

# COLD START

## The Next India-Pakistan War

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Bakersfield, CA.  
Made & Printed in the USA



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### 1.0 INTRODUCTION

**Cold Start: The Next India-Pakistan War (CS)** is a strategic-level, two-player wargame of low-intermediate complexity that covers the campaign that could occur if the Indians decide to try for the big win over long-time opponent Pakistan. The title comes from the fact Cold Start is the phrase used by the Indian military to describe their officially declared policy of eschewing the first use of nuclear weapons in any future war with Pakistan.

The game's sub-systems are crafted to present a supreme-commander's-eye-view of such a war. It is therefore almost fully strategic in its perspective, with only the most pastel of operational and tactical undertones added to enhance its tone and texture in those regards. **CS** takes two experienced players only about two hours to complete, and it's adaptable for solitary play.

#### 1.1 Scale

Each hex on the map represents 35 miles (57 km) from side to opposite side. Each full turn of play represents one-tenth of a month, or approximately three days. Every regular (a.k.a. line) unit in the game represents one brigade or division. The "elite" special forces units are "groups," regiments, brigades or divisions. The aircraft units represent various numbers of sorties needed to accomplish certain missions over the timeframe of a turn.

### 1.2 Seating & Sides

The Indian player should sit off the map's long eastern edge, while the Pakistani player sits opposite him.

### 1.3 General System Approach

At the broadest level, this design takes as its reference model the campaigns that opened World War I in 1914. That is, what we are modeling here are relatively large ground forces that have not been fully engaged in all-out war in almost half a century. As such they are naive as to what to expect and over-armed in that they have more firepower available than they properly know how to handle.

All that is accounted for by the large uncertainties built into the airpower, movement and command-control rules. Further, the overall military system is divided into three classes: the static urban constabulary and paramilitary garrisons, the regular line units, and the super-elite special forces.

**Note:** No ZOC; no reps; no concentric attack bonus.

## 2.0 COMPONENTS

The components to a complete game of **Cold Start**, include; these rules, the map, and the sheet of 176 die-cut counters.

### 2.1 The Game Map

The game map shows the militarily significant terrain in and around Pakistan when portrayed at this scale. The hexagonal (hex) grid printed over the map regulates the placement and movement of units across it. A unit is in only one hex at any one time. Each hex contains natural and/or manmade features that affect movement and combat. Each hex on the map has a unique four-digit identification number printed within it. They are provided to help you find referenced places more quickly. They also allow you to record unit positions if a match must be interrupted and taken down before it can be completed.

**Example:** The city of Dera is in hex 2710.

### 2.2 Unit Counters

Most of the counters (also referred to as "units" and "unit counters") represent combat formations that would be on hand for the war modeled here. Additional counters are provided as informational markers and memory aids. After reading through these rules, punch out the counters. Trimming the "dog ears" from their corners with a fingernail clipper will facilitate easier handling and stacking during play.

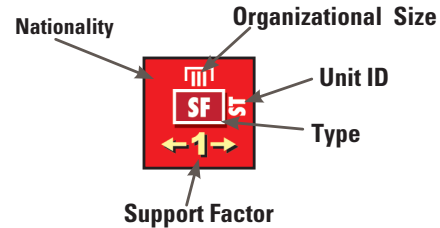
### 2.3 Sample Regular Unit

This unit is a Pakistani unit. Its nationality is shown by its background color. Chinese units contain two "strength steps" (or simply "steps"). Thus, when a two-step unit suffers its first loss in combat, either offensively or defensively, it's flipped in place and may continue operating until it suffers a second loss. For more details on that process, and the further significance of strength steps, see sections 7.0 and 9.0.



### 2.4 Sample Special Forces Unit

The unit shown below is a Special Forces unit.



All SF units are printed identically on both sides. That's simply to keep you from having to flip them over when you are deciding to commit them to combat.

### 2.5 Nationality & Sides

The Indian player commands all the units of that nation; the Pakistani player commands all the units of that nation as well as those of China. China starts the game as a neutral inclined toward Pakistan; it will either remain that way throughout the game or (more likely) come into play on that nation's side. It can never enter play on the Indian side. The units' nationalities are shown by their color schemes.

**Indian units:** Black on Yellow

**Pakistani units:** White on Green

**Chinese units:** White on Red

### 2.6 Specific Unit Identifications

The following abbreviations further identify specific units.

**II:** 2nd Chinese Rocket Corps

**XV:** 15th Chinese Airborne Corps

**A:** Arrow Special Reconnaissance Force

**BCC:** Black Cat Commandos

**E:** Eagle Special Reconnaissance Force

**F:** Falcon Special Reconnaissance Force

**FD:** Flying Dragon Special Reconnaissance Force

**G:** Garud Commandos

**HQ:** Headquarters

**M:** Marines

**MC:** Marine Commando Force

**NT:** Night Tiger Special Reconnaissance Force

**O:** Oscar Special Reconnaissance Force

**P:** Para

**R:** Reorganized Army Plains Infantry Division\*

**SB:** South Blade Special Reconnaissance Force

**SRF:** Special Response Force

**SSG:** Special Services Group

**SSGN:** Special Services Group Navy

**ST:** Siberian Tiger Special Reconnaissance Force

**SSW:** Special Service Wing Support Factor

**Design Note:** These divisions have been given extra motorized transport and communications assets relative to the regular infantry of the Indian Army.

### 2.7 Unit Types

There are two broad categories of ground units in the game: regular (a.k.a. "line"), and special forces (SF). SF units, though further identified on their counters in terms of their specific organizational identities,

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function as one broad type of unit in terms of game play (hence the universal "SF" in all their unit-type boxes). Further along that same line, aircraft units are simply and generally classified as "combat support," and their icons are meant to represent multi-type "packages." Finally, the third type of unit mentioned above – static urban constabulary and paramilitary garrisons, are not actually represented by counters as such; their presence in the cities is represented by the flag control marks (2.12 & 3.5 for more details). The distinction between "mechanized" and "non-mechanized" regular units is also important during movement (9.2).

## Mechanized Regular Units



Armor



Artillery



Mechanized Infantry



Motorized Infantry

## Non-Mechanized Regular Units



Regular Infantry



Mountain Infantry

## Other Units



Chinese Rocket Artillery



Chinese Airborne Infantry



Special Forces



Combat Support Aircraft



Indian Fleet

## 2.8 Combat Factors & Support Factors

The large combat or support factors printed along the bottom edges of regular and SF units (respectively) are the measures of each unit's ability to conduct or support offensive and defensive combat operations. Their uses are explained in detail in section 7.0 and 10.0.

## 2.9 Movement Factors

Unlike most wargames, the units' movement factors are not printed on the counters. That is because the movement factor of all regular units varies from turn to turn, based on a die roll that represents the vagaries inherent in the command and control functions of the militaries involved here.

## 2.10 Step Strength

All units in the game have one "strength step" (also simply called "steps").

**Exception:** Chinese XV Airborne Corps units (12.2).

Steps are an arbitrary term used to express the ability of a unit to absorb a certain amount of combat losses before ceasing to be an effective formation (a measure of its "robustness" in current US military jargon). If a unit suffers a step loss, it's removed from the map ("eliminated") and placed into the "dead pile."

## 2.11 Markers

The counter-mix also includes the following types of informational memory aid markers. Their uses are explained in appropriate sections of the rules.



Turn



Hex Control



Atomic Blast



Corps HQ



Corps HQ Strike



XV Airborne Corps



### 3.0 SET UP & HEX CONTROL

#### 3.1 Preparing to Play

After deciding who will command which side, both players should sort and set up the units of their own side according to the following instructions. Normal stacking limits apply for both players during set up (6.0).

#### 3.2 Set Up Sequence

The Pakistani SRF unit is always set up in Chashma Nuclear Facility hex (Hex 2812. It never moves or attacks out of that hex; it only defends there until it's been eliminated.)

The exact set up sequence of the remaining Pakistani and Indian regular units depends on which side is determined to have gained an intelligence advantage during the run up to the start of hostilities. The Indian player openly rolls a die; both players then consult the Set-Up Sequence Table printed on the map and follow its instructions.

#### 3.3 Chinese Set Up

No Chinese units start the game in play on the map. Instead, the Pakistani player should put the Chinese XV Airborne Corps (textual) marker (not the three counters that will represent that corps in play on the map) into any available large-mouth opaque container such as a cereal bowl or coffee mug. Set aside, within easy reach, the three just-mentioned regular unit paratroop counters (with strengths of 6-6/5-5, 4-4/3-3 & 2-2/1-1). Then put the II Rocket Artillery Corps and all eight Chinese SF units into the same container as the XV Airborne Corps marker.

#### 3.4 Marker, Aircraft & SF Set Up

Place the Turn Marker in the "1" box on the Turn Track printed on the map.

- Set aside in three piles, within easy reach, all the Indian, Pakistani and Chinese aircraft markers.
- Both players should place their nation's SF units in a pile near the map edge.
- Keep the Indian naval unit aside near the map edge.
- Complete the set up by placing a Pakistani flag marker in every unoccupied city hex in that country, and an Indian marker in every unoccupied city hex in that country.

#### 3.5 Hex Control

At the start of each game, both players are said to "control" (own) all hexes lying within their respective countries.

- The control status of a hex changes from one side to the other each time a regular unit of the opposing side moves into it. Opposing regular units will never be in the same hex at the same time.
- Any given hex's control status may potentially switch back and forth any number of times during play.
- It is not necessary to track the control status of every hex on the map, only that of the city hexes, those of Northern Kashmir, the Chashma Nuclear Facility, and Ormara Naval Base.

#### 3.6 Garrison Units

Every city on the map always has in it a regular unit or a garrison, but never both at once.

- At the end of any move or combat, if a city is empty of regular units, immediately place a flag maker of the appropriate side in it with the controlling side's colors showing.
- Whenever a regular unit's move ends in a friendly controlled city or victory city hex, remove that place's flag/garrison marker.
- Whenever a regular unit is in a city, the friendly garrison you would otherwise have in that hex is fully subsumed within the regular unit (but without contributing to it any step or combat factor values).
- Whenever you move all regular units out of a city, the friendly garrison is immediately and automatically replaced in it. That process can go on indefinitely for both sides in all cities on the map.
- Garrisons never attack; they defend normally except they may not retreat after combat. Garrisons have a defense factor of one (TEC).

**Example:** A city in Pakistan that is captured by the Indians would get an Indian flag/garrison marker. A city in India that's captured by the Pakistanis would get a Pakistani flag/garrison marker.

### 4.0 HOW TO WIN

#### 4.1 In General

The Indian player is attempting to win offensively by gaining control of enough critical territory within Pakistan to effectively end that nation's existence as a nation state.

- The Pakistani player is generally on the defensive, trying to run out the clock to militarily or politically exhaust the Indian invader and thereby maintain the geographic and political integrity of his own country. Draws are possible.

#### 4.2 Victory & Defeat on Points

Both players begin the game with no (zero) victory points (VP).

- As both score points, use an appropriate flag marker for each to keep track of their respective totals on the Victory Point Track printed on the map.
- VP are immediately awarded to the gaining player as soon as they're scored throughout the game turn.
- If either player's VP total ever reaches 36 more, play stops and he is instantly declared to have won the game.

#### 4.3 Victory Check Table (VCT)

During every Victory Check Phase (V) in every game turn (5.15), both players should consult the VCT printed on the map, both then roll a die, and then cross index their result with the number of VP they have at that instant.

If both players win during the same phase, the game ends in a draw. If neither player wins, continue playing.

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## 4.4 Victory Point Allocations

Players are awarded VP for controlling (being the last to have occupied) or capturing (having ever occupied) locations on the map as follows:

**6 VP:** For every city hex you control in your opponent's country.

**2 to 12 VP:** Are awarded to the Indian player for controlling all Northern Kashmir.

- To determine the exact number, the Indian player openly rolls two dice as soon as he has control of all that region's hexes.
- If the hex is subsequently retaken by the Pakistani side, these VP remain in the Indian total.
- If the Indian side then recaptures the hex, no second VP gain is scored.

**2 to 12 VP:** Are awarded to the Indian player for controlling Gwadar (1401).

- To determine the exact number, the Indian player openly rolls two dice as soon as he has control of that hex.
- If the hex is subsequently retaken by the Pakistani side, these VP remain in the Indian total.
- If the Indian side then recaptures the hex, no second VP gain is scored.

**1 to 6 VP:** Are awarded to the Indian player for capturing Chashma Nuclear Facility (2812).

- To determine the exact number, the Indian player openly rolls one die as soon as he first controls that hex.
- If the hex is subsequently retaken by the Pakistani side, these VP remain in the Indian total.
- If the Indian side then recaptures the hex, no second VP gain is scored.

**1 to 6 VP:** Are awarded to the Indian player capturing Ormara Naval Base (1504).

- To determine the exact number, the Indian player openly rolls one die as soon as he first controls that hex.
- If the hex is subsequently retaken by the Pakistani side, these VP remain in the Indian total.
- If the Indian side then recaptures the hex, no second VP gain is scored.

**1 to 6 VP:** Are awarded to the Pakistani player for wrecking the Indian Fleet. To determine the exact number, the Pakistani player openly rolls one die as soon as the fleet is wrecked. See section 11.0 for more details.

**1 VP:** Is awarded to the Pakistani for every step if the Chinese XV Airborne Corps eliminated in combat.

**Exception:** Steps lost during the entry into play of this corps do not count. See 12.2 for further details.

**1 VP:** Is awarded during Phase V of Turn 10, for each hex your forces control that is immediately adjacent to cities in the enemy country. You cannot get control and adjacency VP for same city; it is one or the other, scored on a city-by-city basis.

## 4.5 Strategic Nuclear Exchange Loss

If a game ends due to a strategic nuclear exchange between India and Pakistan, the player whose tactical nuclear strike triggered the strategic exchange loses the game. See section 13.7 for more details.

## 4.6 Default Pakistani Victory

If Turn 10 ends without an Indian victory, and there's been no strategic nuclear exchange, the Pakistani player wins.

## 5.0 TURN SEQUENCE

### 5.1 In General

Every turn of **CS** is divided into "phases," which are then further subdivided into individual "actions" conducted by both players. Once a player has finished an action within a phase, or an entire phase within a turn has been completed, neither player may go back to perform some forgotten action or redo a poorly executed one unless his opponent graciously agrees to permit it. (This is war: don't feel compelled to be gracious.)

### 5.2 Turn Sequence Outline

The turn sequence is presented below in outline.

**Important:** The sequence is always the same in every turn, and the Indian player always takes (or passes on taking) the first action in every turn's Activations Phase.

A full turn is considered to have been completed when its action phase is finished.

**Important:** Phases I and IV are always skipped during Turn 1.

- I. Nuclear Attack Phase (skip on Turn 1)
- II. Air Superiority Phase
- III. Corps HQ Activations Phase
- IV. Chinese Intervention & Operations Phase (skip on Turn 1)
- V. Victory Check Phase Recovery Phase

### 5.3 Air Superiority Phase (II)

At the start of every turn's Air Superiority Phase prior to Chinese entry into the war, the Indian player openly rolls two dice and Pakistani player rolls one.

- The player getting the higher total has air superiority for that turn (reroll ties).
- If you had air superiority the turn before, add one to your roll; though that addition is never more than one, no matter how many turns you may have had air superiority.

- Subtract the lower roll total from higher roll total: the winning player gets that many combat support aircraft markers (one through twelve).
- He immediately places all those markers atop any enemy units he wants to interdict.
- More than one marker can be placed in each hex.

**Important:** There will never be a turn in which both players have aircraft units available.

- Once China has entered the war, the procedure remains the same except both players will from then on be rolling two dice (5.13).

#### 5.4 Aircraft Interdiction Effects

- Each aircraft marker in a hex causes a minus-one movement point adjustment to an interdicted regular unit's movement factor if it's moved during that turn.
- Each aircraft marker also causes a one column odds shift in favor of the side with air superiority, throughout that turn, on attack or defense in or from interdicted hexes.

#### 5.5 Corps HQ Activation Phases (III)

In general, during these phases prior to Chinese entry into play (5.13), the Indian player starts by placing one corps HQ (a.k.a. "activation") marker atop any one hex containing one or more of his units.

- That unit or stack (or stack, decided and declared by the placing player) is now activated.
- An activated stack immediately moves or attacks (not both, one or the other, decided and declared by the activating player).
- When that activation has been completed, the opposing player makes one activation of his own, and the initiative swings back and forth in that way until the phase ends (see 5.11 below for details on how that occurs).

**Important:** If a player had for some reason decided to use a corps HQ to activate only part of a stack, he can go back into that hex with another marker, to activate some or all the remainder of his units in that hex, later that same turn. No unit may be activated more than once per turn.

#### 5.6 Corps Activation Marker Recycling

In general, as soon as the movement or combat of a force activated by a corps marker is completed, that marker must be "recycled." (The single exception is explained below in 5.7.) To recycle a corps marker, the owning player openly rolls a die and then places the marker in the box on the Turn Track that corresponds to that roll.

**Example:** If, on Turn 1, a given corps marker's recycling roll was a "2," it would again become available for use by that player during the Recovery Phase (VI) of Turn 3.

#### 5.7 Turn 1 Cold Start Doctrine Exception

On turn 1, in line with that nation's military's planned and rehearsed Cold Start Doctrine, the Indian player begins Phase III by deploying all four of his Strike Corps HQ activation markers into any four hexes in which he has units.

- Each hex selected must be no more than two hexes distant from one of the other selected hexes.

- The first Indian action then consists of the movement or combat of all three of those activated hexes prior to the action moving over to the Pakistani side.

- When that is done, make one combined recycling die roll for all three of the Strike Corps HQ markers.

- This effect only occurs once, afterward the Strike Corps HQ markers recycle and are reused one at a time in accordance with the regular rules.

**Important:** This rule is in not applied to the Pakistani Strike Corps HQ markers in that player's force mix.

#### 5.8 Determining Movement Factors

Movement factors are not predetermined or otherwise set numbers in this game. Instead, when you decide to use an activation to move a unit or stack, you must roll a die and cross index that (possibly modified) result on the Movement Factors Table printed on the map.

- Units moved as part of one activation must move together. You may drop units off along the path of the overall move, but you may not pick up units (except in the last hex of the move), nor may you splinter off sub-groups away from the main move.
- Due to the distinction between mechanized and non-mechanized regular units, some units within a force may have different movement factors. The slower units must be dropped off as the faster units move beyond their range.
- Activated units are not guaranteed any minimum movement ability in any one activation.
- The modifiers given on the table are to the die roll result, not to the movement factor that's finally obtained (9.0).

#### 5.9 Strike Corps HQ Movement Advantage

The Pakistani player may only send units moving into India or starting a move already in India, or launch an attack into any hex in India, based on a Strike Corps HQ activation.

- When either player activates a force for movement using a Strike Corps HQ marker, that activation's movement factor die roll is increased by one.

#### 5.10 Strike HQ Corps Combat Advantage

Whenever units of either side are launching an attack via a Strike Corps HQ activation, as the last step in that battle's odds determination process, roll a die and have that result, rounding down all remainders, for a result of zero through three. That is the number of rightward odds shifts applied to that attack. See section 10.0 for further details.

#### 5.11 Disruption

At the end of every activation, all the units that took part in that activation (and that survived) are flipped over so their disrupted (blank) sides are showing.

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- If that activated (and now disrupted) force had attacked during its activation, and that attack caused one or more step losses in the enemy defending force, all the survivors in that defending force are also disrupted.
- Disrupted units are barred from further attack or movement during the remainder of that turn.
- Each disrupted unit has a defense factor of one.

## 5.12 Ending Activation Phases

If you decide to pass on taking an action, and your opponent then conducts an action, you then have the choice again of acting or passing (and vice versa).

- If both players pass sequentially, though (in either order) the turn ends at that instant.
- Otherwise, a Corps HQ Activation Phase (III) ends when both players run out of activation markers or both players agree to end the phase.

## 5.13 Chinese Intervention & Operations Phase (IV)

During this phase of Turn 2 and later, the Pakistani player openly rolls a die to:

- a)** Check for Chinese entry into the war on his side. Modify the die roll based on the items listed beneath the Chinese Intervention Table. The Chinese never enter on the Indian side; they either remain neutral or come in as a Pakistani ally, and once they are in they are in for the remainder of the game.
- b)** As soon as the Chinese are in, the Pakistani player immediately rolls another die, cross indexing that result on the Chinese Reinforcement Table. He then blindly pulls that number of units from the pool and, after looking at them, places them in the next turn's box on the Turn Track along with all six of the Chinese aircraft markers. He thereafter makes one such roll and pull in every turn's Phase IV until all the Chinese units are committed into play or the game has ended. For more details on Chinese operational capabilities, see section 12.0.

## 5.14 Effect of Chinese Entry & Airpower on Activation Phases

Once the Chinese have entered the war, the Indian player no longer gets the first activation in every Activation Phase III.

- Instead, both players roll a die at the start of each of those phases, and the high-roller gets the first activation that phase. The arrival into play of the entire Chinese airpower commitment is automatic as soon as their nation's entry begins.
- Pakistani and Chinese planes operate as one combined aerial force.

## 5.15 Victory Check Phases (V)

Both players check for victory based on VP totals. See section 4.3 & 4.4 for more details.

## 5.16 Recovery Phases (VI)

During every Recovery Phase, both players should first cooperate to flip back into undisrupted (face up) condition all the regular units of both sides that are disrupted at that time.

- The player who had air superiority should all pick off the map any of his aircraft units still deployed there.
- Then both players receive as reinforcements all the HQ corps activation markers and SF units available to them in that turn's corresponding box on the Turn Track. Set aside those units within easy reach; they're available for reuse starting with the next turn's Phase III.

## 6.0 STACKING

### 6.1 In General

Stacking is the word used to describe the piling of more than one friendly regular unit in the same hex at the same time. Stacking limits do not in any way pertain to units on the Turn Track or in off-map piles.

### 6.2 Stacking & Movement

Stacking rules are in effect only at the beginning and end of each activation in Phase III.

### 6.3 Stacking Limits

For both sides the general rule is there may be no more than five regular units in any one hex at any one time.

**Important:** The presence of one more regular units in a city hex displaces from it the garrison/flag unit that would otherwise be in that hex.

- Stacking rules do not pertain to SF units, because they are never actually deployed into hexes on the map. For the specifics of their use in combat, see 7.0.
- All regular units, no matter their step strength or organizational size, count as one unit for stacking purposes.

### 6.4 Over-Stacking

If any hexes are found to be over-stacked at the start or end of any action, the violating player must select the minimum number of units necessary from that hex to bring it back into compliance with the stacking rule. The chosen units are permanently eliminated.

### 6.5 No Chinese-Pakistani Stacking

These two nations' SF units may participate together in support the same attack or defense (10.0), their regular units are never allowed to stack together on the map.

### 6.6 No Fog of War

Due to the time, space and unit scales involved here, combined with the human and electronic intelligence assets available to both sides, there is little fog of war in PW. Both players are free to look over and through all the stacks of both sides deployed on the map, as well as those in the Turn Track boxes and off-map piles and reinforcement pools.

## 7.0 SPECIAL FORCES UNITS

### 7.1 SF in Combat

The SF units of both sides are held off-map by both players and are only secretly committed into play on a battle-by-battle basis. At the start of every battle both players indicate to each other they have chosen the number of SF units they want to commit to the battle (by clasping those SF units in their closed hand), they then simultaneously reveal the units to each other.

- SF commitment does not constitute an activation separate from the battle being resolved.
- Each SF unit committed to a battle shifts the odds in its side's favor by that number of columns.
- To determine the final number of shifts, and that shift's directionality, net out the two sides' commitment totals.

**Example:** If the Indian player committed a total of three SF support factors to one of his attacks, and the defending Pakistani player committed one SF support factor to that same battle, that Indian attack would thereby gain a two-column rightward odds shift (in addition to all other applicable shifts).

- There are no limits (other than availability) to the number of SF units both players may commit to each battle.
- Players are not required to commit any (though you may certainly bluff using an empty closed hand prior to the reveal).

### 7.2 SF Recycling

When a SF unit is committed to a battle, no matter the actual outcome of that fight, it is afterward considered *hors de combat* and will therefore be unavailable for further use for some time.

- To resolve that, immediately after a SF supported battle has been resolved, roll a die for each involved SF unit of both sides.
- Each one becomes available that number of turns later (one through six) as a reinforcement during the turn's Phase VI. Place them in the appropriate box on the Turn Track until the time of their reappearance.
- SF of China and Pakistan may be committed together as if they all belonged to either one of those nations, decided by that player on a battle by battle basis.
- If a recycling SF unit's die roll would cause it to reappear after Turn 10, that unit is out of play for the rest of that game.
- SF units are never permanently eliminated from play in any other way, nor are they ever kept in any hex on the map between commitments.

## 8.0 SUPPLY

### 8.1 In General

Indian and Pakistani regular units require supply to operate at their full potentials for movement and combat. There are no counters representing the supplies consumed by the regular units; instead, that process is represented abstractly, through "supply line tracing."

**Important:** All SF, garrison, and aircraft units of both sides, the Indian Fleet, and all Chinese units of all types are always automatically in supply. No unit is ever eliminated from play for being out of supply.

### 8.2 Two Supply States

There are two supply states, and every Indian and Pakistani regular unit is always in one of those states.

### A unit is in supply if:

- It is in any city within its own country and that city was never yet under enemy control; or,
- It can (even if not located in such a city hex) trace a supply line to a supply source hex appropriate for its side.

**A unit is out of supply (OOS):** If it is in a situation other than described above.

### 8.3 Willful OOS

It is permitted for both players to deliberately move their regular units into hexes in which they will, or likely will, become OOS.

### 8.4 Checking Supply States

Check the supply state of each of your activated forces (single units or partial or full stacks) at the start of its activation. Units found to be out of supply are affected as follows:

- If they are to move, have their movement factor die roll modified negatively for that activation.
- If they are to attack, have their attack factor halved (round up all remainders) for that activation.
- Defending units always have their full defense factor available for combat.

### 8.5 Tracing Supply Lines

The network of "transport lines" shown on the map represent the region's combined rail and road net (which in real life pretty much parallel each other and for our purposes are the same).

- Each unit's or stack's supply line has two portions, a non-road/rail portion and a road/rail portion.
- The non-road/rail portion extends back from the force location hex a maximum of two hexes to a transport line hex.
- From that transport line hex, the path is further traced along the course of the transport line net. Over any distance over that net back to an appropriate supply source. Once tracing along a transport net, it may never leave that net.

- Units located in transport line hexes omit having to trace any non-road/rail portion of their supply line.

- Units within two hexes of an appropriate supply source hex may trace directly to that hex without using any road/rail bonus length.

### 8.6 Tracing Limits

When counting the two-hex non-road/rail portion of a supply line, count from the tracing force back to the transport line hex.

- Do not count the hex that force is in; do count the hex in which the transport line hex being traced to is located.
- Once a supply line has jumped onto the transport line net, it may not leave it again, and it may only trace from transport line hex to transport line hex across hexsides traversed by that line.



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- No portion of a supply line may be traced into or through hexes containing enemy regular or garrison units; nor may they be traced across all-sea hexes. They may be traced across all other terrain types and river hexsides.

## 8.7 Indian Supply Sources

All map edge hexes in India that have transport lines running through them and off that map edge are Indian supply source hexes. That is true no matter what terrain is in those hexes. All Indian supply source hexes lose their supply providing capacity while enemy controlled; however, they regain that capacity as soon as Indian control is reestablished there.

## 8.8 Pakistani Supply Sources

The following Pakistani cities constitute that side's supply sources:

**Islamabad** (3112)  
**Quetta** (2405)  
**Karachi** (1305/1306/1406)

Pakistani supply source hexes that are occupied by one or more Indian regular units permanently lose their supply providing capacity for the rest of the game, no matter if they are later recaptured by the Pakistanis.

## 8.9 Supply Line & Source Hex Limits

There are no per-turn or per-phase or per-activation limits on the number of units that may trace supply along any given supply path or to any given supply source.

**Important:** Units may never make logistical use of any captured enemy supply source, and no supply source exists where a nuclear blast marker was detonated.

## 9.0 MOVEMENT

### 9.1 Regular Unit Movement

Moving your units is one of the choices available for each of your activations throughout every turn's Activations Phase. It is the method that those units move from hex to adjacent hex across the map. All regular units in the game have a variable movement allowance of from zero to eight movement points (MP) per move, no matter their nationality or step strength.

### 9.2 Procedure

A regular unit or stack move activation consists of you openly selecting one of your side's regular units or stack (or partial stack) in any one hex on the map, determining its movement allowance for that move according to rules 5.8 or 5.9, and then moving it, within the limits of that allowance, through adjacent hexes to (or towards) your desired final location. There's no arbitrary limit on the number of move actions you may decide to conduct over the course of every turn's activation phase.

### 9.3 Natural In-hex Terrain Types

The MP cost for each hex entered by a moving regular unit varies based on the type of natural terrain in it and along the hexsides immediately around it.

- The in-hex terrains are:

**Clear** (example 2615)  
**Salt Marsh** (example 1110)

**Desert** (example 1710)  
**Rough** (example 1600)  
**High Altitude Rough** (examples 2908 & 3213)  
**All Sea** (example 1403)

- For a hex to be considered clear, it must be entirely clear.
- No single hex contains more than one type of natural in-hex terrain.
- The movement cost for each type of terrain is summarized on the Terrain Effects Chart printed on the map. Note that units pay differing entry costs

### 9.4 Hexside Terrain

There are three types of hexside terrain.

**River Hexside:** Note that river hexsides are negated when the hexside is adjacent to a city.

**High Altitude Mountain Hexside:** This is a type of natural terrain that exists running along hexsides rather than lying in-hex. The cost for crossing such hexsides is paid in addition to the entry cost for the in-hex terrain in the hex being entered.

**Mountain Hexside:** These hexsides surround many rough, and high altitude rough hexes. The cost for crossing such hexsides is paid in addition to the entry cost for the in-hex terrain in the hex being entered.

**Important:** High altitude mountain hexsides have the white shading at their center (example the hexside between 2908 and 2808). Mountain hexsides are all those hexsides with the darker brown shading, that do not possess the white center.

### 9.5 Manmade Terrain

There are four types of manmade terrain shown on the map:

**Cities** (including Pakistani supply cities)  
**Chashma Nuclear Facility**  
**Ormara and Gwadar Naval Bases**  
**Transport Line Network**

- These terrains exist in hexes along with their movement-defining natural terrain type.
- There may be more than one type of manmade terrain in the same hex.
- Except for transport lines, manmade terrain does not determine their hex's movement entry costs, though they do have effects on combat.

### 9.6 Terrain Costs

The MP costs to enter the various kinds of natural terrains are given on the TEC.

**Important:** In-hex and hexside crossing costs are cumulative.

### 9.7 Wheeled vs. Tracked

Among the overall class of mechanized units there are two sub-classes: wheeled and tracked. The two sub-types are easily distinguishable by looking at their counters. Wheeled-mechanized types all have little wheel symbols sticking out beneath their unit-type boxes.

### 9.8 Transport Line Movement

Transport lines may be used by Indian and Pakistani (in both countries by both armies) to enhance their movement.

- Transport lines allow all mechanized units to move along their paths at a cost of only one-half (0.5) MP per hex, no matter what other terrain types are in those hexes, even ones that would otherwise fully prohibit the moving unit from entering them.
- The same would apply to allowing attacks across hexsides that would otherwise be blocking, but only via those hexsides across which the transport line runs.
- Non-mechanized units may do the same, but at the cost of one MP per hex. It is permitted for units to combine transport-line and non-transport-line movement during the same move, in any combination(s) within the overall limit of their MP for that move.

## 10.0 COMBAT

### 10.1 In General

Combat is always voluntary; the mere adjacency of enemy units does not force either player to attack.

- Combat occurs when you declare your action will be an attack, which is always an action conducted from one hex into one other hex immediately adjacent to it.
- It is not allowed for the player owning the defending force to decline to participate in the battle.
- All the defending units in a hex must be attacked collectively; the attacker cannot attack some units in a hex but not others.

### 10.2 Unitary Combat Factors

A single unit's full combat strength must always be used when it is involved in combat. No single attacking unit may have its combat factor split to be applied in more than attack.

### 10.3 Advance After Combat

If your attack empties the attacked hex of all defending units, you must occupy the vacated hex with all your involved surviving regular units.

- Advances are mandatory and must be conducted before starting the resolution of another activation.
- Alternatively, if the hex you just won contains a city, instead of occupying it with one of your participating regular units, you could instead put in place within it one of your side's garrison/flag units.
- Advancing after combat is not considered a separate "activation," nor does it require the expenditure of MP.
- Victorious defenders never advance after combat; they hold their place in their original hex.

### 10.4 Combat Resolution Procedure

Normally the attacking player should strive to have several times more attack factors involved in a battle than the defender has defense factors.

- Such battles are called "high odds" attacks. To resolve such fights, the attacking player begins by calculating his "odds."
- Add together the attack factors of all the attacking units involved in the battle; then add up the defense factors of the enemy units defending in the battle.
- Divide the defender-total into the attacker-total and round down any remainder.

**Example:** If 26 attack factors attack 7 defense factors, the situation yields an odds ratio of 3:1 ("three to one"). That is,  $27 \div 7 = 3.71$ , which rounds down to 3. To turn that "3" into a ratio, you must set a "1" next to it on the right. Thus "3" becomes "3:1," which corresponds to a column-heading on the Combat Results Table (CRT) printed on the map.

### 10.5 Poor Odds Attacks

Battles in which the attacking force has fewer combat factors than the defender are called "poor odds attacks."

- Procedures in such situations are modified from what is described above in that here you divide the defender's total by the attacker's, round up all remainders, and set the "1" on the left side of that result.

**Example:** If a force with 5 attack factors is attacking a force with 11 defense factors, it's a poor odds attack. In that case, divide 11 by 5 ( $11 \div 5 = 2.2$ ), and round up (2.2 becomes 3); then set a "1" on the left of that "3," yielding odds of 1:3 ("one to three").

### 10.6 CRT Odds Limits

The column headings on the CRT range from 1:3 to 7:1.

- Final odds greater than 7:1 are resolved without a die roll; their results are always "0/5" (see below).
- Final odds less than 1:3 are also resolved without a die roll; their results are always "3/0" (see below).

**Important:** You may end up with final attack odds that are much worse than you initially thought they would be; however, an attack activation, once declared, may not be called off; it must be fully resolved.

### 10.7 Terrain & Combat

The type of terrain in the defender hex, and in the hexsides making up that hex, can affect the combat odds. Those effects are always cumulative and are summarized on the TEC.

**Important:** Cities negate the rivers that would otherwise be flowing around their hexsides.

### 10.8 Combat Results

On the Combat Results Table, results are always given in terms of the units lost from among the involved regular units of one or both sides.

- The number printed to the left of each result's slash applies to the involved attacking units.
- The number printed to the right of the slash applies to the involved defending units.

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**Example:** A combat result of “2/3” would mean two of the involved attacking units must be eliminated while three of the involved defending units must be eliminated.

- In each battle the defender must always completely absorb his combat result before the attacker absorbs his.
- There is never any carry over of a combat result from one battle into any other battle or phase or turn or activation.
- Any combat losses more than the number of the units involved are ignored.

## 10.9 Apportioning Step Losses

Both players are always free to apportion their own side’s step losses among their involved attacking or defending regular units as each see fit.

## 10.10 Multiple Attacks into the Same Hex

It is permitted for the same hex to be attacked more than once per Activation Phase. The same force cannot attack more than once in a turn.

## 11.0 INDIAN FLEET CHARACTERISTICS

### 11.1 Entry onto the Map

The Indian fleet starts play off the map.

- If that player decides to bring it into play on the map, the unit may be placed any all-sea hex in the Arabian Sea.
- Fleet entry is the equivalent of a corps activation, but there is no corps HQ marker expended to do it.

### 11.2 Combat Support

The Indian fleet may assist in in any one Indian attack on a coastal hex, or hex adjacent to a coastal hex, per activation phase.

- It cannot contribute to an Indian defense.
- The Indian player declares its participation in a ground attack and then rolls two dice, that result (from two to 12) is then added to the Indian attack force being supported.
- The fleet cannot be given up to satisfy ground combat results.

### 11.3 Attacking the Fleet with Aircraft

The Indian fleet cannot be interdicted for movement purposes, but it can be attacked by Pakistani and/or Chinese aircraft when that side has air superiority.

- Roll one die for each attacking aircraft unit.
- On a roll of one the Indian fleet is wrecked, and VP are awarded according to rule 4.4.
- A wrecked Indian Fleet is out of play for the rest of the game.

### 11.4 Attacking the Fleet with II Artillery Corps

The Indian fleet is also susceptible to attack by the Chinese II Artillery Corps (12.0).

- The Indian player rolls one die to determine the fleet’s defense factor each time it is attacked by the corps. The result is the fleet defense factor.

- The Pakistan player then rolls two dice, totaling the two dice. The result is the corps’ attack factor.

- If the corps’ attack factor is greater than the fleet’s defense factor, the fleet is wrecked, and VP are awarded according to rule 4.4.

### 11.5 Attacking the Fleet with Nuclear Weapons

See rule 13.4.

### 11.6 Fleet Withdrawal

A withdrawn fleet cannot be attacked in any way.

- The fleet is permanently withdrawn once it is wrecked.
- An intact fleet may be withdrawn during any Phase V at the Indian player’s discretion.
- It may potentially be brought back and withdrawn any number of times per game.

## 12.0 CHINESE AIRBORNE & ARTILLERY CORPS CHARACTERISTICS

### 12.1 II Artillery Corps

Despite its designation, the corps is a long-range surface-to-surface missile unit that is firing its ordnance into this theater from western China.

- If drawn as a reinforcement, the Pakistan player places it near the map. It never deploys onto the map, even when attacking.
- The corps may never be attacked in any way by the Indian player.
- Once in play, it may attack once per turn from off map.
- Each time it attacks, roll two dice, adding the two dice together to obtain a result of 2 to 12. The result is the corps’ attack factor for that attack only.
- It can attack any hex containing one or more Indian regular units anywhere on the map.
- In hex terrain modifiers apply, hexside terrain does not.
- Combat results do not affect the corps.
- The corps cannot be attacked, nor can it participate in any defense.

### 12.2 XV Airborne Corps

When the textual XV Airborne Corps marker is drawn from the reinforcement pool, the Pakistan player sets the marker aside, it is permanently removed from the game.

- The Pakistan player then selects a landing hex. The hex can be any hex on the map except a high altitude rough hex. The hex can be occupied by Indian units.

- The Pakistan player then rolls one die and selects the XV Airborne Corps counter that equals the result of the die.

**Example:** The result of the die roll is five. The Pakistan player would select the XV counter with a combat strength of six on the front and five on the back. He would then place it in the landing hex, with the five-strength side up.

- Once placed the XV Airborne Corps cannot move or attack an adjacent hex.
- If the landing hex is occupied by any Indian units the XV corps unit must immediately attack those units. Other adjacent friendly units cannot participate in this attack.
- In hex terrain modifiers apply, hexside terrain does not.
- If the attack fails to eliminate all enemy units in the landing hex the corps is eliminated, and VP are awarded to the Indian player based on rule 4.4.
- If the XV Airborne Corps controls a city hex, or city-adjacent hex, that does count for Pakistani VP.
- Unlike all other regular units in the game, the airborne corps has more than one step. If the unit is required to take losses when defending, each numerical result requires the loss of one step. Simply either flip the counter to the side with the lower combat factor, or replace it with another airborne counter showing the appropriate lower number.

## 13.0 NUCLEAR WAR

### 13.1 Pakistani First Use

Neither player can launch a nuclear strike on turn one. The Indian player cannot launch a first strike of nuclear weapons at any time.

### 13.2 Procedure

During any turn's Nuclear Attack Phase (except turn one) the Pakistani player can decide to launch a first strike.

- The player selects any hex on the map, and rolls one die, subtracting one from the result. Place a nuclear blast marker in the hex, even if the above result is zero.
- The result is the number of regular enemy units that are eliminated. Surviving units remain in the hex (they must move out of the hex at the first opportunity).
- See 13.4 and 13.5 for the effects on other targets.

- After the Pakistan player has resolved his first strike, the Indian player may declare one nuclear attack.

- Players then alternate launching nuclear attacks. There is no limit on the number of attacks each player may conduct each turn, even if one player declares he is not conducting additional attacks.
- The same hex may be the target of multiple nuclear strikes in the same or subsequent turns.
- During subsequent turns either player may launch additional attacks (again no limit).

**Designer's Note:** Both sides have so many warheads by now that the game will end by strategic nuclear exchange before either runs out.

### 13.3 Other Effects

Regular units may move through hexes marked with a blast marker, but they cannot end their move in the hex.

- Units that survived any nuclear attacks must move out of the hex at the first opportunity (i.e. when activated).
- Units (of either side) moving through the hex expend one additional movement factor per nuclear blast marker. They cannot stop their movement in the hex.

### 13.4 Fleet Target

A Pakistani attack may be launched against the Indian fleet if that unit is deployed on the map.

- An unmodified numeric roll result greater than three wrecks the fleet, anything less is a miss.
- VP are awarded normally for wrecking the fleet in this way.

### 13.5 Strategic Targets

The Chashma Nuclear Facility and Ormara Naval Base hexes may be nuked by the Indian player. Do not award VP for these facilities if they have been the subject of a nuclear strike.

### 13.6 Mutually Assured Destruction

After each strike, no matter the result, the player that conducted the nuclear attack rolls one additional die.

- If the result is six, a strategic nuclear exchange has been triggered.
- If a strategic nuclear exchange is triggered, the player that whose strike triggered it automatically loses the game.





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RGG	Heavens of Olympus	45	RGG	Renaissance Man	35	TPS	Battle of Stalingrad	30	ZMG	Pandemic State of	
RGG	Hermagor	40	RGG	Rio de la Plata	50	TPS	Battle of Tours	30		Emergency Expan	40
RGG	IDO	44	RGG	Roll for the Galaxy	60	TPS	Metaurus	35	ZMG	Silent But Deadly Night	25
RGG	If Wishes Were Fishes	35	RGG	Roll for the Galaxy: Ambition Expansion	40	TPS	Poltova's Dread Day	30	ZMG	Take Stock	15
RGG	In the Shadow of the Emperor	28	RGG	Roll to the South Pole	35	TPS	Saratoga 1777	35			
RGG	Key Harvest	50	RGG	Samuari Card Game	30	TPS	Siege of Syracuse	35		<b>MAGAZINES</b>	
RGG	Khronos	55	RGG	Siesta	40	TPS	Teutoburg Forest	35		<b>Fire &amp; Movement</b>	
RGG	Krysis	30	RGG	Soccer Tactics World	30	TPS	Valmy Campaign 1792	35	1		40
RGG	Leader 1	60	RGG	Space Alert:		TPS	Arbela: Gaugamela 331 BC	35	2-10, 21		25
RGG	Lowenherz	80	RGG	Next Frontier Expansion	30	TPS	Hastings (1066 A.D.)	35	12-20, 37, 38, 41, 45, 48, 53, 83,		
RGG	Lyngk	35	RGG	Space Dealer	60	TPS	Invincible Armada	35	137-139, 143, 145, 149, 150		15
RGG	Magna Grecia	45	RGG	Strozzi	35	TPS	Sadowa Campaign: 1866	35	22-27, 29, 31, 32, 36, 39-40, 42-44,		
RGG	Mall World	33	RGG	Surf's Up Dude	45	TPS	Tours 732 A.D.	30	46-47, 49-52, 54-56, 59, 73,77		10
RGG	Masons	40	RGG	Taj Mahal	40	TSK	Hob Lepoard II	50	33-35, 60-67, 68-76, 78-79, 80-93,		
RGG	Maya	28	RGG	Tally Ho	25	TSR	Twilight War (zip)	30	95-108, 110, 111, 113-115, 116		6
RGG	Medieval Merchant	35	RGG	Techno Witches	30	UBR	Sunken City	40	121-127, 136		7
RGG	Merchant of Amsterdam	40	RGG	Those Pesky Garden Gnomes	30	VaeV	Bellum Gallicum (zip)	27		<b>The General</b>	
RGG	Meridian	40	RGG	Thurn & Taxis: Roads to Rome	30	VaeV	Cassino 44 (zip)	27	13.5		20
RGG	Message to the Czar	25	RGG	Tichu	15	VaeV	From Overlord to Berlin (zip)	25	14.5-6; 15.1-2, 4-6; 16.1, 3, 4, 6		15
RGG	Mogul	35	RGG	Tiffin	40	VaeV	Lion & the Sword (zip)	27	17.1-6; 18.1, 3-6; 19.1-6; 20.1-6; 21.1-2,		
RGG	Mousquetaires du Roy	60	RGG	Time Pirates	40	VNG	Victories of Marshal Saxe (zip)	27	21.1 4-5; 22.1-2, 4-6; 23.1-2; 24.2-3, 5-6;		
RGG	My First Bohnanza	20	RGG	Tin Goose	60	VNG	Leningrad 41 (KS version)	80	25.1-4, 6; 26.1-4; 27.3-6; 28.1-3, 5;		
RGG	Myrmes	55	RGG	Toppo	15	VPG	Moscow 1941 (KS version)	100	29.1-3, 6; 30.1-3		10
RGG	Navegador	60	RGG	Torres	45	WARF	Vanished Planet	25			
RGG	Nefertiti	50	RGG	Toscana	30	WDG	Perikles	50		<b>MOVES</b>	
RGG	Nefertiti Expansion	25	RGG	Traders of Genoa	40	WDG	Anzio: Fight Beachhead 1944	25	33, 34, 39, 49,56		20
RGG	Niagara	50	RGG	Tzolk'in: Tribes Exp	40	WDG	Bosworth Field 1485	38	89, 90		12
RGG	Oktoberfest	45	RGG	Upon a Salty Ocean	50	WDG	Confederate Rebellion	42	6-8, 12-29, 31-32, 35-38, 40-48,		
RGG	Olympos	50	RGG	Ur	40	WDG	Last Stand: Little Big Horn	39	50-55, 57-59, 62		10
RGG	Orient Express	50	RGG	Utopia	60	WDG	Lodz	30	61, 63-77, 79-88		6
RGG	Pantheon	40	RGG	Vino	40	WDG	N: Napoleonic Wars	45	91-98, 101-108		7
RGG	Phoenicia	50	RGG	Where's Bob Hat?	12	WDG	Pavia	30			
RGG	Pinata	30	RGG	Women & Men	30	WDG	Reconquista	30			
RGG	Ponte del Diavolo	25	RGG	Yeti Slalom	23	WDG	Red Menace	35			
			RGG	Ystari Treasure Box	35						

## POWER GRID

RGG	Power Grid Card Game	20	RGG	Zooloretto Gorilla Expansion	10
RGG	Power Grid Deluxe	80	RGG	Zooloretto Polar Bear Expansion	10
RGG	Power Grid: Factory Manager	45	RGG	Zooloretto XXL Expansion	35
RGG	Power Grid: The First Sparks	45	SG	Eureka Stockade	25
	<i>Power Grid Expansions</i>		SG	Fall of France	30
RGG	Power Grid deck	12	SG	First Strike '62	50
RGG	Benelux/Central Europe	15	SG	Illusionary fortress	30
RGG	China/Korea	15	SG	Kaiapit	25
RGG	Italy/France	15	SG	Milne Bay	25
RGG	Russia/Japan	15	SG	Somlia Intervention	25
RGG	The Robots	10	SG	Struggle New France	35
RGG	No. Europe/UK/Ireland	20	SG	Terror War	25
RGG	Quebec/Baden-Wuerttemberg	15	SG	Yelnia	25
RGG	Australia/Indian Sub-Continent	15	SJG	Cowpoker	12
RGG	Stock Companies	30	SJG	Munchkin Fu 2: Monky Biz	17

## ESTATE SALE

This listing is one of a kind games. List of alternate games is appreciated.

MFG	Title	Year	Price
Amway	Sly	1975	30
FFG	Through the Desert	1998	80
Hasbro	Just Became A Millionaire	1991	20
MB	Battleship	1971	15
MB	Hotels	1987	120
MB	Mission Command: Land	2003	60
MB	Lost World Jurassic Park	1996	90
PEG	The Last Crusade	1995	20
RGG	El Grande +El Caballero	1996-98	180

# DESERT FOX GAMES

Many titles now available on the Decision Games online shop in the Desert Fox tab. Some games are one of a kind, list of alternate games is appreciated.



MFG	Title	Price	MFG	Title	Price	Iss #	Title	Price	Iss #	Title	Price
<b>MAGAZINES WITH GAMES</b>			<b>Wargamer Vol.1</b>			72	Armada	50	148	Cropeydy Bridge	15
<b>ARES (OSS 2014)</b>			12	Aces High	50	73	Panzer Battles	40	150	Italian Camp: Salerno	50
2	Invasive Species	30	17	Nap at Austerlitz (punched)	35	74	Ney vs Wellington	60	151	Vittoria/Friedland	35
<b>Against the Odds</b>			18	Birth of a Nation	P40	76	China War	50	152	Case Green	25
3	Kesselschlacht	35	19	Sturm Nach Osten	P50	77	Paratroop	50	153	Felix/ZAMA	30
4	Napoleon at Ibe Berezina	35	22	No Trumpets No Drums	P50	78	Patton's 3rd Army	50	154	Russo-Turkish War	60
5	North Wind Rain	35	23	Decision @ Kasserine (punched)	40	80	Wilson's Creek	60	155	Italian Camp: Anzio	25
8	Fortress Berlin	35	24	Lawrence of Arabia	P50	81	Tito	40	156	White Eagle Eastward	40
12	Chennault's First Fight	35	25	Never Call Retreat	P30	82	Fifth Corps	60	157	Roman Civil War	85
15	Cactus Throne	35	26	Race to the Meuse	P15	83	Kaiser's Battles	45	158	Red Sun, Red Star	65
18	Golden Horde	35	27	Peter the Great	20	84	Operation Grenade	60	159	Zeppelin	60
30	Lash of the Turk	35	28	Port Stanley	P40	85	Fighting Sail	60	160	Italian Camp: MedWar	25
34	Right Fierce & Terrible	35	29	Lodz: Blitz in the East	P15	86	Cedar Mountain	60	162	Clontarf/Saipan	25
36	Defeat to Victory: Burma 1944	35	30	Clash of Steel	P25	87	Desert Fox	60	165	Caesar in Galia	100
37	Bloody Honor: RCW	35	31	Napoleon at Lutzen	P30	89	Sicily	40	166	Savage Station	75
39	Brave Fellows: Durrenstein 1805	35	32	Holy Roman Empire	P30	90	Monmouth	50	167	Austro-Prussian War	85
40	Liliburlero: Battle of Boyne	35	33	Khyber Rifles	P40	91	RDF	50	169	Battles of Atlanta I	75
41	Circle of Fire: Siege Cholm 1942	40	34	West Wall	P25	92	Iwo Jima	60	170	Battles of Atlanta II	75
42	Thunder Upon the Land	40	35	Unconditional Surrender	P30	93	American Civil War	50	171	On to Moscow	60
44	Vercingetorix	40	36	China Incident	25	94	Nordkapp	45	172	Molotov's War	60
ANN #5 Four Roads Moscow		45	37	Hath No Fury	P25	96	Singapore	50	173	30 Years War	100
ANN #7 Folorn Hope		45	38	Hellfire Pass	P35	97	Trail of Fox	60	174	Indo-Pakistani War	60
ANN #8 La Bataille de Vauchamps		50	39	Fight on the Beaches	P15	98	Central Command	50	175	Germania	85
ANN #9 Set Europe Ablaze		50	40	O'Conner's Offensive	25	99	Thunder at Luetzen	45	176	Blood on the Tigris	55
<b>Ares (SPI)</b>			43	Wellington	20	100	Super Powers	75	177	Hundred Years War	100
1	World Killer (Punched)	30	44	MacArthur	P30	101	Cromwell's Victory	70	178	Guadalcanal	65
7	Rescue from the Hive	25	45	Custer's Luck	P45	102	Monty's D-Day	60	179	First Afghan War	20
Special Editions 1 & 2		20 ea	46	House of Sa'ud	P15	103	Road to Vicksburg	70	180	Reinforce the Right!	35
Mag w/incomp game: 1, 2, 8-11		10	47	Struggle for Stalingrad	P45	104	Colonies Revolt	50	184	Twilight's Last Gleaming	75
<b>C3i</b>			48	The Red Baron	P45	105	Ruweisat Ridge	50	191	Sea Devils	75
29	Plan Orange	30	49	Napoleon vs. Charles	30	106	Pleasant Hill	50	192	GWIE	75
30	South Pacific	36	50	Knights of Justice	50	107	Warsaw Rising	50	193	Crimean War	75
31	Wakefield	40	51	Duel in the Desert	25	108	Remember The Maine	70	194	Forgotten Axis: Murmansk	50
<b>Command</b>			52	Glory Road	20	109	Target: Libya	45	196	Vietnam Battles	85
1	Blitzkrieg '41	P85	53	Dunkirk	P30	110	Hastings, 1066	65	197	GMB: Bannock & Tamburline	60
2	Sunrise of Victory	100	54	Condottieri	15	111	Korea	50	199	Forgotten Axis: Finnish	45
5	Hamburger Hill	P75	55	Okinawa	P45	112	Patton to War	55	200	French Foreign Legion	125
6	Krim	P30	57	Race for Tunis	25	113	Battle of Abensberg	40	201	Crimean War (SPI)	45
9	Inchon	P40	58	Empires: 1914	P20	114	Battle of Eckmuhl	45	202	Taipei	125
11	Hougoumont	25	59	Bloody Keren	15	115	Kanev	35	203	Xenophon	100
15	I Am Spartacus	P50	60	Anvil-Dragoon	P25	116	Manchu	35	204	Twilight of Hapsburgs	85
16	Storm in West 1918	P60	61	Camp of Marlborough	P75	117	No German Plain	55	208	Back to Iraq	25
19	Port Arthur	30	62	Fallen Eagle	P55	118	The Tigers are Burning	50	210	Belisarius	60
21	Blood & Iron	40	<b>STRATEGY &amp; TACTICS</b>			119	Horse Soldiers	60	212	Rough & Ready: Mex-Am. War	25
23	Sekigahara	45	37	Scrimmage	60	121	Indian Mutiny	40	214	Marathon & Granicus	30
24	Czech '38	P40	44	Tank	45	122	Pegasus Bridge	40	216	Asia Crossroads: Great Game	35
26	When Tigers Fight	50	46	Combined Arms	55	123	Campaign in Valley	35	218	Chancellorsville/Plevna	22
29	1914: Glory's End	40	49	Frederick the Great	60	124	Fortress Stalingrad	35	219	Span. Civil War Bat, vol 2	25
37	Mukden & Moscow Option	P25	51	World War I	85	127	Rush for Glory	20	221	7 Years World War	70
38	Great War in Near East	35	54	Dixie	40	128	Africa Orientale	40	223	1918	40
40	Buena Vista & Moscow Burning	35	55	Breitenfeld	50	129	Harvest of Death	30	224	Sedan Campaign	30
42	Hell B4 Night/Blitz 40	35	56	Revolt in the East	45	131	Donau Front	40	226	Middle East Battles	22
43	Chattanooga	35	58	Conquistador	55	133	Baton Rouge	20	227	CBI: Vinegar Joe's War	75
44	Dark Victory & 2nd Front	35	59	Plot to Assn Hitler	35	137	Men at Arms	60	228	Old Contemptibles	22
<b>Command Game Only-No mag</b>			62	South Africa	45	138	Eylau	25	230	Downfall: Op Olympic	30
39	World War 1862	15	63	Veracruz 1847	40	140	Objective Tunis	20	233	Dagger Thrusts: Patton/Mont	50
44	Dark Victory & 2nd Front	25	64	Raid!	40	142	Red Beach One:	20	234	Lest Darkness Fall	50
50	Back to Iraq (2nd)	15	66	Constantinople	55	143	Tarawa (solitaire)	20	235	Cold War Battles:	
51	Meuse-Argonne	15	67	Stonewall	55	144	Rio Grande:Valverde	20	236	Angola & Budapest	30
Warmaster Chess vol 1-3 (one set)		25	68	Kharkov	55	145	Chad: The Toyota Wars	20	237	They Died w/Boots On!: Vol I	
			69	Tannenberg	40	146	Trajan	100	237	Custer & Quebec	30
			70	Crusades	45	147	Italian Camp: Sicily	25	237	No Prisoners! Camp Lawrence	23
			71	Battle for Cassino	50	147	Holy War: Afghanistan	35	239	Winged Horse: Vietnam 65	23

