A unit, on entering a Region, may immediately occupy an empty Infrastructure square, by expending one more movement factor.

Exception: A unit that is "Infiltration capable" (printed with a white circle behind its Movement Rating) is not required to halt its movement when it enters a Region containing any enemy units in the Open area of that Region (though it may, if desired).

International Borders: DSE units may enter and exit Albania, Yugoslavia and Bulgaria freely (this may change if using the optional "Tito Breaks with Stalin" rule; see 17.1). Government units may never enter these Regions, however.

Infiltration Movement: A unit may use Infiltration if its movement is printed in a circle. Such a unit does not have to halt when it enters a Region containing enemy units in the "Open" area of a Region.

10.6 Breaking Down Divisions

During the Movement Phase, the Government player (only) may remove any of his army units, and replace each removed army unit with three brigade units (thus exchanging firepower to cover more ground). The purpose of this is to allow an army to spread out and move into different directions, or perhaps to occupy multiple Infrastructure squares within a Region. To do this does not require any movement expenditure, or any Political Points, but this is only ever permitted *before* a removed army unit has moved.

To do this, simply exchange the division counter (a unit with "XX" printed at the top), wherever it may be, for three infantry brigades (units with an "X" printed at the top), and place the counters in the same Region where the army was replaced. All three brigades must be of the same level as the replaced army unit.

Note: Three brigades that are in the same Region may also be combined into one army unit, per the same stipulations above.

Brigades that are newly-formed from an army division (or a division that is combined from three brigades) may move normally immediately afterward. Note that a division may never be broken down into only two or fewer brigades, and less than three brigades may not be combined into a single division.

A unit cannot be broken down and be recombined during the same Movement Phase.

10.7 LOK Unit Modes

Government LOK units may be broken down as well, but each one is replaced with one unconventional LOK unit (with slightly different ratings) instead of three brigades. Conversely, an unconventional LOK unit may be converted back to a conventional LOK unit, per the same stipulations above.

11.0 CONFLICT

11.1 Declaring Attacks

Conflict represents various types of conventional and unconventional operations. Conflict may occur when there are enemy units in the same Region during a Conflict Phase. Conflict is resolved using the Conflict Resolution Tables. There are two of these, depending on whether the conflict is occurring in the Open area of a Region, or in an Infrastructure square.

Note: Units in adjacent Regions may not attack each other.

Conflict is defined as an attack that is declared by a player after his Movement Phase is finished. Conflict is always optional, but a player may declare as many attacks as he has units to attack with (and enemy units to attack) across the map. When an attack is declared, the player whose turn is in progress is the attacker; the other player is the defender.

An attack may be declared against any enemy unit in the Open area of a Region, or into any Infrastructure squares within that Region, but only by attacking units that are in that same Region (either in the Open or in an Infrastructure square).

***Note:** An attacking player is not required to decide and declare all of his attacks at the beginning of the Combat Phase; he may decide each attack, one at a time, after observing the results of preceding attacks. However, all of the intended attacks in a Region must be completed before any attacks are begun in another Region. Within this stricture, the attacker may execute attacks among the various Regions in any order he desires.*

However, if there are enemy units in the Open area of a Region and in any Infrastructure square(s) within that same Region, the enemy unit(s) in the Infrastructure square(s) cannot be attacked until the other enemy units in the Open area of that Region have been eliminated or have moved out of that Open area of that same Region.

A unit that is already in an Infrastructure square may attack an enemy unit in any other Infrastructure square (within the same Region), even if there are other enemy units in the Open area of a Region. It is also permissible for a unit already in an Infrastructure square to attack an enemy unit in the Open area of a Region.

11.2 Conducting an Attack

Any attacking unit(s) in the a single Region may attack a single Open area or a single Infrastructure square in that same Region, although when doing so, the attacking unit(s) must attack **all** of the enemy units there (however, the attacking player may choose to attack with as few or as many units as he prefers, so long as all of the attacking units are in the same Region and are targeting the same Open area or Infrastructure square). A single attack may never be directed against the Open area and an Infrastructure square in any Region, nor against two or more Infrastructure squares at the same time in any Region.

The attacking player may combine the attack of units in the Open area of a Region and any other friendly unit(s) in the Infrastructure square(s) within that same Region, if he wishes. No unit is ever required to attack, however; a player is free to choose to attack with some of his units, and not with others.

***Note:** An Open area or Infrastructure square may be attacked multiple times during the same Combat Phase, but only by different attacking units.*

Once a player has chosen which units will attack an Open area or Infrastructure box, he simply adds their total strength together and compares that total to the strength of the enemy unit(s) in that Open area or Infrastructure box as an odds ratio (i.e., dividing the attacking unit's or units' strength by the defending unit's or units' strength, rounding off any fractions). Using the same odds ratio, that attack is then resolved via either the "Open" Conflict Resolution Table on the "Infrastructure" Conflict Resolution Table, depending on the location of the targeted enemy (either in the Open area of a Region, or in an Infrastructure square in a Region).

***Note:** Odds ratios that are calculated at less than <1-1 are resolved via the <1-1 column of the Conflict Resolution Table, and odds ratios that are calculated at more than 4-1 are resolved via the 4-1 column of the Conflict Resolution Table.*

Example 1: 9 factors attack 6 factors; The odds are 1.5 to 1. Drop the fraction and it comes out as 1 to 1 (1-1).

Example 2: 3 factors attack 4 factors; The odds are 0.75 to 1, so resolve on the <1-1 column.

11.3 Attacking in the Open or an Infrastructure Square

If an attack is conducted against any enemy unit(s) in the Open area of a Region, that attack is resolved using the "Open" Conflict Resolution Table. If an attack is conducted against any enemy unit(s) in the Infrastructure square within a Region, that attack is resolved using the "Infrastructure" Conflict Resolution Table.

11.4 Airstrikes

After the odds ratio of an attack have been calculated, but before the attack die roll has been rolled, the Government player can add an available Airstrike to that attack, to increase the odds of that attack. No more than one Airstrike may be added to any attack, and an Airstrike may never be added to any attack upon an Infrastructure square, but an Airstrike will increase an attack to the next higher odds ratio on that Conflict Resolution Table (from the calculated odds ratio per 11.2). That attack is then resolved normally, per that increased odds ratio, and that Airstrike is then expended and no longer available during that same game turn (but may be purchased during the next Mobilization Phase normally).

Conversely, the Government player can add an available Airstrike to the defense of a Government unit that is being attacked, per the same stipulations above, except that the enemy's attack is decreased to the next lower odds ratio on that Conflict Resolution Table. That attack is then resolved normally.

The DSE player may never use any airstrike.

11.5 Resolving an Attack

To resolve an attack, after determining the odds ratio, the attacking player must simply roll one six-sided die, and then he cross references that die roll result with the odds ratio of the appropriate Conflict Resolution Table to obtain a result. The result is a code, which is explained below to indicate the effect of that attack. Implement that effect immediately, and then conduct the next attack in that Region (if any) or elsewhere on the map (if any). If this was the last attack of the Combat Phase, the Combat Phase ends.

If that attack succeeded in eliminating all enemy (defending) units from an Infrastructure square, then one (only) of those attacking units may occupy that square, but must decide to do so or not do so before the next attack is resolved, or forgo the opportunity.

11.6 Unconventional Units

Unconventional units that attack or are attacked while in an Infrastructure square possess the unique ability to spend Political Points to modify the conflict die roll (for combat occurring in an Infrastructure square only). To do so, after an attack has been declared, but before the attack die is rolled, the owning player may declare his intention to spend Political Points (PP) to modify the die roll (either as a "+1" modifier or a "-1" modifier, depending on whether he is the attacker or the defender). The cost in terms of Political Points depends on the final odds ratio determined for that attack, listed as follows:

< 1-1 Odds = 1 PP if being attacked, 5 PP if the attacker.

1-1 Odds = 2 PP if being attacked, 4 PP if the attacker.

2-1 Odds = 3 PP if being attacked, 3 PP if the attacker.

3-1 Odds = 4 PP if being attacked, 2 PP if the attacker.

4-1 Odds = 5 PP if being attacked, 1 PP if the attacker.

Once Political Points are spent to modify a die roll on the Infrastructure CRT, they are expended permanently, regardless of the result of that die roll. Under no circumstances can an unconventional unit accrue more than a +1 or -1, and nor may the owning player spend more Political Points than

required to obtain that modifier.

If two opposing unconventional units are involved in the same combat, the attacker must always decide first whether or not he will be spending Political Points to obtain a +1 modifier before the defender decides whether or not he will spend any Political Points to obtain a -1 modifier. In an instance in which both players have spent Political Points to obtain a die roll modifier, they simply cancel out, and the points are expended nonetheless.

12.0 CONFLICT RESULTS

12.1 Results Explanations

The Conflict Results Tables (CRTs) indicate outcomes via percentage codes. These are explained in the charts below the CRTs. In all cases, the results only apply to the units involved in that combat. If the outcome of an attack results in a fraction, round that fraction up (for example, if three units are involved in a combat that calls for 50% of them to be eliminated, then two of those units must be eliminated).

12.2 Conflict Results Tables

The two CRTs below indicate the various possible results per each odds ratio and die roll:

Open Conflict Resolution Table (may only be used when attacking an enemy unit in the Open area of a Region)

Die Roll	< 1:1 odds	1:1 odds	2:1 odds	3:1 odds	4:1 odds
1	MD	50%A(-2)	50%D(+2)	50%A(-1)	50%D(-1)
2	50%D(+2)	100%D(+1)	50%A(-1)	100%D(-1)	100%A(+1)
3	100%A(-1)	50%A(-1)	50%D(-1)	50%A(+1)	50%D(-2)
4	100%D(+2)	50%D(-1)	50%A(+1)	100%D(-2)	50%A(+2)
5	50%A(+1)	100%A(+1)	EA	EA	EA
6	100%D(-1)	EA	OK	OK	VE

Infrastructure Conflict Resolution Table (may only be used when attacking an enemy unit in an Infrastructure square); An Airstrike may never be used on this CRT.

Die Roll	< 1:1 odds	1:1 odds	2:1 odds	3:1 odds	4:1 odds
1	MD	MD	100%A(-2)	50%A(-2)	50%A(-2)
2	MD	100%D(+2)	100%D(+2)	100%D(+1)	100%D(+1)
3	100%D(+2)	100%A(-1)	50%A(-2)	50%A(-1)	50%A(+1)

4	50%A(-2)	50%D(+1)	50%D(+2)	50%D(-1)	50%D(-1)
5	50%D(+2)	50%A(-1)	50%A(+1)	100%A(+1)	EA
6	50%A(+1)	50%D(-1)	100%D(-1)	OK	OK

Note: The Conflict Results Tables reflect two distinctly different types of combat, such that more casualties are likely to be inflicted upon a defending force out in the open areas, and more casualties are likely to be suffered by the attacker during street fighting.

The CRT results codes are defined as follows:

CRT Result Code	Code Definition	Terror ? (either Side)	Removed? (Government attacks only)
MD (Military Disaster)	Half of the Attacking units are eliminated; remainder retreat	Terror	
100%A(-2)	All of the Attacking units are reduced -2 Levels		
100%A(-1)	All of the Attacking units are reduced -1 Level		
50%A(-2)	Half of the Attacking units are reduced -2 Levels		
50%A(-1)	Half of the Attacking units are reduced -1 Level		
50%A(+1)	Half of the Attacking units are increased +1 Level		
50%A(+2)	Half of the Attacking units are increased +2 Levels		
100%A(+1)	All of the Attacking units are increased +1 Level		
100%A(+2)	All of the Attacking units are increased +2 Levels		
100%D(-2)	All of the Defending units are reduced -2 Levels		
100%D(-1)	All of the Defending units are reduced -1 Level		
50%D(-2)	Half of the Defending units are reduced -2 Levels		
50%D(-1)	Half of the Defending units are reduced -1 Level		

50%D(+1)	Half of the Defending units are increased +1 Level	
50%D(+2)	Half of the Defending units are increased +2 Levels	
100%D(+1)	All of the Defending units are increased +1 Level	
100%D(+2)	All of the Defending units are increased +2 Levels	
EA (Effective Action)	Half of the Defending units are eliminated; remainder retreat	Remove
VE (Very Effective Action)	All of the Defending units are eliminated	Remove
OK (Overkill)	All of the Defending units are eliminated	Terror

Terror = Place a Terror marker in that Region.

Remove = Remove a Terror marker, if any, from that Region.

12.2 Levels

If a CRT result calls for units to be reduced, those units must be flipped and/or replaced to lower levels to comply with that reduction. If a reduction reduces a unit more levels than it currently possesses, it is simply eliminated, and there is no other effect (the reductions are not carried over to any other units in that Region).

If a CRT result calls for units to be increased, those units may be flipped and/or replaced to higher levels to comply with that increase. If an increase applies to a unit that is already at its maximum level, then that unit is not increased any further. If more than one attacking unit was involved in an attack, an increase may be applied to any of the attacking units (unless all of the attacking units are already at their maximum levels).

12.3 Eliminations

Results that cause either 50% or 100% of the units in the same Open area or Infrastructure box to be eliminated, regardless of their level. If the result is 50% eliminated, the affected player decides which units will be eliminated.

12.4 Retreats

If a result calls for one side to retreat, the player of that side moves all surviving units into either an adjacent Region (that they could normally enter) that is not occupied by any enemy units in the Open area of that Region, or into any unoccupied Infrastructure squares in the Region where the conflict occurred (even from another Infrastructure square in that same Region, if any). It is even permissible for multiple retreating units to retreat into multiple directions, or for some to retreat to an adjacent region, and others into any unoccupied Infrastructure squares. A unit cannot retreat into an adjacent Region and then into an Infrastructure square within that adjacent Region, however.

Note: *If a unit retreats into an Infrastructure square, it is eligible to be attacked there normally by any enemy units that have not yet conducted any attack.*

If a retreating unit has no legal location to which it can retreat, it is eliminated instead.

Units capable of infiltration movement (movement number printed in a circle) may retreat a number of Regions up to their movement factor. They may retreat through enemy units, but must not end in

the same Regions as enemy units in the “Open” area of a Region. They may end their retreat in an Infrastructure square, if available.

13.0 INFRASTRUCTURE

***Designer’s Note:** Infrastructure squares represent the “space” where the local populace resides. By moving units into an Infrastructure square, you are committing your forces to working amongst the people. By so doing, you gain political advantages, but also face additional challenges.*

13.1 Moving Into/Out of Infrastructure Squares

Units may move into and out of any Infrastructure square by moving a unit from the Open area of a Region (or from another Infrastructure square, if unoccupied) at a cost of one movement point, or vice versa.

13.2 Limitations

All Regions in Greece have one or more Infrastructure squares. There can be a maximum of one unit per each Infrastructure square. Whichever side moves a unit into a particular Infrastructure square occupies that square. Occupation of a square changes only if a player moves his unit out of a particular square, or if combat eliminates a unit (with the attacker sometimes moving into that square).

14.0 CONTROL PHASE

14.1 Control Phase

Control of a Region is checked during the Control Phase. By controlling a Region, a player collects the Political Points designated for his side. During the Control Phase, both players check the map to see which Regions their forces control. Each player collects the Political Points for each Region his side controls. The DSE player collects the points to the left of the slash, the Government to the right of the slash.

14.2 Definition of Control

You control a Region if your units occupy all of the Infrastructure squares therein. The presence of units in the Open area of a Region has no effect on control.

14.3 Disputed Control

If both players (or neither player) have units in a Region’s Infrastructure squares, or if not all of a Region’s Infrastructure squares are occupied, then control is disputed there, and no player controls that Region, and no Political Points are awarded to either side for that Region.

14.4 Control of Foreign Regions

The DSE player always controls Albania, Yugoslavia, and Bulgaria. He does not have to have actual units in these Regions to gain Political Points due to control thereof—they will always accrue to him in the Control Phase.

Exception: If players use the optional “Tito Breaks with Stalin” rule, one or two of these countries will close their borders, and the DSE player will no longer gain the benefits of controlling it or them.

14.5 Government Political Point Terror Penalties

At the end of the Control Phase, the Government player is penalized one Political Point for each Region that has a “Terror” marker in it, and for each Rural Region that has had its population Resettled. He may also be penalized Political Points if he is not fulfilling the garrison requirements for Tight Defense and Area Defense (see 16.3).

14.6 DSE Political Point Penalties

If, at the end of the Control Phase, there are no DSE conventional units anywhere in Greece, the DSE player is penalized with the subtraction of Political Points equal to the dice roll of two six-sided dice.

14.7 Political Gain/Deduction Choice

When a player has control of a Region, he is awarded the Political Points, as indicated by the printed slash result (the points to the left of the slash are awarded to the DSE player, the points to the right of the slash are awarded to the Government player). In receiving these Political Points, the controlling player may either choose to add them to his own Political Index, or use them to subtract the same exact quantity of points from the enemy's Political Index (in which case, he cannot then add them to his own Political Index). A player can only add or subtract the Political Points he is awarded for control of a Region; he cannot add or subtract the Political Points on the other side of the slash.

Example: He may either add two points to his own Political Index, or he may deduct two points from the enemy player's Political Index.

15.0 ATTRITION PHASE

Certain units are subject to reduction during the Attrition Phase of an EVEN-numbered turn. These include the following units:

All Government Police type units.

All DSE Front type units.

During the Attrition Phase, both players must check all Regions they control. Attrition is applied against eligible units located in Regions under *enemy* control.

15.1 Effects of Attrition

50% (fractions rounded up) of all units in each Region subject to attrition are reduced one level. The owning player can choose any combination of units to be reduced. This represents personnel being arrested, deserting, defecting, starving, migrating, or simply going into hiding.

Example: The Government player has one Level 1 Police and two Level 2 Police in a Region controlled by the DSE player. As such, his Police units are subject to Attrition. He could reduce both Level 2 units to Level 1, or eliminate the Level 1, and reduce one Level 2 unit.

16.0 SPECIAL RULES

16.1 Hiding Among the Populace

Unconventional Forces include DSE Front and Government LOK units (if they have been switched to that mode). These units may attack a unit in an Infrastructure square even if there are other enemy units in the Open area of a region.

16.2 Airstrike Collateral Damage

If any Airstrikes are used in a combat in an Urban Region, a Terror marker must be placed in that Region.

16.3 Greek Politics

The domestic politics of Greece were and are complex and variable, and party politicians exerted a great degree of control over how the military was deployed and used during the war. This is reflected in the game by the Politics Table. At the beginning of the game and periodically thereafter, the Government player must roll two six-sided dice twice on the Politics Table to determine any restrictions on his conduct of the military campaign, what resources he will have to conduct it, and how long that state of affairs is expected to last.

The first roll on the Politics Table will give the prescribed deployment for the Greek National Army (GNA), which will be in one of three states.

Tight Defense: Whenever possible during the turn, Athens and Thessalonika, as well as the Regions that contain them (i.e. Viotia and Serres), **must** contain at least one army division, or equivalent breakdown (three infantry brigades). If the Government player cannot satisfy this condition in the Control Phase, he must immediately deduct a quantity of Political Points from his Political Index that is equal to the roll of one six-sided die for each such Region that is not sufficiently garrisoned.

A Tight Defense limits the Government player to spending no more than 10 Political Points during each Mobilization Phase.

Area Defense: In the Control Phase of each player turn, all Urban and Rural Regions **must** contain at least one Government unit of any type. If the Government player cannot satisfy this condition, he is penalized one Political Point for each such Region that is empty of Government units. **An Area Defense limits the Government player to spending no more than 15 Political Points during each Mobilization Phase.**

Aggressive: No restrictions. An aggressive and bellicose government is in power, and they are committed to wiping out the communists by any means possible. **An Aggressive Defense limits the Government player to spending no more than 20 Political Points during each Mobilization Phase.**

If playing with **Optional Rule 17.3**, a second dice roll is then made on the Politics Table to determine the Mobilization Phase PP limit (**Instead of the set Mobilization PP limit above**).

Next, he rolls two six-sided dice once more on the "Duration" column to see how many turns it will be before he must roll again on the Politics Table (in the Initiative Determination Phase). Record these circumstances on the Charts & Tables using the supplied markers.

16.4 Terror Markers

Terror markers may be placed as a side-effect of conflicts and Population Resettlements. There may ever only be one Terror marker in a Region at a time. When a Terror marker is in a Region, it is considered to be terrorized, with the following effects:

- a) The Government player is penalized one Political Point for each Terrorized Region (no matter who caused it) in the Control Phase.
- b) The DSE player may not mobilize (i.e., place) Front type units in a terrorized Region.
- c) The player controlling a terrorized Region does **not** receive Political Points for control of that Region during the Control Phase.

Terror markers are only removed as a result of EA (Effective Action) or VE (Very Effective action) conflict results on the CRT (representing the removal of all terrorizing elements and a return to stability, even if dictatorial stability, in that region).

16.5 POPULATION RESETTLEMENT

This represents moving large numbers of peasants out of their traditional villages, to deny the DSE a source of recruits or hostages. Only rural Regions may have their population resettled. To accomplish this, the Government player must have at least one conventional unit in the Region to be cleared. At the beginning of the Mobilization Phase of his player turn, he announces that the population in that Region will be resettled. This has the following effects.

- a) Place an 'R' marker in that Region to denote that it is treated as Remote (R) for the rest of the game.
- b) Place a Terror marker in that Region; that Region is now terrorized (see 16.6).
- c) Roll one six-sided die, and add that value in Political Points to the DSE player's Political Index immediately, and subtract that value in Political Points from the Government player's Political Index.
- d) Population Resettlement causes Refugees, and thus the Government player is penalized 1 Political Point thereafter in each of his succeeding Control Phases for each Region that has been Resettled. The Government player cannot ever "put them back").

e) For the remainder of the game, the player who controls the Region gets only one Political Point control of that Region during the Control Phase (the R marker is printed with a "1/1" as a reminder).

17.0 OPTIONAL RULES

17.1 *Tito Breaks with Stalin*

Due to ideological and political differences, the Yugoslavian government will break off relations with the USSR at some point in the game (historically this happened in July 1949). The DSE player follows this development with a "Stalin Score", recorded on the Record Track. At the beginning of each of his Mobilization Phases, the DSE player will roll two six-sided dice, and add that total to his Stalin Score. When the Stalin Score reaches or passes 50, the Greek Communist Party must decide whether to follow the Titoist or Stalinist line. The DSE player must roll one six-sided die, and apply the result:

1-4 = Stalinist: Yugoslavia shuts its borders; this country is now out of play. All DSE units that were inside Yugoslavia at that moment are eliminated. DSE units may still enter and leave Albania and Bulgaria, but the DSE player now receives only Political Points for these countries. There will also be an internal purge to root out revisionists, which is represented by the loss of Political Points: The DSE must therefore roll two six-sided dice, and deduct that exact quantity of Political Points from his Political Index.

5-6 = Titoist: DSE units may continue to operate from Yugoslavia, but Albania and Bulgaria close their borders as above; they are now out of play. All DSE units there at that moment are eliminated. The DSE player now receives only Political Points for controlling Yugoslavia. Finally, the DSE is perceived as an instrument of Tito's wish to annex northern Greece, incorporating it into Macedonia as part of his "Greater Balkan Confederation", which is represented by the loss of Political Points: The DSE player must roll four six-sided dice, and deduct that exact quantity of Political Points from his Political Index.

17.2 *American Aid*

The United States, in one of the first exercises of the Truman Doctrine, began to provide military and economic aid to the Greek government in March 1947. In game terms, American aid is triggered at the start of the first Mobilization Phase of either player turn if the Government Political Index is equal to or less than 30, or if the DSE Political Index is equal to or greater than 70.

American aid remains in effect for the rest of the game. The amount of American aid is 10 Political Points. The points accrued for American aid are added to the Government Political Index, but are in addition to the maximum Political Points available for mobilization from the Government Political Index.

17.3 *1944 Start of the Greek Civil War*

This optional rule assumes that the open conflict between the leftists and the rightists that began in December was not quelled, presuming that the British had insufficient forces to deploy to Greece (owing to military misfortunes or even disasters elsewhere in Europe, such as in Normandy, perhaps).

The game set-up is unchanged, but the DSE player may not build and place any new DSE units (except Front units) in any Region until there is at least one "Level 2" Guerilla band unit already present in that same Region (representing the gradual rise of communist influence while the Second World War is still raging in Europe). If the only Guerilla unit in a Region becomes reduced to Level 1 or eliminated, this restriction is immediately imposed again (until a Level 2 Guerilla unit is present in that same Region).

Note: *Guerilla units themselves are never upgraded beyond Level 2, nor ever promoted to any other kind of unit.*

This restriction applies irrespective of location in a Region (whether in an Open area or an Infrastructure square).

The DSE player is permitted to build as many Guerilla units in the same Region as he can afford, although rule 9.4 (and 9.3) applies to Guerilla units, normally.

When playing this optional rule, the Government player's Mobilization Phase PP unit is determined via the roll of two six-sided dice (instead of as set limit of 10, 15, or 20, respectively, as restricted by rule 16.3).

18.0 HISTORICAL DETAILS

The following types of game pieces are defined here for informational purposes only (this information has no effect on play):

DSE Units

Guerrilla Band: A group of 100-300 full-time combatants of the DSE, best at raiding and harassing government security forces.

Partisan Brigade: A group of 1,000 or more full-time combatants, organized and equipped for pitched battles.

Front: Represents a network of full and part-time supporters and auxiliaries who can be relied on to collect tactical intelligence, provide safe places for DSE combatants in the bands and brigades, to cache supplies, rest, reorganize and conduct recruiting and training.

Cadre: A group of 50 or fewer organizers and agitators.

Government Units

Army Division: A large military unit with a theoretical strength of 9,000-10,000 men.

Army Brigade: A triumvirate sub-unit of a division, with 2,000-3,000 men in it.

LOK unit: A commando-style light infantry unit with an authorized strength of about 600. The Government player has the choice of using any of his LOK units in a conventional or unconventional mode. (LOK = *Lochoi Oreinon Katadromon*, or "Mountain Raider Troops")

Police Unit: 200-500 paramilitary police (Gendarmery) or militia (National Defence Corps).