Second Fallujah RULES OF PLAY

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OVERVIEW

Fallujah Fury depicts the Second Battle of Fallujah. It covers the major fighting, from the start of the main Coalition assault on November 8, through November 14, 2004 when most of the city had been secured.

One player controls the Insurgent forces, which were a mixture of international jihadists (such as AQI—Al Qaeda Iraq), Former Regime Elements (FRE) and various militias and gangs opposed to the US occupation and the new Iraqi government. The other player controls the Coalition forces which consist of US Marines, US Army and Iraqi Army and Special Forces units.

1) HOW TO WIN

Victory is determined at the end of the game by the Insurgent player's victory point total. The number of victory points is based on Insurgent control of key areas of the city, the number of surviving Insurgent units, the political backlash from the Iraqi people and the number of US casualties suffered in the battle.

1.1 Victory Points

At the end of the Nov 14 turn, the Insurgent player is awarded victory points as follows:

❏ 1 VP for each surviving Fedayeen unit.

❏ 2 VP for each surviving Cadre unit.

❏ 1 VP for each area under Insurgent control which contains one or more mosques (areas 7, 9, 13, 18, 19, 21, 24, 27, 28, 31, 33, 35, 42, 46, 47).

❏ 1 VP for each area under Insurgent control along Route 10. (*NOTE: Several of these areas also contain a mosque but still count for only one VP and not two. The additional VP areas along Route 10 are 11, 12, 14, 15, 16, 17, 22, 48, 49, 50, 51*).

❏ 1 VP for each area under Insurgent control in the Jolan district (areas 40 and 45).

❏ 1 VP if the Government Center is under Insurgent control (area 36).

❏ 1 VP for each point on the Political Backlash Track (see 7.5).

1.2 Levels of Victory

❏ VP total > 35 points: Major Insurgent Victory

❏ VP total = 26 – 35 points: Minor Insurgent Victory

❏ VP total = 25 points: Draw

❏ VP total = 15 – 24 points: Minor Coalition Victory

❏ VP total < 15 points: Major Coalition Victory

2) MAP

The game map shows the city of Fallujah. One inch on the map represents approximately 570 feet. The city is divided into 51 areas which regulate movement, stacking and control. The boundaries of the 51 areas are marked by solid white lines. To the east, west and south of the city is open terrain which is out of play. A heavy red line marks the limit of the playable area. To the north of the city are two Entry Zones which were the staging areas for

Coalition units prior to the battle. Coalition units enter play from these two zones.

2.1 Terrain Symbols

Each area is marked with a symbol that contains two numbers.

❏ Area ID. This is used to uniquely identify the area.

❏ Terrain Effect Modifier (TEM). This represents the effect the terrain in an area has on combat. The higher the number, the greater the effect.

(*NOTE: The red symbol in area 2 is for historical interest only. It marks the location of the notorious "House of Hell"*).

2.2 Adjacent Areas
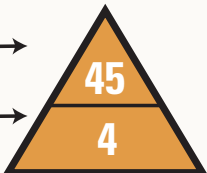
Areas that share a linear border are adjacent, and units may move and retreat directly from one to the other. Areas that meet only at a point (vertex) are not adjacent, and units may not move or retreat directly from one to the other. EXAMPLE: Areas 25 and 30 are not adjacent.

2.3 Coalition Entry Zones

Outside of the city there are two Entry Zones where Coalition units are placed at the start of the game. The NE Entry Zone is adjacent to areas 18, 19, 24 and 25 and has a yellow border. The NW Entry Zone is adjacent to areas 31, 33, 41, 42 and 43 and has a blue border. Coalition units may move from an Entry Zone into an adjacent area (see 4.1.2). Units may not move from one Entry Zone to the other or from an area into an Entry Zone.

Area ID → **28** / TEM → **2**

An area with a green square contains a mosque. Control of the area is worth a victory point. Coalition attacks in the area can cause political backlash.

Area ID → **45** / TEM → **4**

An area with an orange triangle is an objective area. Control of the area is worth a victory point.

Area ID → **29** / TEM → **1**

An area with a white circle has no special terrain.

2.4 Map Area Definitions

❏ Vacant—an area which does not contain any units

❏ Free—an area which is under friendly control and contains no enemy units

❏ Contested—an area which contains both Coalition and Insurgent units

❏ Garrisoned—a Coalition-controlled area occupied by at least one Coalition unit that is not a Support Unit (see 3.6)

3) UNITS

The game contains counters which represent the combat units which fought in the battle. There are also markers which are used for various game functions.

Combat unit—Fresh side

- unit size (company)
- sets up in NE Entry Zone
- unit ID (Lima company)
- Parent unit ID (3rd battalion /1st Marines)
- unit type (infantry)
- Combat Factor
- Movement Factor

Combat unit—Spent side

- Combat Factor

3.1 Combat Factor (CF)

The Combat Factor is a measure of the combat power of a unit. If it is in parentheses, it indicates a unit cannot lead an attack or be the first unit to enter an enemy-controlled area (see 7.2.1).
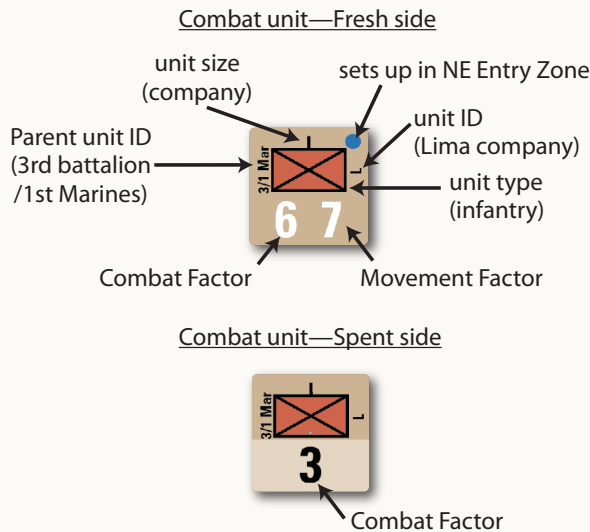
3.2 Movement Factor (MF)

The Movement Factor is the number of Movement Points a unit has when activated. The unit spends Movement Points for movement and combat (see 6.1 for MP costs).

3.3 Fresh/Spent

Unit counters have two sides. One side (dark background) is the Fresh side. It indicates that a unit has not yet performed an action this turn and can be activated to move and/or attack. The other side (light background) is the Spent side. It indicates that a unit has already performed an action this turn and can no longer be activated. A unit that is Spent has a reduced Combat Factor (or if a Coalition Support unit, no Combat Factor at all). Spent units do not have a Movement Factor since they cannot move except to Regroup (see 4.2) or retreat after combat (see 8.3).

3.4 Unit Type

Each unit has a box which contains a NATO symbol or a letter that identifies the type of unit.

Coalition unit types

- infantry
- tank
- Mechanized infantry
- engineer
- AT — anti tank
- weapons

- recon
- SF — special forces
- MP — military police
- armored amphibious
- LAR (Marine) or cavalry (Army)
- riverine

Insurgent unit types

- Fedayeen
- C — Cadre
- M — Militia

3.5 Nationality

The nationality of each unit is indicated by its color.

- ❏ Black—Insurgent: loosely organized groups of up to a hundred fighters
- ❏ Tan—US Marines: company or platoon-sized elements
- ❏ Green—US Army: company or platoon-sized elements
- ❏ Blue—Iraqi Army and Special Forces: battalion or company-sized elements

3.6 Support Units

Support Unit

- Die Roll Modifer
- Movement Factor
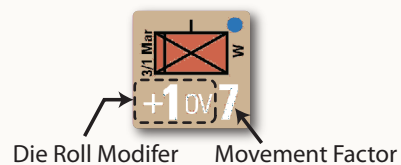
Support Units are special Coalition units which do not operate independently but can provide support to other Coalition units in combat. They do not have a Combat Factor but instead have a modifier-value contained in a white box.

- ❏ Tank, antitank and weapons units add to the OV (Offensive Value) in a Coalition attack. (see 7.2.4)
- ❏ Armored amphibious units reduce the number of Casualty Points suffered by the Coalition in any battle. (see 8.1.1)

3.7 Dug In Units

Insurgent units marked with a Dug In marker are considered to be entrenched. They may not move, attack, retreat or regroup and do not become Spent while they are Dug In. They gain +1 to their Defensive Value when attacked and can ignore the first two Casualty Points that they suffer in combat (see 8.2).

4) SEQUENCE OF PLAY

The game has seven turns, each representing one day. Each turn consists of four phases.

- ❏ Action Phase
- ❏ Regroup Phase
- ❏ Infiltration Phase
- ❏ Reset Phase

4.1 Action Phase

The majority of the game takes place during the Action Phase. It consists of a variable number of mini-turns called impulses. First the Insurgent player takes an impulse and performs a single action. Then the Coalition player takes an impulse and performs a single action. During the Coalition player's impulse there is a check to see if the Action Phase ends (see 4.1.4).

4.1.1 Insurgent Impulse

The Insurgent impulse consists of one of the following actions:

- ❏ Activate an area. The Insurgent player selects one area. Any number of Fresh units in the area may be activated for movement and/or combat. All units that move are then flipped to their Spent side at the end of the impulse. Instead of moving, a Fresh Fedayeen unit may be placed under a Dug In marker. A unit which already has a Dug In marker may remove it, in which case the unit stays Fresh but cannot perform any movement or combat this impulse.

- ❏ Organize resistance. The Insurgent player selects one area and can place a Fresh Militia unit there for each Fresh Cadre in that area. This placement cannot exceed stacking limits (see 5). No movement or combat is allowed in the impulse.

- ❏ Pass. Do nothing.

After the Insurgent player has completed one of the above actions, play proceeds to the Coalition impulse. Flip the marker on the impulse track to the Coalition side but do not advance it.

4.1.2 Coalition Impulse

The Coalition impulse consists of one of the following actions:

- ❏ Activate an area. The Coalition player selects one area. Any number of Fresh units in the area may be activated for movement and/or combat. All units that move and/or attack are then flipped to their Spent side at the end of the impulse. Coalition movement may trigger a Reaction by the Insurgent player (see 4.1.3).

- ❏ Activate a Coalition Entry Zone. Up to eight units in a single Entry Zone may be activated for movement and/or combat. Units may enter any area adjacent to the Entry Zone, paying normal movement costs to do so, but the first area entered must be the same for all units activated in the current impulse. After the first area, units are no longer required to move together. If they have sufficient movement points, they may move and/or attack separately and may end the impulse in different areas. Coalition movement may trigger a Reaction by the Insurgent player (see 4.1.3).

- ❏ Conduct a Fire Mission. The Coalition player may make an attack with an artillery/air strike against one area that contains Insurgent units. (see 7.4).

- ❏ Pass. Do nothing.

During the Coalition impulse the first combat resolution-roll determines if the Action phase ends after the impulse (see 4.1.4). If the phase does not end, the impulse track marker is flipped to the Insurgent side and advanced one space. Play proceeds to the next Insurgent impulse.

4.1.3 Insurgent Reaction

The first Coalition unit that enters an uncontested Insurgent-controlled area may trigger a Reaction by Insurgent units in or adjacent to the area just entered. Only Fresh Insurgent units which are not Dug In may react. Each eligible Insurgent unit may do one and only one of the following actions when reacting. Order is determined by the Insurgent player if there are multiple units reacting.

- ❏ Dig In. Any Fedayeen unit(s) in the area just entered may Dig In. Place a Dug In marker on each unit.

- ❏ Retreat. Any Fedayeen and/or Cadre unit(s) in the area just entered may retreat to an adjacent Free area, if stacking limits allow. After retreating the unit becomes Spent.

- ❏ Organize resistance. Any Cadre units in the area just entered may place a Militia unit in their area. Any Cadre units in a Free area adjacent to the area just entered may place a Militia unit in the area just entered, or in its own area.

Only the first Coalition unit to enter an uncontested Insurgent controlled area triggers a reaction. Other Coalition units may enter the area before combat is resolved and not produce additional reactions.

4.1.4 End of the Action Phase

The Action phase has a variable number of impulses. The first combat resolution-roll made by the Coalition player during the Coalition impulse determines if the Action Phase continues or ends. If the roll is less than the current impulse number, the phase ends and play proceeds to the Regroup Phase, after completion of the current impulse. Otherwise, play proceeds to the next impulse. If there is no combat which requires a roll, then at the end of the impulse the Coalition player rolls 2D6 to determine if the Action Phase continues or ends. Finally, if both players pass in succession (rare) then the phase automatically ends.

4.2 Regroup Phase

The Regroup Phase is an opportunity for both players to reposition their units before the next turn begins. First the Insurgent player may move any of his units that are not Dug In to an adjacent Free area. Then the Coalition player may do the same with their units.

Units are moved one at a time during the Regroup Phase and stacking limits may never be exceeded at any time (see 5 and 5.1).

Both Fresh and Spent units may move. Coalition units may move out of—but not into—an Entry Zone.

Units may move out of a Contested area. Control of an area may change during the Regroup Phase if one player moves all of their units out of a Contested area. If the Insurgent player abandons a Contested area during the Regroup Phase, the Coalition Player may move units into the area during the Coalition portion of the phase because the area is now Free.

4.3 Infiltration Phase

If adequate security is not provided, the Coalition player may lose control of areas that were already cleared. Check all Coalition-controlled spaces that are not Garrisoned for loss of control through Infiltration (see 9.2).

4.4 Reset Phase

❏ If it is the end of the November 14 turn, the game is over. Calculate victory points (see 1.1) and determine the winner (see 1.2).

❏ Flip Spent units to Fresh. The limit of five total Fresh Cadre and Fedayeen units per area may not be exceeded (see 5.1), which means some units may need to remain Spent (Insurgent player's choice).

❏ Reset the impulse marker to the "1" space on the impulse track, Insurgent side up.

❏ If the Advantage marker is in the Used Box, move it to the Available Box.

❏ Advance the turn marker to the next day.

5) STACKING

Each player may have a maximum of eight units in an area at any one time. Units may never be placed in, move into or move through an area if this limit would be exceeded.

5.1 Friction Among Insurgent Factions

Of the eight Insurgent units allowed in an area, the total number of Cadre and Fedayeen units which are Fresh cannot exceed five (includes Dug In units). This limit applies at the end of an impulse, after all movement and combat has been completed, and during the Regroup and Reset Phases. If a Fresh Fedayeen or Cadre unit enters an area which is already at the limit during the Regroup Phase, it must flip to Spent.

6) MOVEMENT

If a player activates an area, all Fresh units in that area that are not Dug In may move and/or attack. Movement and combat require the expenditure of Movement Points and a unit must have sufficient MP's to move or attack.

Units can move one at a time, or as a stack, from their current area to any adjacent area, continuing as long as they have sufficient movement points to do so or until they enter an area containing an enemy unit. When moving one at a time, any unit which enters an area must pay the same MP cost as the first unit to enter during the impulse. EXAMPLE: if control of an area changed when a unit entered because it was Vacant, subsequent units entering during the same impulse still pay the 2 MP's required by the first unit to enter an enemy-controlled area.

During an impulse, units may move via different paths and can end their movement in different areas.

Moves do not need to be predesignated. A player may move some units and even resolve combat before deciding whether to activate other units in the selected area to move and/or attack. Alternatively, a player may move all units and then resolve all combats.

Fresh units in the selected area that do not move or attack during the impulse remain Fresh.

6.1 Movement Costs

Movement Point costs are listed below. Costs are not cumulative. Only the highest applicable movement cost is paid for entering an area. EXAMPLE: entering an area which contains both Fresh and Spent enemy units costs 4MP's, not 7 MP's. The cost of an attack is included in the cost of entering an area containing enemy units.

❏ 1 MP—enter a Free area

❏ 1 MP—attack enemy units in the same area if all are Spent

❏ 2 MP—attack enemy units in the same area if at least one is Fresh (even if Dug In)

❏ 2 MP—enter a Vacant enemy-controlled area

❏ 3 MP—enter an area containing only enemy units that are Spent or Fresh Coalition Support Units

❏ 4 MP—enter an area containing a Fresh enemy unit (unless a Coalition Support unit)

6.2 Movement Restrictions

❏ Unused Movement Points may not be saved from one turn to another nor transferred from one unit to another.

❏ Whenever a unit enters an area containing enemy units, it must stop. If it is a Coalition impulse, other units that are activated may move into the same area before combat is resolved. Once combat is resolved in an area, no additional Coalition units may enter the area in that impulse, although Coalition units which participated in the original combat can reenter the area if they leave after an Overrun. Additional Insurgent units may always enter an area after an Insurgent attack, although another Mandatory Attack (6.3) may be required.

❏ Units that participate in an attack may not continue to move unless an Overrun occurs (see 8.4).

❏ The first Coalition unit to enter a non-contested, Insurgent-controlled area must be capable of being the lead unit (see 7.2.1) in an attack, even if the area is Vacant and no Insurgent Reaction is possible.

❏ A unit exiting an area containing enemy units may only enter a Free area. If sufficient movement points remain, they may continue moving and may enter an enemy-controlled or occupied area later. If all enemy units in an area are attacked and eliminated in an Overrun, the requirement to move into a Free area no longer applies but all units leaving the area must pay MP's equal to the cost of the attack, even if they did not participate.

6.3 Mandatory Attack

When units enter an area containing only enemy units, a mandatory attack is required—unless all of the enemy units retreat due to Insurgent reaction. When units enter an area that was contested at the beginning of the impulse, they must stop. They are not required to attack, although some or all may do so. If they do attack, units which started the impulse in the area may not participate.

Coalition units entering a contested area may attack as long as one of them is a valid lead unit and it participates in the attack.

If multiple Insurgent units entering a contested area attack, each Insurgent unit attacks individually (see 7.3).

6.3.1 Reconnaissance

LAV, cavalry and recon units (see 3.4 for unit types) have a special reconnaissance ability. When they enter an area and trigger an Insurgent Reaction which places a unit in the area, they can immediately withdraw to the area they entered from and become Spent. No Movement Points are required to withdraw and no combat is fought.

6.4 MP Cost and Insurgent Reaction

The Movement Point cost for Coalition units entering an area may change as a result of Insurgent Reaction.

6.4.1 Area Vacated

If an area originally contained a Fresh Insurgent unit (cost = 4 MP to enter) but after Reaction contains only Spent units, reduce the cost of entry to 3 MP's. (NOTE: this happens when all Fresh units in the area just entered retreat during Reaction). A mandatory attack is still required. If the area is now Vacant (NOTE: this happens when all units retreat during Reaction), reduce the cost of entry to 2 MP's. The Coalition units which just entered may continue to move if they have sufficient movement points remaining.

6.4.2 Ambush

If a Coalition unit enters an area that does not contain a Fresh Insurgent unit (entry cost is 3 MP or less) and a Militia unit is placed there by Insurgent Reaction, the entry cost is now increased to 4MP. A Mandatory Attack is required. If the Coalition unit which just entered the area did not have 4MP remaining when it entered—an Ambush has occurred. The Coalition player suffers a negative modifier to the Offensive Value in the subsequent combat equal to the difference between the 4MP's that are now required and the actual MP's remaining.

(EXAMPLE: A US unit with a Movement Factor of 7 has moved through four Free areas. With 3 MP's remaining it enters a Vacant, Insurgent-controlled area (entry cost = 2 MP). A Cadre in an adjacent area reacts and places a Militia in the area. The entry cost is now 4 MP's. Since the unit only had 3 MP's the Offensive Value is reduced by 1 in the ensuing combat due to Ambush.)

Additional Coalition units may enter an area where an Ambush has occurred and participate in the combat as long as they have sufficient MP to pay the original cost of entering the area before the Insurgent player reacted. They could potentially increase

the negative modifier for the Ambush if they had fewer MP's remaining than the first unit to enter the Ambush. NOTE: this usually happens because an Iraqi unit with fewer MP's is added to support an attack on a mosque.

7) COMBAT

Combat is fought between units in the same area. Attacking is optional—except when an enemy-occupied area is entered for the first time (see 6.3). Only activated units with sufficient MP's can attack (EXCEPTION: Ambush—see 6.4.2). All defending units in the area must participate. (NOTE: Due to the asymmetric nature of the forces, Coalition and Insurgent attacks are handled differently).

7.1 Combat Resolution Sequence

1) Attacker designates the attacking unit(s).

2) Attacker designates lead unit (Coalition attack only).

3) Compute Offensive Value of attacking force.

4) Compute Defensive Value of defending force.

5) Attacker rolls 2D6 and adds result to the Offensive Value to get the Offensive Total.

6) Defender rolls 2D6 and adds result to Defensive Value to get the Defensive Total.

7) Compare the Offensive Total and the Defensive Total to determine the winner of the battle and any casualties suffered.

7.2 Coalition Attacks

Coalition attacks were well-coordinated, multi-unit, combined-arms assaults intended to capture, clear and hold Insurgent-controlled areas. Any number of activated Coalition units can participate in an attack but only one attack can occur per area during an impulse.

7.2.1 Coalition Lead Attacking Unit

For every Coalition attack, the Coalition player designates one attacking unit to be the lead unit. It must be a US infantry, mechanized infantry, engineer or recon unit, unless all defending units are Militia, in which case it can be a cavalry or LAR unit (see 3.4 for unit types). A unit with a Combat Factor in parentheses, or a Support Unit which does not have a Combat Factor, cannot be the lead unit for an attack.

7.2.2 Additional Coalition Attacking Units

Additional Coalition units can participate in an attack with the lead unit. These units may provide a modifier to the Offensive Value for combat resolution (see 7.2.4), or may reduce the number of Coalition casualties suffered (see 8.1.1). Units that have a Combat Factor in parentheses or Support Units without a Combat Factor can participate in an attack as long as there is a valid lead unit. The lead unit can be any eligible unit — it does not have to be the first unit which entered the area.

7.2.3 Coalition Riverine Unit

The Marine Small Craft Company is a special Coalition Support Unit. It is kept in a holding box rather than in an area and does not move like a normal unit. If it is Fresh, it can support any attack by Coalition units in an area adjacent to the Euphraties River (areas 1, 11, 48, 47, 44 or 43) and adds one to the Offensive Value. After the attack it becomes Spent, unless the attack was an overrun, in which case it can participate in additional attacks in that impulse, as long as they are in areas adjacent to the river. If Spent, it becomes Fresh again during the Reset Phase. *(NOTE: The Small Craft Company can never be attacked by the Insurgent).*

7.2.4 Coalition Offensive Value (OV)

The Offensive Value (OV) is the sum of the factors listed below. (It is then added to a 2D6 roll to get the Offensive Total [OT].)

❏ Combat Factor of the lead unit (start with this base value)

❏ +1 for each supporting infantry or mechanized infantry company (maximum of +2)

❏ +1 if there is one or more supporting weapons or AT units

❏ +2 if there is one or more supporting tank units   OR   +1 if there is one or more supporting LAR/cavalry units (tank bonus or LAR/cavalry bonus, but not both)

❏ +1 if there is one or more supporting engineer units

❏ +1 if there is one or more supporting Iraqi SF units

❏ +1 if riverine unit is in support (riverbank areas only)

❏ +1 battalion integrity if all four companies of a Marine battalion participate (three infantry companies and one weapons company). The units must belong to the same parent unit. The four units of each Marine battalion are color coded to make it easy to identify them.

❏ -1 if both Army and Marine units participate

❏ -1 or -2 if an Ambush occurred (see 6.4.2)

Units may participate in the attack even if they do not contribute to the OV. This allows them to enter an area when a Mandatory Attack is required.

7.2.5 Insurgent Lead Defensive Unit

The Insurgent unit with the highest Combat Factor is the lead defensive unit. (Insurgent player's choice if two or more are tied.)

7.2.6 Insurgent Defensive Value (DV)

The Defensive Value (DV) is the sum of the factors listed below. (It is then added to a 2D6 roll to get the Defensive Total [DT].)

❏ Combat Factor of the lead defensive unit (start with this base value)

❏ +TEM of the area where combat occurs

❏ +1 if the lead unit is Dug In

7.2.7 Combat Result

The Offensive Total is compared to the Defensive Total to determine the result of the Coalition attack.

❏ OT > DT = Successful attack

The Insurgent units take Casualty Points equal to the difference between the OT and DT.

❏ OT = DT = Attack stalls

The Coalition takes one Casualty Point. There is no effect on the defending units.

❏ OT < DT = Attack repulsed

The Coalition takes two Casualty Points. There is no effect on the defending units.

After the Combat, all attacking units immediately become Spent unless an Overrun occurs.

7.3 Insurgent Attacks

The Insurgent forces were only capable of small-unit harassing attacks. They were intended to cause Coalition casualties rather than seize and hold ground. Only a single Insurgent unit can participate in any one attack. However, unlike the Coalition, the Insurgent can make multiple attacks in an area during an impulse, as long as there are active units which are eligible to attack. These attacks do not need to be predesignated.

7.3.1 Insurgent Offensive Value (OV)

The Offensive Value (OV) is the sum of the factors listed below. (It is then added to a 2D6 roll to get the Offensive Total [OT].) (*NOTE: The Combat Factor of the Insurgent Unit is not added for Insurgent attacks*).

❏ +1 if the combat occurs in an area with a TEM of 4

❏ +0 if the combat occurs in an area with a TEM of 2 or 3

❏ -1 if the combat occurs in an area with a TEM of 0 or 1

❏ +1 if attacking unit is a Fedayeen

7.3.2 Coalition Lead Defensive Unit

The unit with the highest Combat Factor is the lead defensive unit (Coalition player's choice if two or more tied). The lead unit can be US or Iraqi. The Combat Factor can be in parentheses.

7.3.3 Coalition Defensive Value (DV)

The Defensive Value (DV) is listed below. (It is then added to a 2D6 roll to get the Defensive Total [DT].)

❏ Combat Factor of lead defensive unit

7.3.4 Combat Result

The Offensive Total is compared to the Defensive Total to determine the result of the Insurgent attack.

❏ OT > DT = Successful attack

— If the lead defensive unit was US, the Coalition player takes two Casualty Points.

— If the lead defensive unit was Iraqi, the Coalition player takes one Casualty Point.

❏ OT <= DT = Attack fails.

— No effect on defending units.

(Although the insurgent units are always eliminated when they attack, the insurgent player should attack as often as possible. Militia units are plentiful.)

7.3.5 Security Lapse

If only Coalition Support Units (see 3.6) are defending then no roll is required. The attack is automatically successful.

7.4 Fire Mission

A Fire Mission may be conducted during any Coalition impulse. No units are activated and no other action is taken. An attack may be made against Insurgent units in a single area as long as one of the following conditions are met:

❏ It contains US units.

❏ It is adjacent to an area which contains US units.

❏ It is adjacent to a Coalition Entry Zone.

The US units do not need to be Fresh. The Fire Mission marker can be placed in the selected area to designate the attack. The Offensive Value for the attack is 8. There are no modifiers.

❏ If US units are in the area selected for the attack, the Defensive Value is the Combat Factor of the lead defensive unit plus the TEM of the target area.

❏ If there are no US units in the area selected for the attack, the Defensive Value is the Combat Factor of the lead defensive unit plus twice the TEM of the target area.

The combat is resolved normally, except that any Coalition Casualty Points are ignored.

There is no limit to the number of Fire Missions that can be conducted other than the number of impulses in the game.

7.5 Political Backlash

Mosque Location

Areas which contain a mosque are identified by a square terrain symbol with a green background (see 2.1). The actual locations of some of the mosques used by the Insurgents during the battle are marked on the game map with a red mosque symbol. (*NOTE: Some areas contain more than one mosque. This has no additional effect on game play*).

❏ When the Coalition player conducts an attack in an area that contains a mosque, an Iraqi unit must participate or the Coalition suffers a political penalty: Advance the Political Backlash Track one space.

❏ When the Coalition player conducts a Fire Mission in an area with a mosque, the Coalition suffers a political penalty unless both a US unit and an Iraqi unit are in the area: Advance the Political Backlash Track one space. (The units can be Fresh or Spent.)

8) CASUALTY POINTS (CP)

Casualty Points for the Coalition and the Insurgents are treated differently.

8.1 Coalition Casualty Points

When the Coalition player suffers Casualty Points in a battle, the Political Backlash Track is advanced one space for each Casualty Point. Coalition units never retreat and are never eliminated. *(Although the Coalition units took casualties, during the first week these were not enough to significantly affect their combat power.)*

8.1.1 Armored Medevac

If an armored amphibious unit (see 3.4 for unit types) is present in a combat, reduce Coalition Casualty Points by one.

8.2 Insurgent Casualty Points

Insurgent Casualty Points are absorbed by the units which participated in the battle through a combination of flipping Fresh units to Spent, retreating units, and eliminating units.

❏ 3 CP—eliminate a Dug In unit

❏ 3 CP—eliminate a Fresh Fedayeen or Cadre unit

❏ 2 CP—eliminate a Spent Fedayeen or Cadre unit

❏ 1 CP—eliminate a Militia unit (Fresh or Spent)

❏ 1 CP—flip a Fresh Fedayeen or Cadre unit to Spent

❏ 1 CP—retreat a Spent Fedayeen or Cadre unit

(NOTE: A Fresh Fedayeen or Cadre unit, if not Dug In, can be flipped to Spent and then retreated for a total of 2 CP).

The Insurgent player allocates CPs among the defending units within the following restrictions:

❏ If the lead unit is not Dug In, it must take the first CP.

❏ If the lead unit is Dug In, it must take the first three CP. If the result of the battle was less than three CP they are ignored.

❏ If there are additional Dug In units beside the lead unit, they also ignore the first two CP against them. However, if there is a mix of Dug In and not Dug In units, the Insurgent player must absorb as many CP as possible.

If there are more Casualty Points than the defending units can absorb, then an Overrun has occurred (see 8.4).

8.3 Retreats

A defending Insurgent unit which retreats to satisfy Casualty Points must move to an adjacent area. If possible, it must be a Free area. If there is more than one Free area adjacent, the Insurgent player chooses. If there is no Free area available, the unit may retreat to a friendly Contested area. In all cases, stacking limits (see 5) cannot be violated. If there is no adjacent area that meets these conditions—the unit is eliminated, even if that exceeds the number of Casualty Points incurred in the combat.

8.4 Overrun

If the Insurgent suffers more CPs in combat than can be absorbed by the units in the battle, an Overrun has occurred. All defending units are eliminated and the Coalition units can continue to move and/or attack if they have sufficient Movement Points remaining.

8.5 Overwhelming Force

If only Militia units are defending and the Offensive Value is greater than the Defensive Value by five or more, no dice are rolled. The Militia units are automatically eliminated and the result is an Overrun. This also applies to Fire Missions.

9) CONTROL OF AREAS

A friendly unit does not need to be present to maintain control of an area. EXCEPTION: Infiltration (see 9.2)

9.1 Change of Control

Whenever an area controlled by one side is occupied only by units of the other side, the area changes control. EXCEPTION: When Coalition units enter a Vacant Insurgent-controlled area, the Insurgent player has the opportunity to react before the area changes control.

9.2 Infiltration

During the Infiltration Phase, all Coalition-controlled areas are checked for loss of control. If a Coalition-controlled area is adjacent to an Insurgent-controlled area (even one that is contested) and is not Garrisoned (see 2.4), it immediately becomes Insurgent controlled. This can result in a chain reaction. Any Coalition-controlled area that is not Garrisoned and is adjacent to the newly Insurgent-controlled area now becomes Insurgent controlled until there are no Coalition-controlled areas that are not Garrisoned that are adjacent to an Insurgent-controlled area.

10) THE ADVANTAGE

The Advantage represents momentum, morale, leadership and other intangibles that can affect the course of a battle. It is owned by one player until used and then passes to the other player. The Coalition player starts with the Advantage. A player is never required to use the Advantage and the Coalition player may keep it the entire game without ever using it.

10.1 Uses of the Advantage

❏ Heroic Effort. After seeing the result of any combat resolution or end of Action Phase roll by either player, use the Advantage to increase or decrease that roll by one. This affects only one roll each time the Advantage is used.

❏ Take a Mulligan. Use the Advantage to reroll all dice for any single combat resolution. The rolls made by both players are nullified and both players reroll their dice. It is not guaranteed that this will produce a better outcome. The new result must be used, even if worse. The use of the Advantage cannot be canceled.

(NOTE: Using the Advantage to change a roll can have multiple effects. For example, a poor combat–resolution roll might cause the Coalition player to lose a battle and also trigger the end of the Action Phase. Changing the roll might reverse both effects).

The Advantage must be used before your opponent takes any action to implement the effect of a roll, such as choosing how to apply Casualty Points. (Gaming etiquette suggests that players should pause briefly to give their opponent time to decide whether or not to use the Advantage.)

10.2 Once Per Turn

The Advantage can only be used once per turn. Ownership of the Advantage is indicated with a marker. There are two holding boxes for the marker. When it is available for use, it is in the Available Box with the proper face siding up to indicate which player currently controls the Advantage. After it has been used, the marker is flipped to indicate that it is now controlled by the other player, and it is placed in the Used Box. In the Reset Phase, it is moved to the Available Box and is then ready for use by its new owner in the next turn.

11) OPERATION PHANTOM FURY

11.1 Setup

❏ All areas start under Insurgent control. Place a control marker in each of the fifty-one areas on the map, Insurgent side up.

❏ Place one Cadre unit in each area with a mosque and one in each area of the Jolan district (areas 40 and 45), for a total of seventeen units.

❏ The Insurgent player places twenty Fedayeen units in any of the areas, no more than two per area. (*NOTE: There are additional Fedayeen units which are only used in the solitaire version of the game).*

❏ Place all Militia units off to the side of the board. This is the Force Pool. Whenever a Militia unit is placed on the board, take it from the Force Pool. Whenever a Militia unit is eliminated due to combat, it is recycled to the Force Pool. These are the only Insurgent units that get recycled.

❏ Place Coalition units in the two Entry Zones as indicated in the Order of Battle. *(NOTE: Remove the US ARMY 4 Cav B unit. It is not used in this scenario).* Each Coalition unit counter is marked in the top right corner with a blue dot (NW Zone) or yellow square (NE Zone) to aid in setup.

❏ Place the Marine Riverine unit and the Fire Mission marker in their holding boxes.

❏ Place the Game Turn Marker on Nov 8.

❏ Place a control marker on the zero space of the Impulse Track with the Coalition side up.

❏ Place the Political marker on the zero space of the Political Backlash Track.

❏ Place a control marker in the Available box with the Coalition side up.

❏ If players wish to track Victory Points in real time as the game progresses, place the VP×10 and VP×1 markers on the Political Backlash Track to indicate 83 VP.

11.2 Game Start

The game starts with a Coalition impulse. After the first Coalition impulse, move the impulse marker to the "1" box on the Impulse Track. The Insurgent now goes first in the next and all subsequent impulses.

Operation Phantom Fury
Coalition Order of Battle

NW Entry Zone (Marine Regimental Combat Team 1, First Marine Division)

- ❏ I Company, 3rd Battalion/1st Marine Regiment (infantry)
- ❏ K Company, 3rd Battalion/1st Marine Regiment (infantry)
- ❏ L Company, 3rd Battalion/1st Marine Regiment (infantry)
- ❏ Weapons Company, 3rd Battalion/1st Marine Regiment (heavy weapons)
- ❏ I Company, 3rd Battalion/5th Marine Regiment (infantry)
- ❏ K Company, 3rd Battalion/5th Marine Regiment (infantry)
- ❏ L Company, 3rd Battalion/5th Marine Regiment (infantry)
- ❏ Weapons Company, 3rd Battalion/5th Marine Regiment (heavy weapons)
- ❏ B Company, 1st Battalion/4th Marine Regiment (infantry)
- ❏ B Company, 1st Battalion/23rd Marine Regiment (infantry)
- ❏ 1st Platoon, C Company/2nd Tank Battalion (tank)
- ❏ 2nd Platoon, C Company/2nd Tank Battalion (tank)
- ❏ 3rd Platoon, C Company/2nd Tank Battalion (tank)
- ❏ C Company, 3rd LAR Battalion (LAR)
- ❏ Platoon, 1st Force Reconnaissance Company (recon)
- ❏ B Company, 2nd Combat Engineer Battalion (engineer)
- ❏ 2nd Platoon, A Company/2nd Combat Engineer Battalion (engineer)
- ❏ 1st Platoon, C Company/4th Combat Engineer Battalion (engineer)
- ❏ AT (TOW) Platoon, 23rd Marine Regiment (AT)
- ❏ A Company, 4th FSSG (MP)
- ❏ D Company, 2nd AA Battalion (armored amphibious)
- ❏ A Company, 2nd Battalion/ 7th Cavalry Regiment (mech infantry)—ARMY
- ❏ B Company, 2nd Battalion/ 7th Cavalry Regiment (mech infantry)—ARMY
- ❏ C Company, 3rd Battalion/ 8th Cavalry Regiment (tank)—ARMY
- ❏ B Company, 1st Specialized Special Forces Battalion (SF)—IRAQI
- ❏ D Company, 1st Specialized Special Forces Battalion (SF)—IRAQI
- ❏ Iraqi Counter Terrorism Force (SF)—IRAQI
- ❏ 1st Battalion, 1st Brigade (infantry)—IRAQI
- ❏ 4th Battalion, 1st Brigade (infantry)—IRAQI
- ❏ Small Craft Company, HQBn 2nd Marine Division (Riverine Unit Holding Box)

NE Entry Zone (Marine Regimental Combat Team 7, First Marine Division)

- ❏ A Company, 1st Battalion/8th Marine Regiment (infantry)
- ❏ B Company, 1st Battalion/8th Marine Regiment (infantry)
- ❏ C Company, 1st Battalion/8th Marine Regiment (infantry)
- ❏ Weapons Company, 1st Battalion/8th Marine Regiment (heavy weapons)
- ❏ A Company, 1st Battalion/3rd Marine Regiment (infantry)
- ❏ B Company, 1st Battalion/3rd Marine Regiment (infantry)
- ❏ C Company, 1st Battalion/3rd Marine Regiment (infantry)
- ❏ Weapons Company, 1st Battalion/ 3rd Marine Regiment (heavy weapons)
- ❏ C Company, 1st LAR Battalion (LAR)
- ❏ A Company, 2nd tank Battalion (tank)
- ❏ C Company, 2nd AA Battalion (armored amphibious)
- ❏ C Company, 2nd Combat Engineer Battalion (engineer)
- ❏ Combat Engineer Company, Combat Assault Battalion/3rd Marine Division (engineer)
- ❏ 1st Platoon, C Company/6th Engineer Support Battalion (engineer)
- ❏ A Company, 2nd Battalion/ 2nd Infantry Regiment (mech infantry)—ARMY
- ❏ A Company, 2nd Battalion/ 63rd Armored Regiment (mech infantry)—ARMY
- ❏ F Troop, 4th Cavalry Regiment (cavalry)—ARMY
- ❏ 1st Platoon, A Company/82nd Combat Engineer Battalion (engineer)—ARMY
- ❏ B Company, 4th FSSG (MP)
- ❏ Emergency Response Unit (SF)—IRAQI
- ❏ 2nd Battalion, 1st Brigade (infantry)—IRAQI
- ❏ 5th Battalion, 3rd Brigade (infantry)—IRAQI
- ❏ 6th Battalion, 3rd Brigade (infantry)—IRAQI

12) SOLITAIRE PLAY OVERVIEW

It's possible to play the game solo by making the moves for both sides. There is important information which is not available to a player when they make a move, such as when the day ends, which limits how far ahead each side can plan. Playing the game this way can be enjoyable and challenging.

The following solitaire rules provide an alternative. The player controls the Coalition forces while the game system (the "bot") controls the Insurgent forces. The bot provides decisions at any point in the game where a human opponent would make a choice among different alternatives.

To get started, it's only necessary to read section 12 and its subsections before beginning play. The sections which follow this overview do not contain rules per se, but a collection of procedures and priorities used when a decision is needed for the Insurgents.

Whenever a point is reached in the game when the Insurgents must take some action, use the Insurgent Bot Decision Flow Chart. It will refer you to the relevant section of the rules that contains a step-by-step procedure to determine what the bot will do in that particular situation.

12.1 Rule Changes from the Two-Player Version

Insurgent Reaction is handled by rolling dice and using a lookup table. Some of the actions in the table are different from the Insurgent Reaction in the two-player version of the game.

1. A Cadre or Fedayeen unit which retreats due to Reaction does not become Spent.

2 A Fedayeen unit is sometimes placed by Reaction.

All other rules are the same as in the two-player version.

12.2 How to Use the Priorities

In some cases when a choice is required by the bot, a list of priorities is given. It should be used as follows:

1. Start with the first priority. If one and only one possibility meets a criterion — great. You are done. That is what the Insurgent does.

2. If no possibilities meet a given criterion, ignore it and move to the next one.

3. If multiple possibilities meet the criterion, keep those possibilities only, and move to the next priority to further narrow down the choice.

4. If you reach the end of the priorities and still have multiple possibilities, just roll a die to choose among those candidates randomly (or if you wish to save time: just pick one).

13) INSURGENT SETUP

Place a Cadre in every mosque area and in both Jolan areas.

Place a Fedayeen in every area with TEM = 4.

Roll 1D6 for every space with TEM of 2 or 3, and use the following chart to determine the result.

	TEM = 2	TEM = 3
Place nothing	1–5	1–3
Place a Fedayeen	6	4–6

(NOTE: It is recommended that you start with area #1 and go through each area in turn, up to #51, to make sure that you roll once and only once for all of the required areas).

14) INSURGENT IMPULSE

When it is an Insurgent Impulse, follow these steps to determine what action the Insurgent forces take:

1. Check to see if there is a Coalition controlled area that is not Garrisoned and whether there is an Insurgent Militia unit that can move into it.

   a) If yes, roll 1D6. On a 1 or 2, the bot moves a Militia unit into the ungarrisoned area.

   b) Otherwise, go to step 2.

2. Check to see if there is a Coalition area that can be attacked by an Insurgent Militia unit. (see 14.1)

   a) If yes, roll 1D6. On a 1–4, the bot will attack.

      i. If there is more than one area which can be attacked, go to section 14.1.1 to select the target.

      ii. If multiple areas can attack the selected area, go to section 14.1.2 to determine where the attack will originate.

   b) Otherwise go to step 3.

3. Check to see if there are any Cadre units that can Organize Resistance.

   a) If yes, the bot will Organize Resistance. Go to section 14.2 to select the area.

   b) Otherwise go to step 4.

4. If none of the above, the bot will pass. (Usually, this only occurs very late in the game.)

14.1 Insurgent Attack Impulse

There are two possible conditions eligible for attack by the bot:

1. An area where the only Fresh Coalition units are Support Units.
2. An area that contains only Spent Coalition units.

There must be a Militia unit that is eligible to attack. (I.e., Fresh and in the same area or an adjacent Free area.)

14.1.1 Attack Target Selection Priorities

If multiple areas can be attacked by the Insurgent, use the following priorities to select the target.

1. Area with Support Units only
2. Contested area
3. Area containing lead unit with lowest Defense Factor
4. Area with highest TEM
5. Area that can be attacked by the most Insurgent units

14.1.2 Attack Origin Selection Priorities

If multiple areas can attack the chosen target, use the following priorities to select where the attack originates.

1. Contested area
2. Area with the most Militia units (i.e., which can make the most attacks)
3. Area with the lowest TEM

All Militia units in the selected area must attack.

14.2 Insurgent Organize Resistance Impulse — Area Selection Priorities

1. Contested area
2. Area adjacent to the most areas with Spent Coalition units
3. Area adjacent to the most areas containing any Coalition units (count an Entry Zone as one area)
4. Area where the most units can be placed
5. Area with the fewest total Insurgent units
6. Area with the highest TEM

The bot will not Organize Resistance in the same area twice in a row—unless there is no other option. As a reminder, place the "Resistance" marker in the area which is selected. During the next Organize Resistance impulse, do not consider the area which currently has the Resistance marker.

15) INSURGENT CASUALTY POINTS

When the Insurgents lose a combat, perform the following steps to assign Casualty Points. NOTE: Priorities can be adjusted slightly to avoid taking extra CPs when eliminating a unit for the final CP.

1. Take CP on the lead defensive unit.

   a) If the lead unit is not dug in, it takes one CP. Go to step 2 if more CP remain.

   b) If the lead unit is dug in:

      i. if there are less than three CPs, they are ignored

      ii. if there are three or more CPs, the lead unit is eliminated. Go to step 2 if more CP remain.

2. For each additional CP, go through the following list until the bot is able to take the CP, then return and restart this step for the next CP, if more remain.

   a) retreat Spent unit, Cadre before Fedayeen (only if area with less than five Cadre/Fedayeen available as retreat destination, unless no other option)

   b) flip a Fresh unit, Cadre before Fedayeen (only if area with less than five Cadre/Fedayeen available as retreat destination, unless no other option)

   c) eliminate a Militia unit

   d) eliminate a Spent unit, Fedayeen before Cadre (even if retreated, for 1 CP)

   e) eliminate a Dug in unit (This is an exception to doing one CP each and done only if at least 3 CP remain.)

3. Before finalizing the result of the combat, the Insurgent uses the Advantage to reroll the combat if ALL of the following conditions are met:

   a) The Insurgent player has the Advantage and it is available for use.

   b) The difference between the Coalition attack roll and the Insurgent defensive roll is ≥ 4.

   c) Two or more Fedayeen and/or Cadres were eliminated.

16) INSURGENT RETREAT PRIORITIES

When retreating an Insurgent unit, use the following criteria to decide among possible destination spaces. DO NOT exceed five Cadre and/or Fedayeen units per space when retreating, unless no other alternative exists.

1. Reaction only—DO NOT retreat to an area with TEM of 0 or 1. Cancel the retreat instead.

2. Free area with TEM 4 (if multiple, one with fewest units)

3. Free area with TEM of 3 (if multiple, one with fewest units)

4. Mosque area

5. Closer to Area #51 (Pizza Slice) unless area 51 is Coalition controlled. Determine by counting number of spaces to reach area #51, ignoring control and enemy units.

6. Area which already contains a Fedayeen or Cadre unit

7. Area with highest TEM

If there are multiple candidate spaces after all priorities are applied, choose randomly.

17) INSURGENT REACTION

Follow the steps below, in order, to determine Insurgent Reaction for each eligible unit. Complete Reaction for each unit before moving on to the next. Retreat results are executed before placement if both are indicated in the same table entry. Placement or retreat of units that would exceed eight Insurgent units or five Fedayeen + Cadre units per area are ignored. Combat is resolved normally after Reaction if Insurgent units remain in the area.

(NOTE: The term Reaction Area refers to the area just entered by Coalition units that triggers the Reaction).

1. For each Fresh Fedayeen unit in the Reaction Area not already under a Dug In marker, roll 1D6 and add the TEM of the Area.

   a) 1–4 = the unit retreats and stays Fresh (see 16 above if more than one possible retreat destination)

   b) 5–6 = no effect

   c) greater than 6 = place a Dug In marker on the unit

2. For each Fresh Cadre in the Reaction Area, roll 2D6 and add the TEM of the area. Look up the result in the appropriate column of the Cadre Reaction Table.

3. For each Fresh Cadre in a Free area adjacent to the Reaction Area, roll 2D6. Look up the result in the appropriate column of the Cadre Reaction Table.

(Photo Credit: U.S. Army)

CADRE REACTION TABLE

2D6 ROLL	CADRE IN REACTION AREA	CADRE IN ADJACENT AREA
2	R	+F
3	R	+M
4	R	+M, adjM
5	R	+M
6	R, +M	adjM
7	R, +M	+F
8	+F	+M
9	r, +M	+M, adjM
10	r, +2 M	+M
11	r, +F	adjM
12	+F	+F, adjF
13	+F	
14	+F	
15	+2 F	
16	+2 F (both Dug In)	

EXPLANATION OF RESULTS

R = Cadre retreats to an adjacent Free area with TEM ≥ 2 and remains Fresh. (If more than one Free area with TEM ≥ 2, then see 16 above to choose between them.) If not possible, ignore.

r = Same as R if the TEM of the Reaction Area is less than 3. Otherwise ignore.

+M = Place a Militia unit in the Reaction Area. If not possible, ignore.

+F = Place a Fedayeen unit in Reaction Area. If not possible, ignore. Fedayeen placed by Cadre Reaction do not themselves React.

adjM = Place a Militia unit in the area with the reacting Cadre if possible. Otherwise ignore.

adjF = Place a Fedayeen unit in the area with the reacting Cadre if possible. Otherwise ignore.

Insurgents

US Army

Iraqi

Sheet 1 of 1 no. 103

FRONT

The Third World War variant

DEFENDING AMERICA EXPANSION

Artwork by Paul Stuhlfaut

DEFENDING AMERICA EXPANSION

BACK

Sheet 1 of 1 no. 103

Second Fallujah, Iraq, 8–14 November 2004

USMC

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The Third World War variant

Insurgents   US Army   Iraqi

Second Fallujah

Insurgent Bot Decision Flow Chart

Iraq, 8–14 November 2004

Use this flow chart to locate the appropriate procedure to determine the Insurgent bot's move whenever an Insurgent action is required. Go to that **SECTION** in Rulebook.

Action Or Decision Required For Insurgent Forces	
Place Insurgent Units During Setup	**GO TO SECTION 13** to determine what type of unit (if any) to place in each area
Insurgent Reaction	**GO TO SECTION 17** to determine reaction of each insurgent unit
Insurgent Units Take Casualty Points	**GO TO SECTION 15** to determine how insurgent units allocate CP's
Insurgent Impulse	**GO TO SECTION 14** to determine what action the insurgent takes
Insurgent Regroup	No insurgent units are moved during the Regroup Phase

Units Retreat? → **GO TO SECTION 16** to determine destination area for retreating units

Units Retreat?

Organize Resistance → **GO TO SECTION 14.2** to determine which area

Attack → **GO TO SECTION 14.1** to determine if there is a valid target area

Multiple Target Areas? → **GO TO SECTION 14.1.1** to determine final selection for the target area

Multiple Areas Can Attack? → **GO TO SECTION 14.1.2** to determine where the aattack originates