

MODERN BATTLES: KALININGRAD & MOSUL

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CREDITS

Design: Joseph Miranda

Development: Eric R. Harvey

Playtesters: Ty Bomba, Eric Harvey,
Dr. Roger Mason, Joe Youst, JR Lawlor

Map Graphics: Joe Youst

Counter Graphics: Larry Hoffman

Production: Chris Cummins

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These rules use the following color system: **Red** for critical points such as errata and exceptions, **Blue** for examples of play.

1.0 INTRODUCTION

Modern Battles is a grand tactical simulation of battles that were or could possibly be fought in the era since the fall of the Berlin Wall and into the near future. Players control actual and hypothetical combat units utilizing a wide range of technologies and forces to gain objectives. *Modern Battles* includes two games: **Kaliningrad**, covering a hypothetical Russian clash with NATO forces at the Russian Baltic Fleet forward base and **Mosul**, a clash between ISIS and Coalition forces in Iraq. There are two players in each game, commanding opposing forces. Both games use a main body of shared rules, and each also has its own scenario special instructions.

2.0 COMPONENTS

2.1 The Map

The map shows the battle area. A hexagonal grid has been superimposed over the terrain features on the mapsheet in order to regularize the movement and positioning of the playing pieces. The hexagons are called "hexes" in the game rules.

2.2 Charts & Tables

Turn Record Track (on map) indicates the current game turn.

Terrain Effects Chart (on map) provides information about the effects of terrain on movement and combat.

Combat Results Tables (CRT), **Conventional** and **Hyperwar** (on map), are used to resolve combat.

Airborne Landing Table (on map) determines the outcome of parachute landings.

Reinforcement Charts (on map) determines additional forces player receive in a scenario.

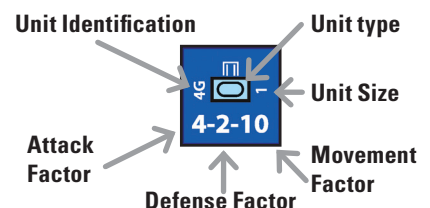
Formation Holding Boxes (on map) are used to organize each player's forces.

Victory Point Index (on the map) provides a record of current victory point levels.

Reinforcement Chart (per scenario) generates additional forces.

2.3 The Playing Pieces

The cardboard pieces represent military units, supporting firepower, and Netwar operations. The numbers and symbols on the pieces quantify combat strengths and movement capabilities, and also indicate the types of units. The playing pieces are referred to as "units" for military forces,



“strikes” for fire support and netwar, and “markers” for informational pieces.

2.4 Combat Units

All combat units have the following information on them:

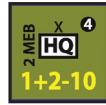
Hyperwar capable units

These have the Hyperwar symbol; this gives them special abilities (below).



Command Nodes

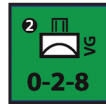
These represent headquarters, network and EW centers, and the center of gravity for fire support units not otherwise shown in the game.



Air Defense Units

2.5 Untried Unit Status.

Some units are printed on the reverse of their counter with a “?” and their movement allowance. This is explained in rules section 21.0.



2.6 Unit Types

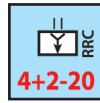
Armor			Command Node
Mechanized			Air Defense
Engineer			Special Forces
Airborne			Security
Paramilitary			Marine/Amph.
Jihadist			Armored Cavalry
Helicopter			Infantry
Air			Artillery Strike
Airmobile Commando			Helo Gunship
Mechanized Airborne			Stryker

Installation Types

Forward Operations Base (FOB)
C3I
Arms Depot
Fortification
Strategic Weapons
Training Camp
Deception/Maskirovka

Helicopter Types:

(These are treated as modified ground units)



Helicopter Gunship



Helicopter Transport



Helicopter Recon

2.7 Unit Sizes

I = Company, Troop/Battery or Detachment

II = Battalion or Squadron

III = Regiment

X = Brigade

XX = Division headquarters

XXX = Corps, Army or Operational

Command Headquarters

[] = Task Force or Battlegroup

Note: in some armies, corps sized formations are officially designated “armies” but the term “corps” is used here for consistency. Also, some units are shown as task organized groupings. In both scenarios, the higher Russian command echelon is the “operational command”.

2.8 Unit Designations

Units may be identified by a single number or a two part designation. In two part designations, the number to the right is the unit’s superior formation. That superior formation may be either a battalion for companies, or a regiment, brigade or division for battalions.



Higher Formations

In some scenarios, units belonging to a higher formation are additionally identified by a different colored unit box.



2.9 Nationalities & Unit Colors

Each specific contingent is identified by different colored counters. See scenarios.

2.10 Fire Support Strikes

There are two types of Fire Support markers: Artillery and Air. These represent airpower, cruise missiles, UAVs, long range rockets, etc.

Each Strike has a combat factor. If it has a hyperwar symbol, then it has hyperwar capabilities.

Artillery markers will have a formation identification. This corresponds to a HQ unit (the Artillery marker is used in conjunction with that HQ).

2.11 Netwar Markers

These represent electronic warfare and cyberwar operations. They are used in the on line Optional rules.

2.12 Administrative Markers

These indicate various administrative functions.

Bridged: A mnemonic for engineer created bridges.

Crashed: indicates a unit which is temporarily ineffective.

Rubble: indicates a hex which has been wasted.

Note: Crashed markers are in different colors in order to differentiate the units underneath them; otherwise they function the same.

2.13 Definitions

1Dr: Roll one die and apply the result (to get a number from one to six).

1Dr/2: Roll one die, divide the result by two, round up and fractions, and apply the result (to get a number from one to three).

Pick (at random): Randomly choose a unit or formation.

Select: Deliberately choose a unit or formation.

2.14 Game Scales

Game scales are given in the scenario rules.

2.15 Parts Inventory

A complete game of *Modern Battles* should include the following parts: a 34 x 22” mapsheet (divided into two different game maps), a rules folder and a set of die-cut unit-counters. Players will also need to provide themselves with a six-sided die. A pencil and paper to record Victory Points will be handy.

3.0 SETTING UP

Set up the map between the players. Players then determine which side each will command. Punch out the counters from the unit-counter sheet.

3.1 Deployment

The players consult the scenario for the game they are playing. This will give a briefing, initial deployment instructions, reinforcements, victory conditions and special rules. After all initial forces are deployed, remaining units should be placed aside; they are brought into play according to the scenario reinforcement rules.

3.2 First and Second Players

The scenario rules indicate which player is the First Player and which is the Second Player. The first player takes his Player Turn first in each Game Turn; the second player takes his turn second. Also, scenarios may give special rules to the first and second players.

3.3 Game Length

The scenario tells how many Game Turns the scenario lasts. Play proceeds according to the sequence of play (see 4.0) for that number of game turns, or until one player capitulates, whichever comes first.

3.4 Common Units

Certain units are used in both **Kaliningrad** and **Mosul**. These include:

Paramilitaries: there is a Red and Blue set.

NATO "Rapid Reaction Corps": All units of the "OC" are used in both scenarios by the Russians

Russian Air: These units are used for both.

Markers: All markers.

4.0 SEQUENCE OF PLAY

4.1 Modern Battles

Modern Battles is played in Game Turns. Each Game Turn is composed of a First Player Turn and a Second Player Turn. During each game turn the players take reinforcements, maneuver their units, and resolve combat in the sequence of steps indicated. At the conclusion of the last game turn, the victory conditions are consulted and the winner determined.

Note: See (3.2) for first and second player definitions.

4.2 Phases

Turns are further divided into a series of segments called "phases." The player whose turn is currently in progress is termed the "phasing player;" the other player is the "non-phasing player."

4.3 Game Turn Outline

I. RANDOM EVENTS PHASE

Roll on the scenario Random Event Table and apply the result.

II. FIRST PLAYER TURN

A. Reinforcement Phase. The first player determines if he will receive any reinforcements this turn.

B. Movement Phase. The first player may move all, some or none of his units.

C. Combat Phase

FPF Sub-Phase: The second player may employ available fire support to attack first player units.

Bombardment Sub-Phase: The first player uses his Fire markers to attack enemy units using ranged combat.

Initial Combat Sub-Phase: The first player uses his combat units (and possibly fire markers in close support) to attack enemy units.

Rolling Attack Phase: The first player may utilize hyperwar-capable units to make attacks.

D. Recovery Phase (on-line optional rules). The First Player makes a Recovery Check for his Crashed units.

III. SECOND PLAYER TURN

A. Reinforcement Phase. The second player determines if he will receive any reinforcements this turn.

B. Movement Phase. The second player may move all, some or none of his units.

C. Combat Phase

FPF Sub-Phase: The first player may employ available fire support to attack second player units.

Bombardment Sub-Phase: The second player uses his Fire markers to attack enemy units using ranged combat.

Initial Attack Sub-Phase: The second player uses his combat units (and possibly fire markers in close support) to attack enemy units.

Rolling Attack Phase: The second player may utilize hyperwar-capable units to make attacks.

D. Recovery Phase (on-line optional rules). The second player makes a Recovery Check for his crashed units.

IV. GAME TURN RECORD INTER-PHASE

Advance the turn marker to the next box on the track. If this is the last turn of the scenario, the game comes to an end and victory is determined.

4.4 Phasing & Non-Phasing Player

During every First Player turn, the first player is the "phasing player" and the second player is the "non-phasing player." Conversely, during the Second Player turn, the second

player is the "phasing player" and the first player is the "non-phasing player."

Note: But, during the FPF Phase, the non-phasing player initiates Fire.

5.0 RANDOM EVENTS

Random Events include the numerous friction elements of war that degrade or enhance an army's capabilities, as well as political events that impact the battlefield. Each scenario has its own random events table. Starting with the Random Events Phase of Game Turn 2 and after, the players must check the scenario's Random Events Table. Always skip that check during first game turn of all scenarios.

5.1 Procedure

Roll one die, and then read that corresponding result from the appropriate scenario Random Events Table. The first player should roll on odd game turns; the second player should roll on even game turns. Results may apply to one or both players, regardless of who rolled the die. Note that random events are checked only once per game turn, not once per player turn.

5.2 Multiple Events

Unless otherwise specified, an individual event may take place more than once per game (that is, each time the event is rolled).

6.0 REINFORCEMENTS

Players may receive additional units during the course of a game. Those units are called reinforcements. Reinforcements appear in the owning player's reinforcement phase on the game turn indicated by the scenario.

Note: During the reinforcement phase you only determine which units will enter as reinforcements this turn. The actual movement of those units onto the map is done during the Movement phase.

6.1 Procedure

During your reinforcement phases, you take any units available as reinforcements this turn and place them as follows.

1) Land movement: If entering by land movement, then place them adjacent to the map edge indicated in the scenario. In the Movement phase units move onto the map from map edges move as if they were lined up off the map next to the map entry hex. If a road, pay road moment costs. Others, pay the costs of the entry hex.

2) Airmobile units: Helicopters fly in from off the map. They are assumed to start one hex off the map, regardless of stacking restrictions. Each helicopter unit may also transport one unit that is airmobile qualified.

3) Airborne Assaults: Airborne units can land using the Airborne procedure. They can also move in via ground movement.

4) Airfield Landings: In some scenarios, reinforcements may land on airfields. The scenario gives the specifics.

6.2 Blocking

A reinforcement hex is blocked only if occupied by an enemy unit. If an enemy unit has a ZOC on that hex, a reinforcement can enter it, but must cease movement.

If for some reason all scheduled entry hexes are blocked, reinforcements can enter on the nearest unblocked map edge (during the Movement Phase). In this case, they must cease movement in that hex.

6.3 Delayed Entry

A player may deliberately withhold reinforcements from game turn to game turn, bringing them into play on some later turn.

6.4 Commitment

Once a reinforcement enters the map, it cannot exit it (unless a scenario specifically allows this).

6.5 Strikes

Artillery markers enter on the same turn as the HQ unit corresponding to them. Place them in the Available box. Air and Netwar counters are placed in the Available box.

7.0 GROUND MOVEMENT

During your movement phases, you may move as many or as few of your units as you desire (and as battlefield circumstances permit). Units may be moved in any direction or combination of directions within the overall pattern of the hex-field overprinted across the map.

7.1 Procedure

Units are moved one at a time, tracing a path of contiguous hexes across the hex grid. As each unit enters a hex, it pays one or more movement points (MP) from its movement factor (MF).

7.2 Restrictions & Prohibitions

A player may move his units only during his

own movement phase. A unit may never expend more MP during a given movement phase than it has available (though note that road and trail movement may increase a unit's MF).

A unit may expend all, some, or none of its movement points in any one player turn. Unused movement points may not be accumulated from turn to turn or phase to phase, nor may they be transferred, loaned or given from one unit to another. Once a unit has been moved and the player's hand taken from the piece, it may not be moved again during that phase unless the opposing player graciously permits it.

Units may not enter hexes containing enemy units, nor prohibited terrain, nor exit the map.

Note: Advances and retreats after combat are not considered part of regular movement and therefore do not consume MP.

7.3 Minimum Movement Guarantee

All units with a movement value of "one" ("1") or more may generally move a minimum of one hex per movement phase by expending all their MF to do so, no matter the number of MP that would otherwise be required to make that move.

Exception: Units may never move directly from one enemy zone of control to another, nor may they enter an enemy occupied hex, nor may they enter terrain forbidden to them.

7.4 Zones of Control (ZOC)

Units must cease movement when entering an enemy zone of control (9.0). Units may not move directly from one enemy ZOC to another.

7.5 Terrain Effects on Movement

A unit must expend one movement point to enter a clear terrain hex. To enter some other types of hexes, a unit must expend more than one movement point. When the TEC calls for a movement point expenditure to cross a hexside terrain (such as a river), that cost is in addition to the terrain cost for entering the hex.

Example: To cross a minor river into a suburb hex costs four MP.

7.6 Major Rivers

A unit must expend all of its movement points to cross a major river hexside. The unit starts a Movement phase on one side of the major river, moves across, and that ends its movement for the phase.

7.7 Road Trail/Railroad Movement

A unit that moves from a road hex directly into an adjacent road hex via a hexside crossed by that road or trail expends only half a movement point (0.5) to do so, regardless of other terrains involved.

A unit that moves from a trail/railroad hex directly into an adjacent trail/railroad hex via a hexside crossed by that trail/railroad expends one movement point (1) to do so, regardless of other terrains involved.

7.8 Static Units

Units with a movement of "zero" ("0") may not move.

8.0 STACKING

Stacking is the term used to describe having more than one unit in the same hex at the same time. Each scenario has its own stacking limits. That limit is the maximum number of units you may have in a hex at the end of any phase.

Friendly units may move through hexes occupied by other friendly units at no extra movement point cost; they may not end any phase over-stacked. If for any reason the stacking limit is violated in any hex(es) at the end of any phase, the player owning the violating units must eliminate the excess (which do count for victory points).

9.0 ZONES OF CONTROL

The six hexes immediately surrounding a unit's hex constitute that unit's zone of control (ZOC). Units must cease movement for that phase when they enter an enemy ZOC, (they are then obliged to attack during the subsequent initial combat phase).

9.1 Extent of ZOC

All combat units exert a ZOC at all times, regardless of the phase, player turn or game turn being played. The projection of ZOC is never negated by other units, enemy or friendly.

Note: Fire Support markers do not have ZOC.

9.2 In general, ZOC extend into and out of all types of terrain and across all types of hexsides. They also extend into enemy occupied hexes.

Designer's Note: This is due to the range and lethality of modern weapons systems.

9.3 Multiple ZOC

Both friendly and enemy units may project ZOC into the same hex. There is

no additional effect if more than one unit projects a ZOC into the same hex.

9.4 Effect on Movement

Units must halt their movement when first entering any enemy ZOC. Otherwise, there is no additional MP cost that need be paid in order to enter an enemy ZOC.

9.5 Effects on Combat

You must attack all enemy units that exert ZOC on your units during the combat phase of each of your player turns. All friendly units in enemy ZOC must attack some enemy unit.

Units that retreat after combat into an enemy ZOC are eliminated.

Units may advance after combat into and/or through ZOC.

9.6 Exiting Enemy ZOC

Units may move out of enemy ZOC only if they:

- 1) Make a retreat or advance after combat; or
- 2) if they disengage.

9.11 Disengagement

Hyperwar units may employ disengagement to move out of an enemy ZOC. To disengage, a hyperwar unit starts its movement in an enemy ZOC and moves normally, with the following prohibition: it may not move directly from one enemy ZOC to another.

Non-Hyperwar units, once in an enemy ZOC may leave only via retreat, advance, or if all enemy units exerting ZOC have been cleared from adjacent hexes.

10.0 COMBAT (GENERAL)

There are two types of combat:

Adjacent and Ranged.

- 1) **Adjacent Combat** occurs between enemy combat units in adjacent hexes and is (usually) mandatory in the Initial Attack Sub-Phase. Adjacent Combat is at the phasing player's option in the Rolling Attack Phase. Adjacent combat is explained in section 11.0.
- 2) **Ranged Combat** occurs when a player uses Fire Support and Air markers. These markers can target enemy occupied hexes up to the range limit regardless of adjacency. Ranged combat is explained in section 12.0.

In both types of combat, the phasing player is termed the **attacker**; the non-phasing player is the **defender**, regardless of the general situation across the map.

Note: Both Adjacent and Ranged fire can potentially use two different Combat Results Tables (CRT): Conventional and Hyperwar. Do not confuse these two CRT with Adjacent versus Ranged combat.

11.0 ADJACENT COMBAT

Adjacent Combat occurs during the friendly Initial and Rolling Attack Phases. During the Initial Attack Phase, it is mandatory for all friendly units in enemy ZOC. All friendly units in enemy ZOC must attack, and all enemy units exerting ZOC on friendly units must be attacked. Adjacent Combat in the Rolling Attack Phase is explained in 14.0.

11.1 Adjacent Combat Procedure

For each specific attack execute the following steps.

Note: A "specific attack" is one or more attacking units attacking one or more defending units as defined below. A player may conduct any number of specific attacks during a single combat phase within the rules below.

1. The attacker chooses the CRT on which the combat will be resolved, either **Conventional** or **Hyperwar**.
2. The attacker states which of his units are in the attack, and then totals their combat strength. He can also add in Fire Support for Bombardment.
3. The defender totals the combat strength of the units being attacked. (The defender cannot add in Fire Support.)
4. Calculate the "combat differential." This is total attacking strength, minus the total defending strength. That result is the **combat differential**, expressed as either a positive (+) or negative number (-), or zero (0).
5. Consult the previously chosen CRT. Go to the appropriate differential column. Make any adjustments for terrain, special units, and whatever else is in the rules.
6. The attacker rolls one die and cross indexes its result within the appropriate

differential column. Apply the indicated combat result immediately.

7. Conduct any retreats.
8. Conduct any advances.
9. Proceed to the next combat.

11.2 Restrictions & Requirements For the Initial Attack Phase

The attacker resolves all his combats in any order he desires. All phasing units in an enemy ZOC must attack. See section for Rolling Attack.

Generally, all non-phasing units in the ZOC of one or more phasing units must be attacked. The phasing player may choose which attacking units will attack which defending units, as long as the previous stricture is observed.

A defending unit or stack of units may be attacked from as many as six adjacent hexes.

No unit may attack or be attacked more than once per combat phase.

The phasing player must declare which of his units adjacent to enemy units will be attacking which defending units at the beginning of each combat to ensure all adjacent units are in fact being attacked.

Note: See 14.0 rule for Rolling Attack modifications.

11.3 Zero Combat Factor Units

Units with an attack factor of zero ("0") attack normally, using a strength of zero. For example, a unit with an attack factor of zero attacks a unit which has a defense factor of "3." The combat differential would be "-3."

11.4 Multi-Unit & Multi-Hex Combat

If a phasing unit is in the ZOC of more than one enemy unit, it must attack all those enemy units that aren't engaged by some other attacking unit.

Units in two or more different hexes may combine their combat strengths and attack a single hex provided all the attacking units are adjacent to all the defending units. Attacks may potentially involve any number of attacking or defending units. For an attack to be resolved as a single combat, however, all the attacking units must be adjacent to all the defending units, with the possible further addition of ranged barraging artillery and helicopters.

11.5 Diversionary Attacks

In making a series of attacks, a player may allocate his attacking units so some attacks are made at poor differentials while other attacks are made at more advantageous differentials.

11.6 Combat Strength Unity

A unit's attack and defense strengths are always unitary. A single unit's strength may not be divided among different combats, neither on attack nor defense.

11.7 Stacking & Combat

Attacking: Units in the same hex may be combined in a single adjacent attack, or they may attack separately into different adjacent enemy occupied hexes.

Defending: Units defending the same hex must be attacked as a single combined total; they may not be attacked separately.

11.8 CRT Choices

There are two CRTs for use in adjacent ground combat, **Conventional** and **Hyperwar**. In general, the attacker chooses which CRT will be used in each battle, announcing that choice at the start of each individual attack's resolution.

Conventional CRT: All attacking units can use this CRT.

Hyperwar CRT: The attacker must have at least one attacking Hyperwar-qualified unit to use this CRT.

11.9 Shifts

Once the CRT differential column has been determined, players make "shifts" owing to the factors listed below. Add the total number of attacker's shifts (to the right); subtract from it the total number of defender's shifts (to the left). This produces the final shift.

Example: Attacking units with a total strength of 16 are attacking defending units with a total strength of 10. This produces a differential of "+6." The attacker receives one shift for a friendly HQ radius; the defender receives two shifts for terrain. Total attacking shifts = "+1;" total defending shifts = "2." The final shift is "-1." This reduces the differential to the "+3,4" column.

11.10 Attacker's Shifts

The attacker shifts the CRT differential column to the right for:

Engineers involved in an attack versus defenders in a terrain type which would cause a shift to the left: +1 shift

11.11 Defender's Shifts

The defender shifts the CRT differential column to the left for:

Complex Terrain: See the TEC

A force including any helicopters attacking within enemy air defense unit radius: -1 shift.

Example: Defender is in an urban hex; an attacking force includes one engineer. Defender receives a two column shift to the left; attacker a one column shift to the right. This results in a one column shift to the left. A "+4, 5" becomes a "+2, 3".

11.12 Complex Terrain Effects

Defending units may benefit from the terrain in the hex they occupy and/or that hex's sides. Terrain in hexes occupied by the attacker have no effect on combat. The effect of terrain on combat is reflected by shifting the combat differential to be used to resolve a battle to the left.

Terrain shifts for combat are not cumulative. A defending unit benefits from the single most advantageous terrain shift available to it. When two or more defending units are being attacked in a single combat and they are on two different types of terrain, each having a different combat shift, the entire attack is modified by the terrain in the hex that gives the single most favorable benefit to the defender.

11.13 Hexsides

A unit may receive a shift for defending behind a hexside only if all attacking units are attacking across such a hexside. And the stricture given above limiting terrain shifts to the single best available to the defenders still applies here. That is, the defender doesn't get one best in-hex terrain shift and one best hexside terrain shift, he gets one or the other, whichever is best.

12.0 RANGED COMBAT (FIRE SUPPORT)

Ranged combat uses Artillery and Air Strikes. These are known as "Fires" markers and are represented by markers. Scenarios make these Strikes available to players. Place them in the Available box. Artillery and Air Strikes are then placed on the map during a friendly Initial Attack, Rolling Attacks (if qualified) or Final Protective Fire (FPF) Phase. Artillery and

Air Strikes function in the same way, unless otherwise noted. All types of ranged fires use the printed combat strength on the marker.

Designer's Note: There are no artillery units per se in Modern Battles. Rather, Command Node units represent the coordination for various artillery and rocket launcher units in the area of operations. Artillery and Airstrikes represent a wide range of fire support: tube and rocket artillery, UAVs, aircraft, cruise missiles, etc. They are grouped as "artillery" and "air" on a functional basis as being respectively short range and long range fires.

12.1 Availability

Artillery: An Artillery Strike may be used once per each player turn: either once in the friendly Initial Combat Phase, or Rolling Attack Phase; and then once in the friendly FPF phase of the ensuing enemy player turn (or vice versa). Return it to the Available box (it can be reused on an ensuing player turn).

Airstrikes: An Airstrike may be used only once and then is returned to the pool of potential reinforcements (see the scenarios). If picked again, it may be played.

12.2 Types of Fire Support

Artillery and Air Strikes may be used in one of three ways.

"Bombardment" Takes place during the friendly Bombardment Phase. Fires markers attack any enemy units within range.

"Close Support" Takes place during the friendly Initial Combat and Rolling Attack phases. Fires markers attack enemy units in conjunction with adjacent attacks.

"Final Protective Fire" (FPF) Takes place during the friendly FPF Phase (which occurs during the enemy player turn). It may be fired only against enemy units adjacent to friendly units. This is resolved as Bombardment.

12.3 Air Range

Airstrikes may target any hexes on the map.

12.4 Artillery Range

Artillery units have an identification number on them. This corresponds to a Command node unit. Each Command Node may use the corresponding Artillery strike for fires. You can place the Fire marker a

number of hexes away from the command node up to the Command Radius

Range from a firing Command node unit to a targeted hex is counted by including that target hex but not the firing artillery unit's hex.

Example: A Command Node with a radius of "3" could place its corresponding Fire marker one, two or three hexes away.

12.5 Multiple Fire Support Markers

Some Command nodes will have more than one Fire Support marker. That Node can fire any or all of them.

12.6 No Line of Sight

Artillery markers are not subject to "line of sight" requirements; they may fire into and/or over any types of terrain, as well as into and through hexes containing friendly or enemy units.

12.7 Artillery Capabilities

Friendly units may be adjacent to enemy units being bombarded (or not).

Artillery and Airstrikes may be combined (unless a scenario states otherwise).

Artillery and Air Strikes are never affected by the outcome of combat.

Fires markers are not units. They have no zones of control, don't block the movement or retreat of enemy units, and may not advance after combat.

12.8 Command Nodes

A command node which is adjacent to enemy units may fire Bombardment, Close Support and FPF normally. It would still have to attack normally against enemy adjacent units using its own attack strength. Place any Artillery marker for it at the start of the phase... they are not affected by any elimination or displacement of the firing Command Node.

Command Nodes are never affected by the outcome of ranged combats they launch (they are affected normally by Adjacent Combat).

A Command Node is not required to launch an artillery attack simply because an enemy unit is within range. Each Fires marker may attack one (and no more) enemy occupied hex.

Generally, a Command Node may utilize only its corresponding Artillery marker.

Scenarios may provide exceptions. Also, in some scenarios a Command Node may not have any corresponding Artillery marker.

Air Strikes do not require Command Nodes to be used.

Note: Since Command Nodes usually have "zero" stack factors, it's a good idea to keep them away from the front line!

12.9 Bombardment Procedure

At the start of the friendly Bombardment phase, place all Fires markers you plan to use in target hexes. After all markers are placed, resolve each bombardment.

1. Declare if this is a Conventional or Hyperwar Attack. To use the Hyperwar CRT, at least one attacking Fires marker must be Hyperwar; otherwise the attack is resolved on the Conventional CRT.
2. Total the number of bombarding strength points. Subtract from this the defense strength of the unit being attacked. This gives the attack differential
3. Make any shifts for defender's terrain in the hex. Ignore any hexside defensive bonuses (such as rivers).
4. Resolve the bombardment on the CRT. Apply the modified results given in.

12.10 Multiple Defender

When bombarding a hex containing more than one defending unit, resolve the attack individually for each unit.

Example: If a bombarding artillery unit is attacking two units defending in clear terrain, the attacker would resolve the combat as two separate bombardments, one against each defending unit using the full bombardment strength against both, computing the combat differential for each unit and rolling one die separately for each unit being attacked.

12.11 Completion

At the end of the Bombardment phase, remove all Fires markers from the map per.

Note: A bombardment may eliminate or retreat enemy units, thereby reducing the number of units friendly forces will have to attack in the ensuing combat phase.

Note: Bombardments do not count as Diversionary Attacks.

12.12 Close Fire Support Procedure

At the start of any friendly Initial Attack or Rolling Attack phase, the phasing player can place Fire Support markers on enemy occupied hexes which will be attacked by adjacent combat. During the ensuing combat, add the combat value of those markers to the attack strength. At the conclusion of the combat, remove them from the map.

The Fire markers in this case do not attack separately, nor may they be used for a diversionary attack. They are applied as extra attack strength. Also, apply normal adjacent combat results, not the modified ranged results.

Note: Obviously, you can use fire support during the Bombardment phase to push enemy units out of a hex adjacent to one you plan to attack, thereby removing the need to conduct a diversionary attack by ground units.

12.13 Details

Only the attacker may provide close support, never the defender.

A Fire Support marker used in a Bombardment sub-phase cannot be used for Close Support in the same player turn. In cases where adjacent combat is against more than one defending hex, one defending unit need be attacked by a Fire Support marker to apply to the entire combat.

Hyperwar-qualified Fires may be used for Close Support in both the Initial and Rolling Attack phases; Conventional Fires may be used only in the Initial Combat phase.

The defender may not apply Fires to increase a unit's defense strength. All defensive fires are resolved per FPF. At the conclusion of the adjacent attack being supported, remove the Fire marker from the map.

The defender receives normal benefits for terrain in the hex. However, hexsides do not provide bonuses when defending against Bombardment or FPF. Close Support does not negate hexside bonuses for Adjacent Attacks.

12.14 Final Protective Fire (FPF)

The Non-Phasing player fires FPF during the Final Protective Fire phase. This is executed in the same manner as Bombardment.

12.15 FPF prerequisites

FPF may be fired only against enemy occupied hexes which are adjacent to friendly occupied hexes—it cannot bombard a hex which is

otherwise **not** adjacent to a friendly unit. All prerequisites for range, etc., must be applied. At the conclusion of the PFP phase, remove all PFP fire markers from the map.

12.16 Fire Coordination

Scenarios will state the maximum number of Fires markers which can be placed in an individual hex for a single attack.

Note: Helicopters are treated as modified land units; they are not Air Strikes.

12.17 Air Defense

See rule 0.0.

13.0 COMBAT RESULTS

Combat results are explained adjacent to the CRTs. Apply the results in the order listed.

13.1 Eliminating Units

If there is a choice between units that can be eliminated, then the owning player always chooses which ones are to be lost.

13.2 Retreat After Combat

When the combat results require a player's unit(s) be retreated, the owning player must immediately move those units the indicated number of hexes away from their position. Retreat after combat is not normal movement; retreating units don't pay any movement point costs from their MF in order to make retreats.

13.3 Retreat Strictures

Retreat is subject to the following restrictions, and if a unit is unable to retreat within these restrictions it's eliminated in place. If a unit is forced to retreat into an enemy ZOC or enemy occupied hex, it is eliminated in that hex. Units may, however, retreat into hexes containing enemy Fire markers. Units may not retreat off the map, nor may retreating units cross prohibited hexsides (see the TEC).

A unit is eliminated if forced to retreat across a Major River, unless that river is bridged (printed and engineer). Retreating units may move through friendly occupied hexes. If the final hex in the retreat path is occupied to the level the retreating unit's arrival would cause it to be over-stacked, the retreating unit retreats an additional hex(es) until it reaches a hex in which it can stack within given limits. Within those strictures it's not necessary for a player to favor any given direction over any other when making his retreats after combat.

In all cases, retreating units must end their retreat the indicated number of hexes away

from their former combat position (or further if the last hex would be over-stacked). No given hex may be entered more than once during any given retreat after combat. Retreats should be conducted in as straight a line of hexes as possible. If more than one retreat path is available that seemingly equally satisfy the strictures given above, then the player who owns the retreating units may choose between/among them.

If a retreating unit can't retreat the called for number of hexes, and can retreat only a portion of the number of the called for hexes, it is eliminated in the last hex into which it was able to retreat. In such cases, the retreat path terminates in the hex in which a unit was eliminated.

Units may retreat into and through friendly units in excess of the stacking limit; however, a unit may not end its retreat in excess of the stacking limit. If that happens, and there is no other possible retreat path, the retreating unit is retreated additional hexes to a position within stacking limits.

13.4 Zero Movement Factor Units

Units with a movement factor of zero (0) can never retreat or advance after combat. They are eliminated in place if forced to retreat owing to an **adjacent** attack. They never retreat due to **bombardment** or **PFP** results.

13.5 Retreat Negation

Units occupying Objective hexes may ignore retreat results at the owning player's option. This is for both the attack and defense. Also, units that retreat into an Objective hex may cease retreating in that hex (if in stacking limits).

Note: Objective hexes do not negate enemy ZOC. Therefore, a unit defending in an Objective hex which refused a retreat and is adjacent to an enemy unit in its ensuing combat phase must attack. But since the hex can negate attacking retreat results, there is a better chance of the unit remaining in place if attacking at poor odds.

13.6 Advance After Combat

All units with both an attack factor of "1" or more and a movement factor of "1" or more may advance after combat if called for by the combat result. This may be either the attacker or the defender. The first hex of the advance must be into the hex which the enemy vacated. The rest of the advance may be in any

direction. Any or all friendly victorious units that participated in the combat can advance.

13.7 Advance Distance

The combat result will give the number of hexes which can be advanced. Even if the defender does not retreat the full distance (because the unit is eliminated) the attacker can still advance the full distance.

As with retreat, advance after combat is in terms of hexes and not movement points.

Advancing victorious units can move some, none or all hexes up to the full advance. They may not violate stacking restrictions at the end of their advance. Advancing victorious units may ignore enemy zones of control.

If the defender advances in such a manner as to become adjacent to phasing units, this does not create new requirements to attack them.

13.8 Immediacy

The option to advance after combat must be exercised immediately before any other combat's resolution is begun. Units are never forced to advance after combat. Advancing units may neither attack nor be attacked again in that same combat sub-phase, even if their advance places them next to enemy units whose battles are yet to be resolved or that weren't involved in combat.

Note: But see the Rolling Attack rule (below) for how these units can attack again in the same turn.

13.9 Major Rivers

A unit may not advance across a major river hexside unless there is a bridge (printed or engineer).

14.0 ROLLING ATTACKS

During the Rolling Attacks Phase, the Phasing player may use Hyperwar qualified units to attack.



14.1 Rolling Attack Prerequisites

Rolling Attacks are entirely at the phasing player's option.

Only hyperwar qualified units can attack in this combat phase. Unlike Initial Combat, they do not have to attack all enemy units in ZOCs they occupy. The phasing player may use some, none or all such units to make these attacks.

Note: No unit is required to attack in a Rolling Attack phase.

14.2 Procedure

Rolling Attacks are resolved in the same manner as Adjacent Combat.

Note: It's useful to use the advances during Initial Combat to place units in positions in which they can make favorable Rolling Attacks.

14.3 Fire Support

- 1) The Non-Phasing player may not employ FPF.
- 2) The Phasing player may use Fire Support to make Close Support Attacks (but not Bombardments). Only Hyperwar capable Fire Support markers may be involved.
- 3) A Hyperwar qualified Artillery marker that was used in an Initial Combat phase may be used again in the Rolling Attack phase. Hyperwar qualified Air markers used in the Initial Combat Phase may not be used in the Rolling Attack phase (since they would have been returned to the pool).

Note: See the optional Netwar rules for additional Rolling Attacks.

15.0 COMMAND NODES

Command Nodes represent headquarters, logistical support, and coordination for artillery. They are treated as ground units with the following special rules.

15.1 Command Radius

The circled number on the counter is the command radius. This is used to determine the range for Artillery Support. Note that while a Command Node will generally have a corresponding Artillery marker, that marker may be used to provide support to any friendly units, not necessarily those of the same formation.



Note: The optional rules provide more extensive rules for Command nodes.

16.0 HYPERWAR UNITS

Hyperwar units have the following special abilities:

- 1) Hyperwar units may disengage from enemy ZOC.
- 2) If any attacking unit has Hyperwar capability, the attacker may choose the Hyperwar CRT.
- 3) Hyperwar units may attack in the Rolling Attack phase.

17.0 PARATROOPER OPERATIONS

Some scenarios allow paratroop-qualified units to enter the map via airborne landing. Only units with the airborne symbol may conduct airborne landings.



Example: Most SOF units have airborne symbols as well as Soviet mechanized airborne, etc.

17.1 Airborne Landing Procedure

Airborne landings are made during the Friendly Movement phase. Place the airborne units on any hexes on the map. Then, roll one die on the Airborne Landing Table for each such unit. Make any called for die roll modifications.

17.2 Restrictions

Units making airborne landings may not otherwise move in the turn of landing. They perform all other game functions normally, including attacking, retreats and/or advances after combat. Generally, airborne units can conduct a paratroop entry only when entering as reinforcements. Once on the map, they use normal ground movement. Airborne units must land within stacking restrictions (if a scatter result would cause over-stacking then follow 8.0). Airborne units may not land atop enemy units. They may land in enemy zones of control (and would then have to attack).

17.3 Airborne Landing Table

See the Game Charts (on the map).

Note: Airborne landings don't require use of transport air units. They are considered to be jumping in from aircraft not otherwise in the game.

18.0 HELICOPTERS & AIR MOBILITY

Helicopters are treated as modified combat units.



18.1 Helicopter Movement

Helicopter units pay one movement point to enter a hex, regardless of terrain. They do not pay hexside movement costs, nor do they gain road movement bonuses.

Helicopters can move through enemy ZOC (but not units).

18.2 Helicopter Stacking

Helicopters can stack in addition to normal ground stacking (equal to the limit).

Example: If an army has a stacking limit of two units per hex, then the player could stack two armor battalions and two helicopter units.

18.3 Helicopters and Combat

Helicopters engage in combat normally. They may retreat through enemy ZOC but not enemy units.

18.4 Airmobile Transport

Each transport helicopter unit can airmobile transport one friendly airmobile-qualified unit per friendly movement phase. Units that can use airmobile movement are listed in the scenario's special rules.

The helicopter unit can start in any hex. It moves to the hex containing the friendly unit (the pickup zone), picks it up, and then moves it to the destination hex (the landing zone). The helicopter must drop off the transported unit in the landing zone hex. Neither unit can move any further.

Each helicopter transport may be used only once per friendly movement phase for transporting ground units (that is, it could not pick up units in different hexes).

Note: A helicopter does not have to start in the same hex as the transported unit to pick it up (though it may). Both units must end their move in the same hex.

18.5 Helicopter Reinforcements

Helicopters can fly in as reinforcements. They can also transport any qualified ground units. Once on the map, helicopters may not leave.

18.6 Airmobile Evacuation

If an airmobile-qualified unit receives a retreat result and is in the same hex as a transport helicopter that also participated in that combat, then the helicopter may pick up the ground unit and the two retreat together per the rules of helicopter retreat (18.3). The transported unit must land in the final hex of retreat (that can be in an enemy ZOC).

18.7 Airmobile Pursuit

If an airmobile-qualified land unit can conduct an advance and is in the same hex as a transport helicopter that also participated in that combat, then the helicopter may pick up the ground unit and the two advance together per the rules of helicopter movement. The transported unit must land in the final hex of the advance.

18.8 Air Defense & Helicopters

See rule 19.2. This will change some of the above.

19.0 AIR DEFENSE UNITS

Air Defense units are treated as ground units with the following special rules. The circled number on the counter is the Air Defense radius.

19.1 Anti-aircraft

Air Strikes conducting attacks within the air defense radius of enemy air defense units have their combat strength cut in half, rounding up any fraction (on a marker by marker basis). This halving occurs only once, regardless of the number of air defense units involved.

Example: Two airstrike points would equal one point; three airstrikes would equal two points.

19.2 Anti-Helicopter

- 1) If any units in an attack are helicopters, and they are in the radius of enemy air defense units, then the attack is shifted "one" column to the left. Helicopter defense is not affected.
- 2) Helicopters are affected by enemy Air Defense ZOCs for movement and retreat penalties.

Note: Point (2) is for the six hexes around the air defense unit, not the full air defense radius.

20.0 ENGINEERS

Engineer units have the following special abilities.

20.1 Assault Pioneering

If an engineer unit is involved in an attack against a hex containing any kind of defensive terrain, the attack is shifted one column to the right, cumulative with other offensive and defensive shifts. That is, an attacking engineer negates one column shift for defending terrain.

20.2 Bridge Building

An engineer unit can create a temporary bridge across a Minor or Major River hexside. To do so, it must start a friendly movement phase adjacent to a river hexside and does not move for the remainder of that movement phase. The engineer "bridges" all adjacent river hexsides. Friendly units may cross those hexsides at no additional movement point cost. There are no bridge markers; just the presence of the engineer signifies a bridge is there.

Also, if an engineer unit is adjacent to a Major river during a Combat phase, then friendly units may retreat and advance across those hexsides.

Engineers may build bridges even if they are untried. The presence of enemy units on the other side of the river does not affect this.

21.0 UNTRIED UNITS

Certain units are "untried." They are indicated by a question mark printed on their reverse sides in place of combat factors. When initially deployed on the map, they are placed with their untried side showing.

21.1 Baptism of Fire

Units remain in their untried status until the first time they engage in combat. They are then flipped up after all attacking units have been declared and committed to combat. That also applies to any untried Fire markers engaging in any kind of ranged or adjacent combat, as well as to units being targeted by ranged combat.

21.2 Fog o' War

Neither player may examine the hidden side of units. Once an untried unit has been revealed, it remains face up for the remainder of the game.

21.3 Normalcy

Untried units have normal ZOC and otherwise operate according to the standard rules.

21.4 Nolo Contendere

Zero defense factor units (if any) are eliminated when revealed. Zero attack factor units remain in play.

Designer's Note: *This rule reflects the fact many of the units committed to these battles were unknown quantities. On the other hand, some units proved better than expected in combat.*

22.0 FOG OF WAR

Generally, you can examine all units on the map, friendly and enemy. You may not examine Untried units for either side. You may not examine enemy units in the various displays or pools off the map.

23.0 VICTORY CONDITIONS

Each scenario has its own victory conditions. In general, players accumulate Victory Points (VP) for fulfilling certain objectives during the course of the game, and for occupying certain terrain features at the end of the game. The player who has more VP at the

end of play wins (usually). Players should keep track of their VP on a separate sheet of paper or by using the VP markers and index.

23.1 VP Adjustment

At the end of the game, the player whose side has fewer VP subtracts his total from his opponent's total to determine the extent of the victory (if any). In the table below, tactical victories are the least, and strategic victories are the greatest, kind of victory.

Difference in VP Amounts	Game Outcome
0-9	Draw
10-19	Tactical Victory
20-29	Operational Victory
≥ 30	Strategic Victory

23.2 Boots on the Ground

To receive VP for occupying a hex, you must have at least one friendly unit occupying that hex. ZOC of either side's units are irrelevant.

Occupying an airport requires you to have at least one unit in each contiguous hex of that airport and there are no enemy units adjacent to it.

24.0 KALININGRAD & MOSUL COMMON RULES

COALITION HQ NETWORKING

Each US Hyperwar Command node can call in one Artillery marker from the Coalition Reserve formation. This is in addition to any Formation fire marker for that node.

INSTALLATION UNITS

Installation units use the following special rules.

Operation

Installation units cannot move. There can only be one per hex, maximum. They do not count against the stacking of other units. Otherwise, Installation units are treated as ground units. Unless otherwise stated, they are eliminated if forced to retreat.

Fog of War

Installations are deployed face down. Unlike other untried units, the owning player may examine them during initial setup without revealing them to the other player; They are otherwise revealed normally. Additionally, the player can reveal them at any time (this may have advantages—see below).

Installation Types

Arms Depots: If revealed, they give a one column shift to friendly ground units in or adjacent to them when both attacking or defending.

C3I: If revealed, they act as Command Nodes with a radius per that printed on the counter. C3I units are friendly to all units on the same side.

Deception/Maskirovka: When revealed, remove them from play.

Fortification: These negate retreat results for themselves and friendly units in their hex (per Objective hexes 13.5). This is further indicated by their bracketed defense strength.

Strategic weapons: These are worth additional VP.

Coalition Forward Operations Base (FOB)

The Coalition FOB unit is not part of any reinforcement groups. The Coalition player can build the FOB by having any friendly engineer unit in a hex for an entire Coalition

Random Events Chart

Die Roll	Event
1-3	No Event
4	Friction: roll a second die, results: "1, 2" = do not roll for airstrikes this turn; "3, 4" = all Hyperwar units lose their Hyperwar capabilities this turn (does not affect optional Netwar markers); "5, 6" = Optional rules: players lose all Netwar markers (Standard rules = no effect).
5	Accelerated Reinforcements: each player immediately rolls on the Reinforcement Chart; any reinforcements received enter during the player's ensuing movement phase.
6	Morale Check: Each player counts the Objective, Airfield, Monastery, and Peak hexes their forces occupy (depending on the scenario). If one side occupies at least five more hexes than the other, the side with the higher total gains an additional one column shift when attacking for the remainder of this Game Turn.

movement phase. The engineer unit cannot move nor be adjacent to an enemy unit during that phase. At the conclusion of the phase, place the FOB in the hex.

FOB Effects

The FOB is an Installation. It has a command radius which can be used in

the same manner as that of Command Nodes. The FOB is always in supply.

If the FOB is eliminated, the Coalition may rebuild it. Any VP given to the Russians for its elimination are kept.





KALININGRAD SCENARIO

1.0 BRIEFING

Increasing tensions between Russia and its western neighbors leads to NATO and the Visegrad countries launching a preemptive drive against the Russian bases around Kaliningrad on the Baltic Sea.

Players & Sides

In **Kaliningrad** one player controls the Russians and pro-Russian paramilitaries; the other the Coalition (NATO, Visegrad, anti-Russian paramilitaries).

Nationalities

The following nationalities are in play.

Russia = dark blue

Pro-Russian Paramilitaries = dark blue

NATO = light blue

Visegrad = dark green

Pro-Coalition Paramilitaries = gray

Commands

The Russian player controls all Russian units, and all pro-Russian paramilitary units. The Coalition player controls all NATO, Visegrad and Pro-Coalition paramilitary units.

Game Scale

Each hex is 4 kilometers across. Each turn represents anything from 12 hours to three days, depending on the intensity of the fighting.

Game Length

The game is a minimum of six turns. Starting with Turn 7, during the Game Turn Interphase the first player must roll one die. If the result is within the range stated on the Turn Record Chart, the game immediately

ends; otherwise, continue play. The game automatically ends at the end of Turn 12.

Victory Points

VP for Elimination of Enemy Units

(received at end of game)

Each enemy Command

Node eliminated: +2

Each enemy Hyperwar unit eliminated: +1

Coalition VP for each Russian

Installation eliminated

Strategic Weapons: 5

C3: 2

Arms Depot, Fortification: 1

All other enemy units eliminated: 0

Russians gain VP for each Russian strategic Installation marker on the map at the end of the game: +5

VP for Occupation of Hexes

(received at end of game)

Baltiysk Objective hex: +10 VP.

Each Airbase Objective hex: +4 VP.

Each other Objective hex: +2 VP.

Russians: each road or railroad

hex on the south map edge: +1

Coalition: each road or railroad hex

on the north or east map edge: +1

Other VP

(Received immediately)

For each urban or Objective hex turned into rubble by the enemy: +1

For Cathedral hex turned into rubble by the enemy: +2

2.0 DEPLOYMENT

Units placed on the map during initial setup must be within stacking limits. Untried Units are placed face down. A player

may examine them only under the conditions of rule 22.0. Other units are face up.

Set Up

Players set up units in this order.

1) The Coalition is the First Player.

Russians are the Second Player.

2) The Russians initially deploy the following units

2a) All units of the **336 Naval Infantry Brigade** and **7 Motorized Rifle Regiment**.

2b) The Russians roll **2dr** (rule 2.13), and then picks at random that number of **Installations**. Place them anywhere on the map; Installations cannot be placed adjacent to other Installation units.

2c) The Russians roll **1dr** (rule 2.13), and then selects that number of **Baltic Operational Command (BOC)** units.

2d) The Russians roll **1dr** (rule 2.13), and then selects that number of **Paramilitary** units.

2e) Place the above units on any land hexes on the map.

2f) The Russians place all remaining Russian units in their Reinforcement formation boxes (see below). Place all Russian Airstrike markers in their Bin. Place all remaining Paramilitaries in their Bin. Unpicked installations are out of play.

3) The Coalition initially deploy the following units.

3a) The Coalition player rolls **1dr** (rule 2.13), then selects that number of **Coalition Formations**. These will be the start force. They enter the map on Turn 1 per the Reinforcement rule.

3b) The Coalition rolls **1dr/2** (rule 2.13), and then selects that number

of Coalition **RRC** units. These will be the start force. They enter the map on Turn 1 per the Reinforcement rule.

3d) Place the remaining Coalition formations in their boxes. Place all Coalition Airstrike markers in their Reinforcement Pool. Place all Coalition Airstrike markers in their Bin. Place all Paramilitaries in their Bin.

Russian & Coalition Player Forces

- 1) When a player selects a regiment, brigade or division Formation, he receives all units in it, plus any Fire Support markers.
- 2) Army echelon units are Baltic Operational Command (BOC) for the Russians, Rapid Reaction Corps (RRC) for the Coalition. If a player selects a HQ, he also receives the corresponding Fire Support marker.
- 3) Players roll dice publicly, but select initial formations in secret. Do not reveal those formations until they enter the map.
- 4) Airstrikes, Paramilitaries and Netwar markers are not part of formations

Russian Formations

76 Guards Air Assault (Airborne) Division
7 Motorized Rifle Regiment
336 Naval Infantry brigade
4 Guards Tank Brigade
79 Mechanized Brigade
2 Spetsnaz Brigade
Baltic Operational Command (this includes the A/45 and Alfa special forces battalions)

Coalition Formations

US 2 Marine Expeditionary Brigade
US 1 Heavy Brigade Combat Team (HBCT)
US 101 Air Assault BCT
NATO Combined Arms Brigade
NATO Airborne Brigade
Visegrad Combined Arms Brigade
Joint Special Operations Command
NATO Rapid Reaction Corps

Note: Russian Baltic Operational Command and NATO Rapid Reaction Corps are army level formations and are treated differently (see below).

3.0 REINFORCEMENTS

Reinforcement procedure

Each player has a Reinforcement Chart (printed on the map). During each Reinforcement phase, the player rolls one die on his Reinforcement Chart for each of the three columns (ground forces, airstrikes, and optional Netwar markers) and receives the forces indicated.

Note: you roll once for each column.

Note: Players roll for reinforcements starting on Turn 1. This is in addition to any forces received in the initial setup.

Reinforcement Pools: Each player has three groups of potential reinforcements.

Formations: These are defined above. Place each formation's units in the boxes on the map.

Friendly Airstrike Pool: This is used solely for friendly Air Strike reinforcements. (Artillery markers are placed with their respective formations.)

Friendly Paramilitary Pool: This is used solely for Paramilitary reinforcements.

Note: Russian and Coalition ground units enter per the instructions below.

Formations: When you select a Formation, you receive all units in it (including any Fire markers).

Army Level units: When the Reinforcement Chart instructs you to pick Army Level units, roll one die and this is the number of units you receive from that Army. Select the units you want. If you select a HQ, you also get its Fire Support marker.

Paramilitaries: When the Reinforcement Chart instructs you to pick paramilitary units, roll one die and this is the number of units you pick randomly from the friendly Paramilitary Pool.

Limits: if there are no more units, or formations of the formations indicated by the Reinforcement Chart, no additional units are received.

Entry of Forces

Russians: these enter from east and north map edges.

Coalition: these enter from south map edges.

Both players: units capable of airborne and airmobile movement may enter using those forms of movement. Airborne units may land anywhere. Airmobile units fly in from the friendly "Entry" map edges.

Coalition Amphibious landing: The Coalition player may enter the units of the US 2 MEB via amphibious landing. This must be executed the turn the 2 MEB is available for reinforcements. Otherwise, the 2 MEB enters per normal Coalition reinforcements. See below.

Paramilitaries: Place these anywhere on the map not in the same hex as or adjacent to enemy units.

Air and Netwar markers: place in the Available box.

Replacements

Whenever a Paramilitary unit is eliminated,

place it back in the pool. All other units, when eliminated, are out of the game permanently

Note: Air strikes when used are returned to the friendly Air Strike Reinforcement Pool. Netwar strikes can also be reused.

4.0 SCENARIO SPECIAL RULES

Stacking (8.0)

Russian: Russian National units may stack up to two units per hex. The Russians can also stack two helicopter units per hex (for a maximum of two helicopter plus two non-helicopter units per hex).

Coalition: Coalition units may stack up to two units per hex. Coalition can also stack two helicopter units per hex (for a maximum of two helicopter plus two non-helicopter units per hex).

Paramilitary paramilitary units stack two per hex.

Interoperability

All Russian units can stack together. Coalition units of different nationalities cannot generally stack together. Units may otherwise participate in combat together. Coalition RRC command units can stack with any Coalition force. Also, Coalition paramilitaries can stack with Coalition JSOC units but no other formations

Fire Support Limits

Russia: the Russians may use a maximum of two Fire markers against a single hex for any type of fire.

Coalition: NATO may use a maximum of three Fire markers in a hex. However, if all firing marker are Hyperwar, then NATO may utilize an unlimited number of Fire markers against a hex.

Amphibious Operations

Each player can conduct one Amphibious Operation per game.

Russians: This can involve only units with the Amphibious symbol from the BOC, and only if they appear as reinforcements.

Coalition: This can involve only units of the US 2 MEB.

Operation

The operation must take place on the turn that the units become available as reinforcements—it cannot be delayed.

If 1 MEB is Turn 1 reinforcement formation, or a BOC amphibious unit then the amphibious operation takes place on Turn 1. 336 Naval Infantry brigade cannot conduct amphibious operations (as it starts on the map). All units of the 2 MEB are amphibious qualified.

You can land all, some or none of the 2 MEB via amphibious movement. Remaining units enter per the ground reinforcement rule.

Procedure

The landing takes place during the Friendly Movement phase. Place the landing units on any coastal hexes. The units cannot move in the same turn. They attack normally.

Additionally, amphibious units can be placed on an all-sea hex adjacent to a coastal hex occupied by enemy units. The amphibious units attack from the sea per normal combat rules. If they fail to advance into the attacked hex, they are eliminated.

US MEU Unit

This unit is airmobile qualified.

Paratrooper Operations

Each player can conduct a limited number of airborne (paratrooper) operations per turn. Only airborne qualified units which enter the map as reinforcements can utilize airborne operations (once on the map they cannot). Follow the airborne procedure (17.0).

Capacity

The Russians can airborne land up to five airborne units per turn.

The Coalition can airborne land up to four airborne units per turn.

Delay

If a player decides to delay airborne unit reinforcements, they may employ airborne landing on the turn of arrival if within capacity.

Airborne units can also enter the map via normal land (or airmobile) movement.

Airmobile Operations

All friendly helicopters are capable of airlifting one friendly airmobile qualified unit each.

These can only be units of the same nationality.

Russian airmobile units: all Russian units with an "airborne" symbol; all marines, special operations, engineer and security units.

Coalition airmobile units: all Coalition units with an "airborne" symbol; all airmobile infantry, special operations, engineer and security units.

Airfield Landings

A player controls the Airport for purposes of airlanding if the following are in effect: the player's units occupy the airport hex; and there are no enemy units adjacent to that hex; and there are no enemy Air Defense units within their air defense radius of either airport hex.

If the player controls the Airport, then the player can enter reinforcements via it. At the start of each friendly Movement phase, a player can airland up to four units via airlanding.

This may be in excess of stacking limits, but stacking limits must be observed by the end of the Movement phase. Players can place the units on either or both airport hexes. Units that enter via Airfield Landings can move a maximum of one hex in that Movement phase.

Weather

Players may use Weather from the option rules.

5.0 KALININGRAD

Abbreviations

Russian

Aslt: Assault

G: Guards

FSS: Federal Security Service

MD: Military District

OC: Operational Command

ODON: Division of Special Purpose

Mar: Marine

R: Reserve

Coalition

A: Airmobile Brigade

HBCT: Heavy Brigade Combat Team.

JSOC: Joint Special Operations Command

M: Mechanized Brigade

MEB: Marine Expeditionary Brigade

MEU: Marine Expeditionary Unit

MP: Military Police

PK: Peacekeeping

PMC: Private Military Contractors

RRC: Rapid Reaction Corps

Scenario Note

The effects of naval gunfires and cruise missiles are integrated into the Fire Support markers.





MOSUL SCENARIO

1.0 BRIEFING

Coalition forces are contesting the city of Mosul with the Islamic State.

Players & Sides

In **Mosul** one player controls the Insurgents (ISIS, Former Regime Elements, Sunni Militia); the other the Coalition (US, Iraqi Government, Peshmerga, friendly paramilitaries).

Nationalities

The following nationalities are in play.

Coalition

US = green

Iraqi Government = orange

Peshmerga = peach

Pro-Coalition Paramilitaries = gray

Insurgents

ISIS = dark red

Former Regiment Elements (FRE) = light red

Sunni Militia = red

Insurgent Installations = yellow

Commands

The Insurgent player controls all ISIS, FRE and Sunni Militia paramilitary units.

The Coalition player controls all US, Iraqi Government, and Pro-Coalition paramilitary units.

Game Scale

Each hex is 1.75 kilometers across. Each turn represents anything from 12 hours to three days, depending on the intensity of the fighting.

Game Length

The game is a minimum of six turns. Starting with Turn 7, during the Game Turn

Interphase the first player must roll one die. If the result is within the range stated on the Turn Record Chart, the game immediately ends; otherwise, continue play. The game automatically ends at the end of Turn 12.

Victory Points

VP for Elimination of Enemy Units

(received at end of game)

Each enemy Command

Node eliminated: +3

Each enemy Hyperwar unit eliminated: +2

Each US non-Hyperwar unit eliminated: +1

Coalition VP for each Insurgent

Installation eliminated:

C3, Training Camp: 2

Arms Depot, Fortification: 1

All other enemy units eliminated: 0

VP for Occupation of Hexes

(received at end of game)

Each Mosque and Central Bank hex: +4

Each other Objective hex: +1

Insurgent: Each road or railroad hex on the east or south map edge.

Coalition: Each road or railroad hex on the west or north map edge.

Other VP

(Received immediately)

For each Objective or urban hex turned into rubble by the enemy: +1

For Mosque hex turned into rubble by the enemy: +2

2.0 DEPLOYMENT

Units placed on the map during initial setup must be within stacking limits.

Untried Units are placed face down. A player may examine them only under the conditions of rule. Other units are face up (obviously).

Set Up

Players set up units in this order.

1) The Coalition is the First Player.

Insurgents are the Second Player.

2) The Insurgents initially deploy the following units.

2a) Insurgent player roll 2d (rule 2.13), add three to the result (to get a number from four to nine) and then picks at random that number of Installations. Place them anywhere on the map; Installations cannot be placed adjacent to other Installation units.

2b) Insurgents roll 1d/2 (rule 2.13), and then pick that number of ISIS / FRE commands. Place all units of each of those commands anywhere on the map.

2c) Insurgents roll 2d (and total the results); pick that number of Sunni Militia units (face down). Place them in any objective, urban or suburban hexes.

2d) The Insurgents place all remaining Insurgent units in their Reinforcement formation boxes (see below). Place all remaining Sunni Militia in the Insurgent paramilitary Bin. Unpicked Installations are out of play.

3) The Coalition initially deploy the following units.

3a) The Coalition player rolls 1d/2 (rule 2.13), then selects that number of Iraqi Government formations. These will be the start force. They enter the map on Turn 1.

3b) The Coalition player rolls 1d/2 (rule 2.13), then selects that number of US formations. These will be the start force. They enter the map on Turn 1.

3c) All units of the Peshmerga Command go in the reinforcement box.

3d) The Coalition rolls 1d/2 (rule 2.13), and then selects that number of Coalition

RRC units. These will be the start force. They enter the map on Turn 1.

3e) The Coalition rolls 1d/2 (rule 2.13), and then picks at random that number of Paramilitary units. Place them anywhere on the map, not on or adjacent to enemy units.

3f) Place the remaining Coalition formations in their boxes. Place all Coalition Airstrike markers in their Reinforcement Pool. Place all Coalition Airstrike markers in their Bin. Place all Paramilitaries in their Bin.

Insurgent & Coalition Player Forces

- 1) When a player selects a Formation, he receives all units in it, plus any Fire Support markers.
- 2) Coalition Army echelon units are placed in the Rapid Reaction Corps (RRC) for the Coalition. If the player selects a HQ, he also receives the corresponding Fire Support marker. The Insurgents have no Army level units.
- 3) **Players** roll dice publicly, but select initial formations in secret. Do not reveal those formations until they enter the map.
- 4) Airstrikes and Netwar markers are not part of formations

Insurgent Formations

ISIS Command "A" ISIS Command "B"
 ISIS Command "C"
 Former Regime Elements
 Sunni Militia

Note: Jihadi units are treated like infantry; they also have hyperwar ability.

Coalition Formations

Iraqi 2nd Division
 Iraqi 6th Division
 Iraqi 8th Commando Division
 Iraqi Ministry of the Interior Task Force

US 2 Marine Expeditionary Brigade
 US 1 Heavy Brigade Combat Team (HBCT)
 US 101 Air Assault BCT
 US Joint Special Operations Command
 US 2S (Stryker) brigade
 NATO Rapid Reaction Corps

Note: Rapid Reaction Corps is an army level formations and is treated differently (see below).

3.0 REINFORCEMENTS

Reinforcement procedure

Each player has a Reinforcement Chart (printed on the map). During each Reinforcement phase, the player rolls one die on his Reinforcement Chart for each of the three

columns (units, Air and optional Netwar markers) and receives the forces indicated.

Note: you roll once for each column.

Note: Players roll for reinforcements starting on Turn 1. This is in addition to any forces received owing to initial setup.

Reinforcement Pools

Each player has three groups of potential reinforcements.

Formations: These are defined above. Place each formation's units in the boxes on the map.

Friendly Airstrike Pool: This is used solely for friendly Air Strike reinforcements. (Artillery markers are placed with their respective formations.) Note that only the Coalition has airstrikes.

Friendly Paramilitary Pool: This is used solely for Paramilitary reinforcements.

Note: Russian, and Coalition ground units enter per the instructions below.

Formations: When you select a Formation, you receive all units in it (including any Fire markers).

Army Level units: When the Reinforcement Chart instructs you to pick Army Level units, roll one die and this is the number of units you receive from that Army. Select the units you want. If you select a HQ, you also get its Fire Support marker.

Paramilitaries: When the Reinforcement Chart instructs you to pick paramilitary units, roll one die and this is the number of units you pick randomly from the friendly Paramilitary Pool. For the Insurgents pick from the Sunni Militia pool.

Limits: if there are no more units or formations of the formations indicated by the Reinforcement Chart, no additional units are received.

Entry of Forces

Insurgent: these enter from west and north map edges.

Coalition : these enter from south and east map edges.

Both players: units capable of airborne and airmobile movement may enter using those forms of movement. Airborne units may land anywhere. Airmobile units fly in from the friendly entry map edges.

Paratrooper Operations

There are no paratroopers operations in the game.

Airmobile Operations

All friendly helicopters are capable of airlifting one friendly airmobile qualified unit each. These can only be units of the same nationality.

Russian airmobile units: all Russian units with an "airborne" symbol; all marines, special operations, engineer and security units.

Coalition airmobile units: all Coalition units with an "airborne" symbol; all airmobile infantry, special operations, engineer and security units.

MEU Unit

This unit is airmobile qualified.

Airfield Landings

A player controls the Airport for purposes of airlanding if the following are in effect: the player's units occupy both airport hexes; and there are no enemy units adjacent to that hex; and there are no enemy Air Defense units within their air defense radius of either airport hex.

If the player controls the Airport, then the player can enter reinforcements via it. At the start of each friendly Movement phase, a player can airland up to four reinforcement units via airlanding. This may be in excess of stacking limits, but stacking limits must be observed by the end of the Movement phase. Players can place the units on either or both airport hexes. Units which enter via Airfield Landings can move a maximum of one hex in that movement phase.

Insurgent Underground

Insurgent units can ignore enemy ZOC when moving directly from one Objective hex to another. Other ZOC effects apply normally (Objectives still negate retreat results).

Insurgent Installations

These are friendly to all Insurgent units.

5.0 MOSUL ABBREVIATIONS

Russian

Coalition

A: Airmobile Brigade

HBCT: Heavy Brigade Combat Team.

JSOC: Joint Special Operations Command

MEB: Marine Expeditionary Brigade

MEU: Marine Expeditionary Unit

MP: Military Police

PK: Peacekeeping

PMC: Private Military Contractors

RRC: Rapid Reaction Corps