Indian Ocean

South China Sea: Volume II

Region

Modern Naval Conflict in the Indian Ocean

JF-17 THUNDER 3	B-2 SPIRIT	VLCC TANKER 18	CV VIKRANT	SOMALI PIRATES 3	MARCOS
7¹ ▪▪ 9⁴	50³ ▪▪ 10¹	2⁻² ▪▪▪▪ 7	3⁰ ▪▪ 9	3⁶ ▪▪ 8	
- - - 2	- - 3 5²⁵	- - - -	- 2⁴ - -	1 - 2 -	

Designed by John Gorkowski
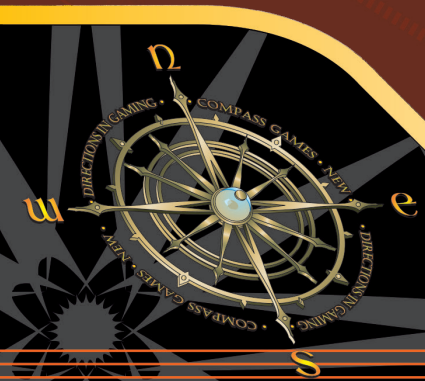
Compass Games
New Directions in Gaming

INDIAN OCEAN REGION

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Indian Ocean Region (IOR) is a board game about current competition and possible near future conflict in that region. In the game, up to three players assume the roles of nations (powers) involved in the Indian Ocean Region. Through a combination of card play and maneuvering pieces on a map, players strive to advance their own political and military interests to win the game in a contest that may or may not include violent conflict.

1.0 GAME CONVENTIONS

Factions: The game groups individual nations into five factions. All the nations in a faction are friendly to each other and take their turn together; for simplicity, they operate as a single combined team. However, it's important to note that some rules do single out nations within a faction and said rules apply only to units of that nation, not the entire faction. The five factions are: Asymmetric, China, Indo-Am, Symmetric Bay States, and Symmetric Gulf States composed of nations as follows.

Asymmetric:	Iran
	Pakistan
	Qatar
	Somalia
	Yemen
China:	Peoples Republic of China (PRC)
	The String of Pearls
Indo-Am:	Bahrain
	India
	United States (USA)
	Diego Garcia
	Australia and Britain
Symmetric Bay States: (Bay of Bengal)	Bangladesh
	Myanmar
	Sri-Lanka
Symmetric Gulf States:	Djibouti (Yes, we know this is on the Red Sea
	Oman
	United Arab Emirates (UAE)

What do these factions represent? They are groupings of nations with shared interests. Asymmetric includes nations that rely heavily on unconventional strategies and tactics, including terrorism, to advance their agendas which call for significant

change to the current global order. China uses central control to guide action in "free" markets. Indo-Am represents the established free market/democratic world order. The Symmetric Bay states want Chinese investment, but are weary of too much subordination to Beijing. The Symmetric Gulf States are free traders with a long history of western engagement. Notice that I have avoided all reference to religion in these groupings to avoid related complications. For game play purposes, each faction operates as a single unified team.

Players: Up to three people can play the game. Factions are allocated to players according to how many people are playing as follows. When two people play, one controls Asymmetric and China while the other player controls: Indo-Am, Symmetric Bay States, and Symmetric Gulf States. When three people play, one controls Asymmetric and China, the second controls Indo-Am, and the third controls Symmetric Bay States and Symmetric Gulf States.

Global and Regional Powers: IOR defines the PRC and USA as global powers while all other nations depicted are regional powers. Therefore, China and Indo-Am are global power factions. The other factions are regional power factions.

Sides: IOR always has at least two "sides" and might have as many as three. One side is China and all factions in military cooperation with it. The second side is Indo-Am and all factions in military cooperation with it. The third side consists of all neutral factions not engaged in military cooperation with either China or Indo-Am.

The String of Pearls: Gwadar (2102), Hambantota (4521), and Rabanabad (5202) are port hexes under the full and exclusive control (3.0) of China. Units of the China faction can enter, exit, and strike from these hexes as if they were part of the PRC home country, although set up there is still a function of scenario rules/card play. Chinese presence in these hexes does not constitute an invasion of the host nation. Units of the host nation can freely set up in and enter these hexes, and co-locate with PRC units there, unless and until the host nation and China are enemy. If China and the host nation are enemy then these hexes are treated as PRC home country.

Design Note: The String of Pearls rule conveniently captures the essence of Chinese presence at these points without a lot of complex political rules. Yes, technically speaking, the host nation is still sovereign over these ports, but a web of commercial and political arrangements effectively yields practical control of critical infrastructure there to the PRC. Indeed, small host nation military or police contingents might even make occasional appearances, but – in game terms – China has "control."

Scenario: To play IOR players must first select a scenario which provides a narrative, defines a situation that includes the number and types of turns to play, victory conditions, and order of battle. Follow the scenario instructions to play.

Turns: IOR proceeds in turns. There are two types of turns, political and military. Political turns represent several (3-7) weeks of international political activity/interaction. Military turns represent several hours of military operations. Track the current turn with the turn marker on the turn track.

Default Order: When events must occur in sequence by faction use the following "default order": Asymmetric, China, Indo-Am, Symmetric Bay States, Symmetric Gulf States (ACIBG).

Cards: During political turns, players will use cards to drive the game. Each card represents a related set of political actions.

Units and Steps: The square playing pieces represent military formations of about one land battalion, several naval vessels or two dozen aircraft. Their subordinate elements or fragments are called "steps." Most units consist of two steps, but some have as many as five.

Die/Dice: Dice roll or 2d6 means roll two six-sided dice and sum the dots normally. Die roll or 1d6 means roll one six-sided die and read the dots normally.

Fractions: Carry all fractions to the end of a calculation and then round mathematically before moving a piece or rolling any dice. For example, half of 5 is 2.5 which rounds to 3 when action is required, but not before.

Range: Throughout the game, range is always expressed in hexes and figured by counting the number of hexes along a straight line from the hex of origin to the target hex without including the hex of origin in the count.

2.0 MAP

2.1 Each map hex spans about 45 nautical miles. Therefore, for most ocean-going naval vessels the "distance to horizon" would be roughly from hex center to hex edge.
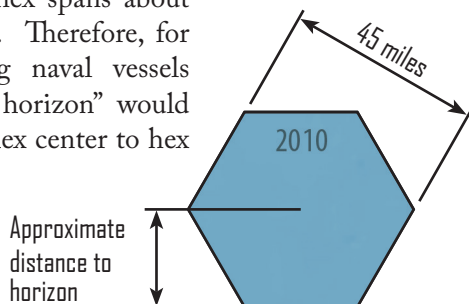
2.2 The game map includes four main hex types: ocean, land, littoral, and islet. Ocean hexes depict only water; they are light blue. Land hexes depict only land; they are green. Littoral hexes depict a combination of both water and land; they have light gray background. Islet includes hexes of the Maldives and Lakshadweep all encased in brown outline; they are littoral, but with additional caveats for: ground unit movement (2.3, 6.51), control (3.3), and stacking (5.34).

Land hex · Littoral hex · Ocean hex · Islet hex
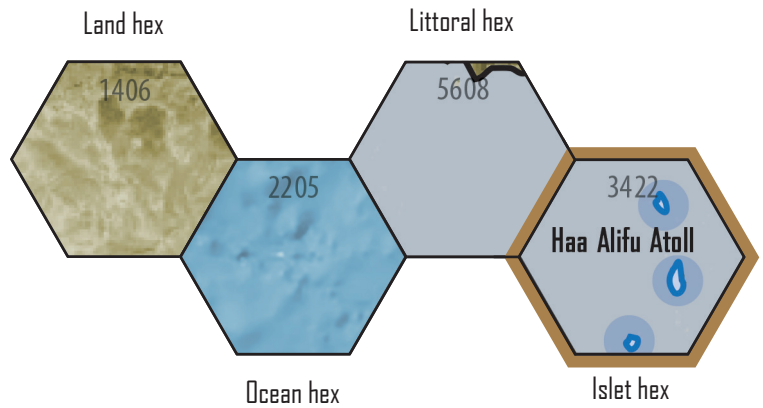
2.21 The term "coast" applies only to littoral hexes of a nation's (green) mainland, not the islets it claims.

2.22 Boundaries: White lines on land represent national boundaries. Islets such as Diego Garcia and the Maldives are encased in brown outline.

2.23 Home Country: Land and littoral hexes of a nation's mainland are "home country" hexes. The mainland is that area (or areas) of green colored land encased in a white border and does NOT include a nation's islet claims.

2.3 Certain hex sides are impassable to certain units. Ground units cannot cross all-ocean or islet hex sides without the assistance of air or naval transport. Naval units cannot cross all-land hex sides.

2.31 When naval units follow the coast along an island, peninsula, or other feature that has water on both sides of land in a single hex those naval units must specify which side they are on and remain consistent with that side as they go. In other words, naval units cannot use the preceding rule to sail through a "long skinny island" just because it has water on both sides.

2.32 Fractional land and/or water hexes along the north map edge are in play. But, the grey half hexes there are out of bounds; units cannot enter them.

2.4 Diego Garcia Transit Track

Air and naval units, as well as their ground unit passengers, can move and fight along these tracks just as they would ocean and littoral hexes. Each box of the track represents one ocean hex except the final island destination box which is a littoral hex (not an islet hex) with a port. Units transition to and from a transit track by crossing the corresponding map edge.
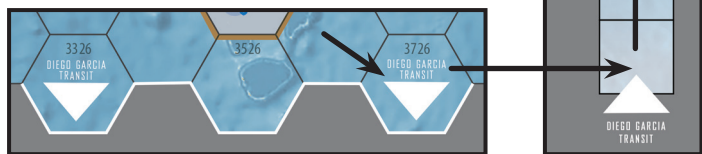
2.5 Task Forces and Combined Arms Forces

China and Indo-Am each have their own Task force (TF) boxes each with a corresponding marker. To alleviate stacking and congestion on the map, use these boxes to hold units that are represented by the corresponding marker on the map. Generally, TF markers and boxes should represent and hold naval units and their cargoes. Combined Arms (CA) markers are also available to serve the same function for stacks of ground units which would have to be placed in any convenient out-of-the-way location.
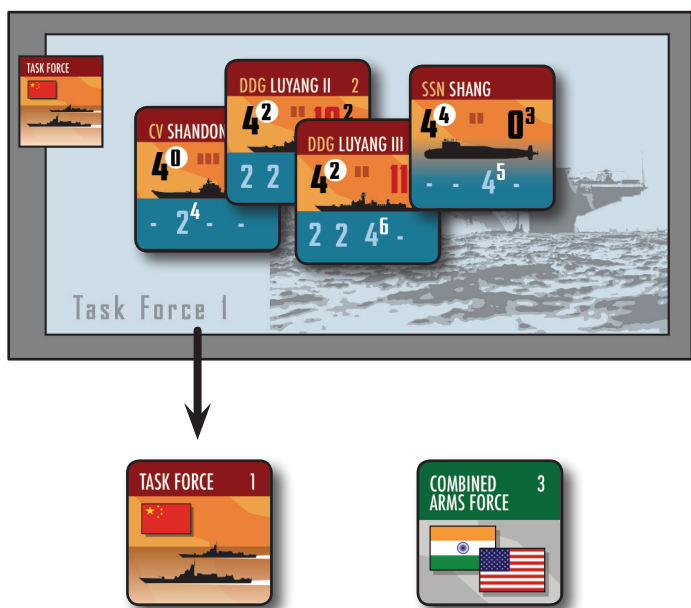
2.6 Victory Point (VP) Track

2.61 Players use the victory point track to determine who wins the game. Mark progress along the track with the victory point marker according to card instructions or military losses as defined in these rules. Increases favor China while decreases favor Indo-Am. The track never goes below zero or over 20; ignore adjustments outside of that range. Always adjust the VP track immediately after the event that calls for an adjustment. If two simultaneous events affect the track, then move the VP marker in default order of "triggers." For example, if a PRC naval unit and a US naval unit destroy each other via simultaneous strike rolls then adjust the track for the loss of the PRC unit first (-1) then for the loss of the US unit (+1). Always determine victory at the end of the last game turn as defined by the scenario. Therefore, one could be "winning" at mid game, but ultimately lose.

0-5 = Indo-Am victory: The world reaffirms the primacy of the free market democracy model under U.S. leadership.

6-8 = Symmetric Gulf States victory: A slight U.S. advantage in otherwise peer relations with the PRC favors these nations that thrive on competitive global markets.

9-11 = Symmetric Bay States victory: Deadlock between Chinese and Indian interests offers these states a windfall of assistance from both of those powers.

12-14 = Asymmetric States victory: A slight PRC advantage in otherwise peer relations with the U.S. favors these nations that want to upend the status quo.

15-20 = China victory: The world acknowledges the primacy of the command economy model under PRC leadership.

2.62 At the start of the first political turn, the marker begins in block 10. During political turns, the marker will move according to instructions on the cards played. If political card play fails to trigger armed conflict then the game ends and victory is determined at the end of the last political turn. However, during political turns certain cards can trigger armed conflict.

2.63 When armed conflict erupts the game converts to military turns. When this happens, "reset" the marker by moving it from its current position one number closer to block 10 and start a series of military turns as defined by the scenario. During military turns, move the marker as follows.

Military Event

If Gwadar Port (hex 2102) is destroyed at game end.	-3
For each PRC CV destroyed.	-3
For each PRC tanker (VLCC) captured.	-2
For each PRC tanker (VLCC) destroyed.	-1
For each China air, non-CV naval, or ground unit destroyed.	-1
If China fires the first strike in the game.	-1
If Indo-Am fires the first strike in the game.	+1
For each Indo-Am air, non-CVN naval, or ground unit destroyed.	+1
If Diego Garcia Port is destroyed at game end..	+3
For each US CVN destroyed.	+5

A unit is "destroyed" when its last step is eliminated by an enemy strike. Units that lose some but not all or their steps in combat, or units that are removed from the map voluntarily to facilitate recombination, are not "destroyed." A port is "destroyed" if it currently has at least FIVE craters.

A surface naval unit "captures" an enemy VLCC (tanker) when it occupies the same hex as that VLCC and no enemy surface naval units friendly to the that VLCC are present in that same hex. For simplicity, immediately remove captured VLCC from the map and keep them aside to account for victory points at game end. Note that submarines are not surface ships and therefore cannot, by their mere presence, prevent tanker capture.

Note that the military events do sometimes draw distinctions between units of a faction and units of a particular nation within that faction. For example, "Indo-Am" refers to Indian and U.S. units whereas "each US CVN" means that only American CVNs count for that purpose.

2.7   Game Components

3 Sheets of 3/4 inch counters
3 Maps at 28" x 22" for a playing area of 28" x 65"
1 Deck of 41 playing cards
1 Rulebook of 36 pages
2 Player aid cards - identical
2 Six-sided dice
1 Box and lid set

3.0 CONTROL

3.1   Control describes which faction "owns" a hex. Ownership (control) affects air basing, retreat, and victory conditions. At scenario start, a faction controls all hexes within its home countries as well as those in island and islet hexes dominated by their colors.

3.2   Within the context of this game, control of hexes that are entirely land (all-land) or entirely water (all-water) never changes. No one controls ocean (all-water) hexes. Hexes that consist entirely of land are always controlled by their original owner, even when occupied by enemy forces.

Design Note: The game's scale and scope mean that land forces (battalions) do not have enough time (hours) to assert full control over the vast amount of terrain (about 2,500 square miles) represented by an all-land hex.

3.3   A faction gains control of an islet hex (those encased in brown outline) if and when at least one of its ground units and/or surface naval units, not submarines, solely occupies that hex. Pay close attention to "solely occupies." For example, if a US DDG moves into a China-controlled islet hex that contains no Pakistan or PRC units then Indo-Am takes control of that islet hex. However, even a single-step Pakistan or PRC air unit based on that islet would prevent Indo-Am from taking control.

3.4   A faction gains control of a non-islet littoral hex (those that show some land and some water, but are not in brown outline) if and when at least one of its ground units not on transport solely occupies that hex.

3.5   However, when factions agree to "military cooperation" the cooperating factions will not undo or trump the control status of their allies. If Indo-Am and the Symmetric Gulf States agree to cooperation then a USA unit in Bahrain does not change that hex to Indo-Am control, it remains under Symmetric Gulf State control.

3.6   For game purposes, when a single hex contains islands or islets of more than one color the hex is controlled by the faction closer to first in the default order. In other words, China takes precedence over Indo-Am.

4.0 POLITICAL TURNS

4.1 Preparation

Place the map on a table, but don't set up any pieces. Designate one player as "secretary." The secretary shuffles all 41 political cards in a single deck and randomly deals six facedown cards to each faction. Therefore, a single player controlling two factions would get 12 cards - six per faction. Players should conceal the identity of their cards. Remaining cards are then placed face down on the table to start the discard pile.

4.2 Political Turn Sequence of Play

Each political turn includes a round of card play and a round of negotiation. There are never more than six political turns total, and there can be fewer if armed conflict erupts. During political turns, resolve questions of probability with 1d6.

4.3 Political Card Play

4.31 During the card play round, each faction must play or discard exactly one card from its hand in the default order: Asymmetric, China, Indo-Am, Symmetric Bay States, Symmetric Gulf States (ACIBG).

4.32 To discard a card, a faction places it face down on the discard pile.

4.33 To play a card, a faction places it face up on the table and then follows that card's instructions. A card played illegally, for example if a regional power faction tries to play a card allowed only to a global power faction, is immediately considered a discard, moved to the discard pile, and ends that faction's one play/discard for this turn.

4.34 When a card permits a faction to set up a unit or units, draw from the order of battle for that scenario as desired. Units thus drawn from the order of battle set up in accordance with stipulations on the card and can therefore ignore/violate the directions that formerly applied to them on the order of battle. In other words, the card takes precedence over the order of battle.

4.35 **Roll for Armed Conflict:** Whenever the play of a single card moves the victory track total by two or more points than China must immediately roll 1d6 for armed conflict. If the result is greater than 4 then armed conflict erupts and game play transitions to military turns. The red burst printed on applicable cards reminds one of this.

4.36 Barring a successful roll for armed conflict the political turn cycle goes on as usual. After each faction has played or discarded one card, play moves to the negotiations round.

4.37 Additional Card Notes: Most cards are self-explanatory, but some require additional guidance as follows:

Basing: The regional power faction playing this card can invite either global power faction and could later invite the other global power faction. Asymmetric cannot invite Indo-Am. Units cannot be placed in hexes already occupied by units of the other global power faction.

Combined Military Exercises (CME): The nuances of basing and Combined Military Exercises (CME) cards as well as their relationship to "military cooperation" during military turns require explanation. Basing and CME are NOT exclusive. That is, a single regional power faction could base units from both global power factions and even invite both to CME. However, military cooperation, possible only during military turns, is exclusive. A regional power faction can only declare military cooperation with one global power faction and that global power faction must have been the subject of CME with said regional power faction during the political turns; the asterisk on CME cards reminds one of this. In all cases, make the die roll called for by this card regardless of whether or not the invited faction accepts the invitation. Asymmetric cannot conduct CME with Indo-Am.

Crossing the LOC: No units are actually moved on the map.

Extractive Industries: As written.

Reinforcing the LOC: No units are actually moved on the map.

Debt Trap Diplomacy: Playing this card effectively gives China – the PRC – full control over all hexes of the Maldives.

Dual Use Belt Road Initiative: As written.

Somali Pirates: The pirate unit deployed by this card can act with impunity during military turns. It's use/strikes do NOT cause Asymmetric to join a side or violate neutrality.

Trojan Tourists: As written.

(See card example on following page)

COMBINED MILITARY EXERCISES

Title

Only China or Indo-Am can play this card. Others may trade or discard to pass. The playing faction conducts CME with the regional power faction of its choice; except that Indo-Am cannot CME with Asymmetric.

Who Can Play

Playing this card is a pre-requisite for later military cooperation

Context

Roll 1d6: If >4 then move victory point track one point in the playing faction's favor; otherwise move one point in favor of the other global power faction.

Instructions on Consequences

11

4.4 Political Negotiations

4.41 During political negotiations, all factions have a total of 10 minutes – as tracked by the dealer – to arrange whatever deals they wish with each other. The players just talk among themselves, in public or in private as they wish, to make arrangements.

4.42 Negotiations are never required, but are available for ad hoc deal making. Should no faction wish to negotiate then conclude this round early and move on to the next round of card play.

4.43 Factions can make (or break) any arrangement that does not explicitly contradict any written rule or require the movement of a piece in a way that is not covered by a rule. That is, pieces can only be moved in accordance with the rules. Since there are no rules for unit movement or combat during political turns, that is not possible. Factions are never required to comply with their agreements; they can lie and betray as they wish.

4.44 The following arrangements are expected, but others are also possible. Reveal cards: factions can show each other their cards. Exchange cards: factions can exchange cards, but this must be done on a one-for-one basis. Agree to play certain cards: nations can "promise" to play particular cards, perhaps upon request.

4.45 After 10 minutes of negotiation, all players return to the table and start the next round of card play.

4.46 The card play/negotiation cycle repeats six times at most, less if the China player succeeds (willingly or otherwise) at a roll for armed conflict.

4.47 If players play through six political turns without a successful roll for armed conflict then the game immediately ends and players determine a victor based on where the victory point maker is on the victory point track.

5.0 MILITARY TURN CONTEXT

5.1 Preparation

Before beginning a series of military turns make the following preparations. Discard all political cards. Move the victory point track marker one point closer to 10 from where it ended political turns. If there were no political turns, then start the victory point marker in box 10. Units that were previously placed on the map via card play such as basing or trojan tourists during political turns remain where they are. Set up all other units for each nation as called for by the scenario in play. During military turns resolve questions of probability with 2d6.

5.2 Enemy, Friendly and Neutral

5.21 During military turns the concepts of enemy, friendly and neutral are codified in the rules as follows. China units and hexes are enemy to Indo-Am units and hexes. Regional power factions that agree to military cooperation with one global power faction are friendly to that global power faction and enemy to the other. A regional power faction not in formal military cooperation with a global power faction will nonetheless "align with" that global power faction immediately after it strikes that global power faction's enemy. Aligned factions are friendly to each other and on the same side; even though they may not be in formal military cooperation and therefore unable to sync there movement and strikes. All units within a side are friendly to each other. Regional power factions that do not strike or agree to military cooperation with either global power remain neutral.

5.22 Given the standard sequence of play, regional power factions will usually (barring independent action or a scenario special rule) be neutral during the first military turn. That is, they cannot declare military cooperation until the military negotiations phase which occurs last in the turn. However, a neutral faction could independently initiate an engagement at its place in the default order and thereby align with a global power faction without military cooperation.

5.23 Ordinarily, the land portion of home country hexes of neutral factions are off limits to foreign factions during military turns. Home country hexes include all those hexes outside of islet claims that contain land of the faction in

question. Foreign units should not move on land, or trace range/strikes into or over the land portion of a neutral faction's home country hexes. Therefore, air and naval movement and range tracing can still occur over neutral littoral hexes without violating neutrality so long as the path never crosses an all-land hex side. Foreign units in neutral hexes as a result of political card play can remain there, are free to leave, and can even return to those specific hexes without violating neutrality; but they cannot conduct strikes from neutral home country hexes.

5.24 However, foreign nations can choose to violate neutrality by entering the land portion of neutral home country hexes and/or striking neutral units. Such violations, once complete, immediately push the neutral faction (including all of its member nations) onto the side opposing the aggressor; that is, the neutral declares military cooperation, without the need for prior card play, with the non-violating side after a foreign unit enters its homeland and/or finishes a strike against at least one of its units. If the neutral was violated by another neutral, then that violated neutral can declare which global power faction it wishes to join in military cooperation. Note that islet claims are NOT homeland hexes so landing on them does not violate neutrality, but striking neutral units on them certainly would.

5.25 A neutral faction can decide to independently conduct an engagement at its place in the default order. If that neutral declares a strike, it immediately loses neutral status and joins the side it is not striking. But, is not necessarily in "military cooperation" with its new global power faction partner and therefore cannot move/fight in sync with its global power faction partner unless and until it declares military cooperation.

5.3 Units

These game pieces represent the air, ground and naval units that maneuver and may fight during military turns.

5.31 Colors define nationality as follows:

5.32 Nomenclature on the units has the following meanings.

Naval Units		
CG	Guided Missile Cruiser	1
CV	Aircraft Carrier	1
CVN	Nuclear Powered Aircraft Carrier	1
DDG	Guided Missile Destroyer	2
DDH	Helicopter Destroyer	2
FFG	Guided Missile Frigate	4
FFL	Corvette	4
LCS	Littoral Combat Ship	4
Lxx	Amphibious Ship	1-3
PTG	Guided Missile Patrol Boat	6
SS	Submarine, diesel power	2
SSN	Submarine, nuclear power	2
VLCC	Tanker	1
Ground Units		
SAM	Surface to Air Missiles	3 batteries
SSM	Surface to Surface Missiles	3 batteries
II	Battalion	400-800 troops

NAVAL

SURFACE

Stealth · Move · CG TICONDEROGA · Unit Class · Torpedo (Naval Units) · Missile Defense **Red means Area Defense**

4⁰ · 10² · 3 2 4⁵ 4¹²

G U A/S A/G

4¹² Weapon System Range **Weapon System Score**

G: Gun, **U:** Underwater, **A/S:** Anti-Surface
A/G: Anti-Ground

SUBMARINE

Unit Class · SS SONG/YUAN 1 · Unit Number · Steps (one per mark)

4⁷ · 0³ · - - 4⁵ -

Bar Color indicates: Deep Sea (Blue), Littoral (Brown) or Transport (Tan)

Transport
Littoral
Deep Sea

AIRCRAFT

Unit Class · F-35CV LIGHTNING 5 · Steps (one per mark) · Unit Number · Air to Air (Aircraft Units)

Stealth · Combat Radius · 15³ · 11⁴ · Missile Defense

Carrier Aircraft · - - 3 2

G U A/S A/G

4¹² Weapon System Range **Weapon System Score**

G: Gun, **U:** Underwater, **A/S:** Anti-Surface
A/G: Anti-Ground

Y-20 KUNPENG · 31⁰ · 8

Tan bar means the unit is a Transport

Transport

GROUND

Unit Class · LY-80 SSM 1 · Steps (one per mark) · Unit Number

Move · 2 · 9 · Missile Defense **Red means Area Defense**

1 - 4⁶ 4¹⁰ · Weapon Range

A/S A/G

4¹² Weapon System Range **Weapon System Score**

A/S: Anti-Surface, **A/G:** Anti-Ground

Combined Arms (Ground Units)

⚓ Marine

Airborne

5.33   Steps

5.331 Units have a number of steps as indicated on their counter. Each unit has two sides: one at full strength, usually two steps, and the other at reduced strength, usually one step. When a unit suffers its first step loss, or if it starts at reduced strength, flip it. Always use the values printed on the side of the counter that is facing up as some values change at reduced strength. Some units such as aircraft carriers have as many as five steps. Those units show their 2nd and later step losses by placing appropriate loss counters immediately below them, so the hash marks show from underneath without obscuring the unit's scores. Once a unit has accumulated a number of losses equal to its step value it is destroyed.

5.332   Consolidation: At any time during their movement phase, two identical two-step units (only) which are in the same hex and have each suffered one step loss can recombine to form a single unit with no step losses at their controlling player's discretion. For example, while moving two, Lu Yang II destroyer units in the same hex and each with one step could combine to form a single unit with two steps. In all cases, the second (now hollow) unit would be removed from play, BUT is not considered destroyed for victory point track purposes. Note that units with more than two steps

when at full-strength can never consolidate in this fashion even when they are at reduced strength.

5.333 Breakdown: Two step units (only) can subdivide into two identical one-step units. This usually means just flipping the unit over to its one-step side and then pulling another of the exact same type (except for unit ID number) from the counter mix and deploying on the map in the same hex on its one-step side. Such voluntary breakdown is only possible as the first act of movement, at no movement point cost, just before a unit starts to move, or elects not to move.

5.34   Stacking

5.341   Stacking refers to how many steps of units a hex can contain.

5.342   Air units: Up to 12 steps of air units can base in a city or port hex in land or littoral hexes, but not islets. Only two air steps can base in an islet airfield or port hex. In addition to these normal per-hex stacking limits, a number of cv-capable air steps equal to an aircraft carrier's (CV or CVN) step strength can base/stack on that carrier.

5.343   Ground units: Except in islet hexes, any number of ground unit steps can occupy a hex. Islet hexes can hold only three ground unit steps from each side.

5.344   Naval units: Up to 24 steps of naval units per side can be "at sea" in a single littoral hex with additional steps "in port" in that same hex per 5.362. Any number of steps can occupy an open ocean hex.

	Hex Type			
Unit Type	Land	Ocean	Non-Islet	Islet
Air (on base*)	12	Per CV	12	2 plus per CV
Ground	Infinite	Per Transport	Infinite	3 plus per Transport
Naval	0	Infinite	24 at sea 12 in port**	24 at sea 12 in port**
Notes: *Air units must be on a base which is a city, port, islet airfield, or CV. ** The ports of Bahrain and Gwadar can hold 24 steps of naval units				

5.35   Air Basing

5.351 The hex occupied by an air unit is its base hex. Air units with a blue triangle are cv-capable and can base on CV, CVN of their nationality. Additionally, U.S. (only) cv-capable air can base on U.S. Lxx. Air units on land (in land

or littoral hexes) must base in a friendly city, port or an islet airfield.

5.352 A CV, CVN or Lxx can only base as many air steps as it has naval steps. At the end of an air/sea engagement, a cv-capable air unit that has insufficient basing capacity in its own hex, because its carrier was damaged or destroyed, must either suffer step losses to reduce its size to "fit" on the carrier or immediately relocate to an alternative friendly controlled air base within its combat radius. If neither of those two options is possible, the air unit is completely destroyed.

5.353 When a ground unit enters a hex that has only enemy air units based there, or wins a combat in a hex that also bases enemy air units, then those enemy air units must immediately evacuate. Air units evacuate by moving to any friendly base within their combat radius, where they are marked spent. Air units forced to evacuate but unable to find a base within that range are destroyed.

5.36 Naval Ports

5.361 Naval units in friendly port hex are "in port" if covered by an in-port counter; otherwise they are "at sea" in the port hex. When a naval unit first sets up in, or later enters, a friendly port hex the owner can voluntarily mark it as in port, or not as he wishes. Entering the port does not cost any movement points, but it does immediately end a naval unit's move for the current phase.

5.362 Most ports can hold 12 steps of naval units in addition to any other naval units in the hex. The exceptions are: Bahrain (0803) and Gwadar (2102) which can each hold 24 steps of naval units in addition to any others in the hex.

5.363 Naval units in port cannot move, conduct strikes, lose any AMD they may have, and have a default MD score of 8. But, only units in port can rearm after suffering low or no ammo. And, only units in port can embark friendly ground units.

5.364 A naval unit in port is immune to anti-submarine (U), gun (G) and torpedo (T) strikes but is vulnerable to anti-ship missile (AS) and LACM strikes; unless it is a China submarine in Rabanabad (5202) in which case it is also immune to AS and LACM strikes. A naval unit at sea is immune to LACM strikes, but is vulnerable to all other appropriate strikes.

5.365 Naval units can voluntarily remove their in-port counter at no cost in movement points, but only at the start of their naval move during their sea movement phase. Therefore, if a naval unit enters port it is "stuck" in that position until its next sea movement phase. However, if a

port hex is overrun by enemy ground units then any naval units now "in" the enemy controlled port are immediately converted to "at sea" mode in that same hex.

5.4 Situational Awareness: Illumination, Evasion, and Hiding

Design Note: The modern air-sea-land battle space is awash in electromagnetic radiation that has enhanced detection capabilities and made stealth paramount to survival. Drones with modern detection technology ensure that units will have situational awareness well beyond the limits of old fashioned ship based radar even after satellites are knocked out. These rules account for this new dynamic.

5.41 Although players can see all their pieces on the map, these pieces have varying degrees of awareness of each other. Illumination is key to awareness. Evasion describes how pieces can escape illumination. Hiding is avoiding illumination altogether.

5.42 A faction can consider a hex illuminated if at least one of its on-map units has that hex in its illumination radius. All units have an illumination radius based on their type per the table below.

Unit Type	Illumination Radius in Hexes
Ground units	0 (same hex only)
Submarine units	1
Surface naval units	5
Air units	10

5.43 Illumination is a key pre-requisite for intervention (6.25) and focus (6.41), both explained later.

5.44 Certain scenario rules allow "hidden" units. These units are not actually placed on the map. Instead, their positions are secretly recorded on scratch paper by noting the hex number of the hex they occupy. Such hidden units do NOT interact with other units or influence the game in any way unless and until the owning player reveals them. Therefore, hidden units do not assert control, do not illuminate, cannot intervene, cannot strike, cannot provide their AMD to friendly units, etc. Nor can they be targeted for strikes. All of these restrictions cease the instant the owning player places the unit on the map; he can do so at any time even during an enemy move, or while defining an engagement, etc.

5.5 Strikes

5.51 Strikes provide a universal mechanism for adjudicating all forms of combat in IOR. A single strike consists of one dice roll (2d6) by a striking unit against its chosen target unit, enemy or neutral. Units cannot aim strikes at friendly units. Units already marked "spent" or "evade" cannot make strikes.

5.52 Strike dice rolls can be modified. The basic formula for a strike dice roll is:

Strike Dice Roll #

+ Weapons System Score

-1 if firing unit is at reduced strength (no matter how many steps it has lost)

-1 if firing unit is an air unit based more than half its combat radius from the target hex

- Circumstance Modifier for CA strikes (cumulative)
  CA strike as amphibious assault or airdrop   -2
  CA strike against hex containing a fort   -2
  CA strike by armor or mechanized in a city or port -2

= Final Result

Examples: A destroyer unit with an Anti-Ship missile (AS) score of 3 that has suffered one step loss conducts an AS strike. The DDG rolls an 8, adds its AS weapons system score of 3, and subtracts 1 for being at reduced strength to get a final 10. A marine infantry unit that has suffered a step loss conducts a combined arms (CA) strike during an amphibious assault. The marine rolls a 6, adds its CA weapons score of 3, applies -1 for reduced strength, and then applies a circumstance modifier of -2 for amphibious assault to get a final 6.

6 + 3 - 1 - 2 = 6

8 + 3 - 1 = 10
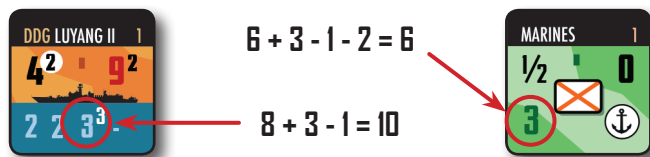
5.53 Weapons system scores are useful only against certain types of targets which in turn employ particular defense scores against those strikes as noted on the Strikes Table (5.6).

5.54 To use a particular weapons system, a unit must have a corresponding score of at least 1 printed on its counter. A unit that has incurred step losses retains the ability to make strikes for which it has corresponding weapons system scores.

5.55 Strikes are possible only against targets within range of the striking weapon. For air units, their combat radius is their range unless they have a weapon with a range score

(superscript) in which case their range is combat radius plus that weapon's range. For all other units, that range is listed as a superscript next to strike score on the unit counter. When a weapon score has no printed range then assume 0. Except for AA strikes, trace range from the firing/shooting unit's hex (or box) on the map to the target's hex (or box) on the map. For AA strikes, the "target hex" is always the focus hex (6.41) regardless of where the actual target is located. When calculating range, count the target hex, and all intermediate hexes, but not the firing hex. If the total number of hexes in the trace is less than or equal to the range then the strike is possible.

5.551 Mid-Air Refueling: Once per scenario, the China and Indo-Am player can each declare "mid-air refueling" to double the combat radius of any one air unit for one strike only. For example, during the air/sea combat phase, China could declare "mid-air refueling" and then designate an H-6K bomber in Gwadar as the beneficiary. Said bomber could then trace an AG strike out to 62 hexes (and or boxes)! All the usual requirements to define an engagement still apply.

5.56 Opposing strikes are usually sequential in descending order of some printed score, highest (first) to lowest (last) depending on the type of combat. Roll a strike in the proper order and implement all results before proceeding to the next strike. In some cases, strikes are simultaneous with all results determined first and losses inflicted simultaneously. Declare strikes immediately before rolling. Therefore, a player may await the outcome of one strike before declaring another.

5.57 If the final strike dice roll result is greater than (exceeds) the applicable defense score then the strike succeeds and inflicts a number of hits equal to the difference between the final strike dice roll and the applicable defense score with some limits based on the number of steps in the firing unit. A firing unit with only one step will never inflict more than one hit no matter how high the dice roll. A firing unit with more than one step will never inflict more than three hits in a single strike no matter how many steps the firing units has. Ignore any additional hits that might have been called for by the dice. Any final strike roll that is less than or equal to the relevant defense score fails to inflict any hits.

5.571 In most cases, each hit is one step loss.

5.572 However, against ground units, most hits are instead shock results. There are two exceptions: shore bombardment (G) and collateral damage from a Land Attack Cruise Missile (LACM) strike against a fortification.

5.573 Successful shore bombardment (G) generates one shock and no more. Therefore, subsequent G strikes from shore bombardment against a unit already shocked by a G strike are ignored. However, shock induced by other causes

could combine with a G-induced shock to get the two shocks required to convert to a step loss.

5.574 AG and LACM strikes that destroy a fortification may apply the second and third hits directly to a ground unit in the same hex for a step loss(es) to ground units. Note that fortifications are NOT ground units. Hence, a single AG or LACM hit will destroy (rather than shock) a fortification.

5.575 In all other cases, hits against ground units register as shock results which are marked by placing a shock counter on the affected unit. Shocks can accumulate. Two shock results immediately convert to a single step loss.

5.58 If the target is destroyed and unallocated hits remain, then the striking unit may (but is not required to) allocate those excess hits to other appropriate target units in the same hex. Appropriate units are those which could be affected by the strike just completed, i.e. an anti-ship missile strike can hit other naval units but could not hit ground units. These excess hits can only be assigned to units with defense scores equal to or less than that of the chosen target.

5.6 Strikes Table

Weapon	Valid Targets	Defense Score
AA (Air to Air)	Air units	MD
AG (Air to Ground)	Ground units/forts/airbases	MD or 9
	If target in city or port	MD or 11
AS (Anti-Ship)	Surface naval units	MD
LACM	Satellite illuminated targets	See Notes
CA (Combined Arms)	Ground units	9
G (Guns)	Surface naval	9
	Ground units or airbase	9
T (Torpedoes)	Surface naval and submarine	8
U (Anti-Submarine)	Submarine	8

Notes:

MD means use missile defense score, including area missile defense (AMD) if available.

Satellite illuminated includes: air bases on land, forts, naval in port, SAM and SSM on land

5.7 Low and No Ammo

Design Note: This rule simulates the depletion of anti-ground and anti-ship missiles since they are critical and limited in number. Other types of ammunition such as gun shells or anti-submarine rockets are either too numerous or too esoteric to track.

5.71 In their normal, unmarked state, most units have "normal ammo" which can decline to "low ammo" and then "no ammo." Units labeled "LA" (for low ammo) never get as high as normal ammo, but are always either low or no ammo.

5.72 Any naval unit that rolls doubles while conducting an AG or AS strike is marked with a low ammo counter unless it is labeled "LA" or already has a low ammo maker in place in which case mark it with a "no ammo" counter.

5.73 A unit marked "no ammo" cannot conduct AG or AS strikes.

5.74 A naval unit can have a low or no ammo counter removed by spending an entire sea movement phase, from start to finish, in port at a friendly naval weapons station. The unit must begin the phase in port in the naval weapons station so if it moves in, even from an adjacent hex, that movement phase does not count. At the end of its movement phase, a naval unit in a friendly naval weapons station has any low or no ammo counter removed – it is back to full ammo.

5.741 Naval weapons stations are as follows:

China: Gwadar (2102), Hambantota (4521), Rabanabad (5202)

Indo-Am: Diego Garcia, Bahrain (0803), Mumbai (3209), Visakhapatnam (4508)

5.742 Regional faction powers engaged in military cooperation with a global faction power can rearm their vessels at that global faction's naval weapons stations.

5.8 Area Missile Defense

5.81 Units with MD scores printed in red have Area Missile Defense (AMD). AMD functions as MD (missile defense) but can also protect other friendly units while also threatening enemy air units in the same and adjacent hexes. Air units in air to air combat are the one exception; they are not protected by an AMD score.

5.82 Therefore, with the exception of air units in air to air combat, a targeted unit can always cite the red AMD score of a friendly AMD-capable unit that is in the same or an adjacent hex and engaged in the current engagement. Any number of units can call on the same AMD any number of times.

5.83 Whenever an air unit conducts any kind of strike in a hex occupied by or adjacent to an enemy AMD capable unit and rolls doubles that striking air unit might suffer a step loss to anti-aircraft missile fire. If at least one of those "double" strike dice has a value greater than the striking unit's stealth score, then that air unit suffers a step loss to anti-aircraft fire immediately after resolving its current strike. However, if the striking air unit used a weapon system with a superscript (range) greater than 9 while rolling those doubles then it ignores any loss that would have been inflicted by anti-aircraft fire regardless of its stealth score.

For example: Imagine an air unit strikes a hex adjacent to an enemy AMD-capable unit. The striker rolls double twos. If the striking air unit was an AV-8B Harrier, with a stealth of 0, it would suffer a step loss since one of those dice – a single 2 – exceeded 0. An F-18 Hornet, with a stealth of 1 would also suffer a step loss since 2 is greater than 1. However, an F-22 (stealth 2) or F-35 (stealth 3) would escape unscathed since the die value is not greater than their stealth score. A PRC H6-K bomber would also be liable to suffer a step loss in this case, since its stealth is only 0, unless it was making an AG strike with its range of 20 which would enable it to negate the loss.

Design Note: AMD scores represent area defense systems built around phased array radar such as those carried by U.S. Navy Arleigh Burke destroyers and the People's Liberation Army Navy Lu Yang III destroyers. AMD provides very accurate, supersonic interceptor missiles (and maybe one day lasers or rail gun projectiles) to shoot down incoming missiles tens of miles away. The very simplified anti-aircraft fire of AMD accounts for its ability to down enemy planes without having to get lost in details about which stand-off weapon was fired from where by each aircraft.

6.0 MILITARY TURN SEQUENCE OF PLAY

6.01 Each military turn includes the following phases.

1. Air Movement phase – default order
2. Sea Movement phase – default order
3. LACM Strikes phase – default order
4. Air and Sea Combat phase – default order by engagement
5. Ground Movement phase – default order
6. Ground Combat phase – default order
7. Administration phase – simultaneous
8. Military Negotiation phase - simultaneous

6.02 Except for military negotiations and administration, where participation is simultaneous, all other phases are conducted one faction, and its military cooperation partners if any, at a time in default order: Asymmetric, China, Indo-Am, Symmetric Bay States, Symmetric Gulf States (ACIBG). However, during the air and sea combat phase that order is interpreted via alternating engagements. Factions which have agreed to military cooperation can move and fight together with the partner who goes first in default order.

6.03 For example, during an air movement phase, Asymmetric conducts all of its air moves, then China does all of its air moves, then Indo-Am, etc. If Symmetric Gulf States and Indo-Am had agreed to military cooperation then the units of Symmetric Gulf States could move when Indo-Am units do, or later at their usual slot, but only once – never twice – in either case. After all factions (and their component nations) have finished or passed on air moves they then do sea moves in that same order: ACIBG. The air and sea combat phase is slightly different because factions implement the default order via alternating engagements. For example, Asymmetric can initiate (or pass on) the first engagement, then China can initiate (or pass on) the second, then Indo-Am the third, then Symmetric Bay States the fourth, then Symmetric Gulf States the fifth after which the cycle repeats with Asymmetric. In each case, regional power factions in military cooperation with a global power factions could "go" at that global power faction's place in the sequence, rather than their own, but not both.

6.04 The faction that is currently conducting its portion of the phase is "phasing" while the others are "non-phasing." If two or more factions have agreed to military cooperation then they can phase together as a single entity.

6.1 Air Movement Phase

6.11 Factions and their cooperating military partners conduct their air moves in default order. A faction conducts all of its air moves before the next faction in order makes any air moves. Cooperating military partners who have gone earlier in the default order with their partner do NOT get a second turn at their usual slot.

6.12 At this time, air units can move from their current base to any other friendly controlled base on the map by tracing a flight path between the two that is no longer than twice their combat radius.

6.13 Air units can move individually or in stacks through any hexes not in enemy controlled air space. Enemy air units control air space in their own hex and out to a radius in hexes equal to their AA score. Enemy AMD-capable units control air space in their own hex and out to one hex radius. For example, an air unit with a printed AA score of 3 bars

all enemy air moves during the air movement phase within three hexes of its position.

6.14 Air transports (T) are marked with tan side bars. If air transport begins its move in a base hex with friendly, air mobile/paratroop ground units, it can carry those units at a ratio of one air step per ground step. All ground units marked with a parachute are air mobile; others cannot use air transport.

6.15 To show transport, place the ground unit counter on the air unit counter and move the pair together according to the air transport's movement rules. The transport move must end in a friendly controlled airbase. During the ground movement phase, the ground unit can disembark at no additional cost and move normally.

6.16 Air units that move a distance greater than their combat radius are marked with spent counters in their destination hex to signify that they cannot make another strike this turn, including air drop.

6.2 Sea Movement Phase

6.21 Factions and their cooperating military partners conduct their sea moves in default order. A faction conducts all of its sea moves before the next faction in order makes any sea moves. Cooperating military partners who have gone earlier in the default order do NOT get a second turn at their usual slot.

6.22 Naval units cannot move on land hexes or cross all land hex sides. Naval units may move individually or in stacks among ocean and littoral hexes according to the following rules.

6.23 Each naval unit has a movement point allowance printed on its counter. Vessels enter hexes by paying movement points from their allowance which declines as a running total as they go. A vessel can move no further when its allowances reaches 0, or when entering a hex would cost more points than it has remaining. The cost to enter a hex varies according to the color of the underline (waterline) on a naval unit as follows.

Move Category	Movement Point Cost Per Hex	
	Littoral Hex	Ocean Hex
Littoral Combatants brown underline	1	2
Deep Sea Combatants blue underline	2	1
Flat Bottoms tan (transport) underline	1	1

6.24 Submarines have additional considerations. Any sub that spends a 4th movement point in a single phase risks cavitation. Check for cavitation by rolling 2d6. If the result is greater than the moving sub's printed stealth score then the sub cavitates and thereby suffers a -2 penalty to its stealth score; mark it with a cavitation counter. A sub that spends no movement points in a single phase can be marked with a still marker which increases its stealth score by one point. Cavitation and still markers remain on a sub until it moves into a new hex or fires after which a cavitation or still marker would be immediately removed, but could be placed again as usual.

6.25 Intervention

6.251 When a phasing naval unit moves into a hex in the illumination radius of an enemy naval unit that is NOT a tanker then that non-phasing naval unit can declare an intervention to occur immediately after the phasing unit enters the intended hex. Note that tankers and air or ground units cannot declare intervention. This holds even for CV(N) carrying air units. So, although a CV(N) may have onboard an air unit with an illumination radius of 10 and a combat radius beyond that, that CVN can only perform intervention out to five hexes – the illumination radius for a surface ship. Similarly, submarines can only intervene out to one hex.

6.252 A moving unit can be subject to only one intervention in each illuminated hex it enters. The intervention takes place AFTER it enters that hex.

6.253 Non-phasing units can make any number of interventions. Therefore, a single non-phasing naval unit could declare intervention in every hex in its illumination radius entered by an enemy naval unit.

6.254 The target of an intervention must immediately stop and move no further for this phase unless it successfully evades.

6.255 Evading Intervention: When a non-phasing nation declares intervention, the moving unit(s) can roll for evasion. Resolve evasion by rolling ONE original evasion dice roll (2d6) for the subject hex at the moment of that roll and then determine a unique final evasion score for each evading unit by adding to the original evasion dice roll that defending unit's stealth score and an amount equal to one half the range in hexes to the nearest enemy unit that is illuminating the hex; with a notable exception for ASW aircraft, see 6.256. Each unit with a final evasion dice roll greater than 11 has successfully evaded. If the roll succeeds, the moving unit(s) can continue. If the roll fails, the moving unit(s) in question must stop and end its move there for this phase. Different units in the same moving stack could obtain different outcomes with some forced to stop while

others could continue moving, or stop if they wish in order to remain with the stack. Note that evading intervention does NOT cause placement of a spent counter as occurs when one evades an air/sea engagement.

For example (see diagram)**:** A PRC DDG declares that it will intervene in the ongoing move of a US DDG and US LHA moving in a stack five hexes away. In response, the US ships declare an attempt to evade. The US player rolls 2d6 to yield an original result of 7. For the DDG he adds +2 for his stealth and +3 for the range (5/2=2.5 which rounds to 3) to get a final 12 which succeeds; so the DDG can keep moving. For the LHA he adds +1 for his stealth and +3 for the range (5/2=2.5 which rounds to 3) to get a final 11 which fails; so the LHA must stop. Of course, the US DDG could elect to stop with the LHA, but it is swift enough to keep moving if it desires.

6.256 ASW Aircraft: A submarine unit rolling for evasion does NOT get to add "one half the range in hexes to the nearest enemy unit" to its original evasion dice roll, and instead adds nothing, if an enemy aircraft unit with a U score of 2 or more and a combat radius of at least 10 is within 10 hexes of that submarine.

Design note: The intervention mechanism does not represent actually stopping the other guy's ships, rather it accounts for the stationary (non-phasing) side's ability to respond to enemy movement. Without it, the simple I-go-You-go turn sequence would enable the currently moving player to literally ride circles around the enemy. With it, each side suffers a very realistic uncertainty about how far they can push before provoking a response. This rule also allows full moves (to speed play) when opposing units are far apart, but it curtails movement as units close range and more interaction becomes necessary.
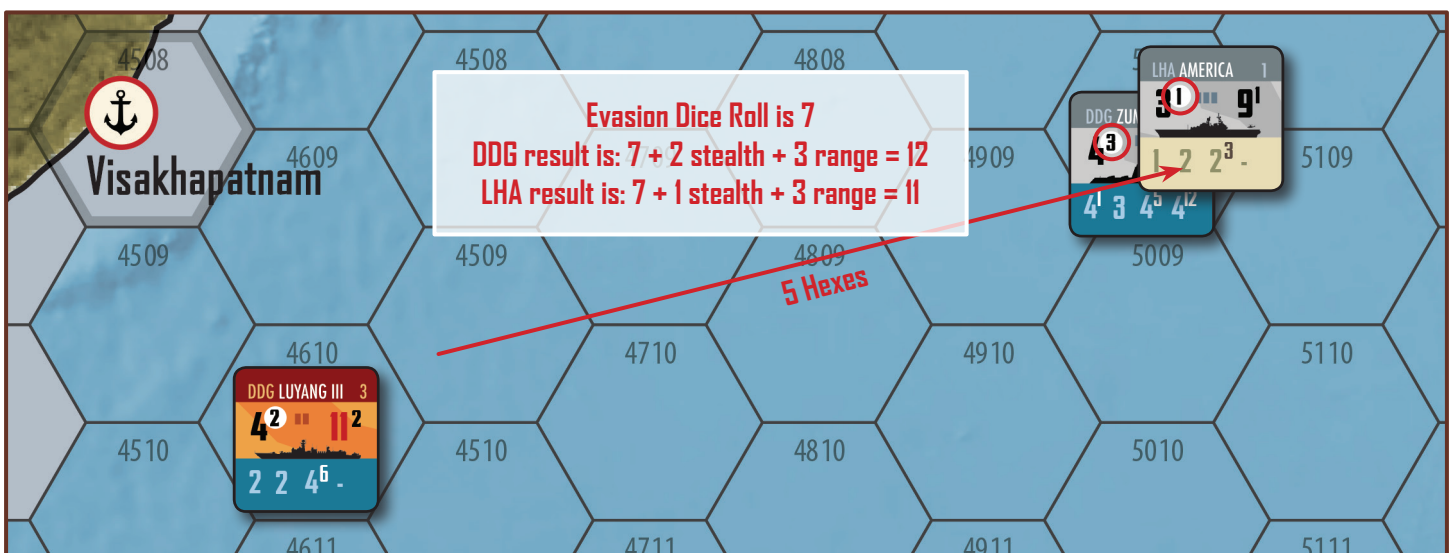
6.26 Transport (T)

6.261 Naval units whose type begins with "L" are transports and can carry ground units; they also have tan underline on their counters. The letters following L vary depending on the exact nature of the transport, but do not affect game play. Lxx, naval transports, can carry ground units at a rate of one ground step per naval step. A US CVN can also carry a single marine infantry unit as if it were a transport (T) unit.

6.262 Naval transports that are in-port with friendly ground units can spend their move for that phase embarking those ground units. The transports must begin their move in the port and cannot leave during the turn of embarkation. To show transport, place the ground unit counter on the naval unit counter.

6.263 Naval transport that starts its phase with passengers already onboard (they were loaded during the last movement phase) can go to sea and move normally with those passengers aboard.

6.264 Should a transport at sea have insufficient steps to carry its load, excess ground steps of the owning player's choice must be destroyed to reach a ratio of one naval step per ground step.

6.265 Naval transports "at sea" that start a phase in a littoral hex (it need not be a port) can spend their move for that phase disembarking their cargo which is then placed beneath the transport in the littoral hex. Only Marine: armor, mechanized, or infantry (not artillery) or Special Operations Forces (SOF) can disembark into enemy occupied hexes. Marines must then conduct ground combat with amphibious assault penalties (CA-2) later that same turn. SOF can conduct their SOF engagement during any subsequent air and sea combat phase. Transports cannot leave the debarkation hex during the phase in which units debark.

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6.266 SAM and SSM units cannot conduct strikes or use their MD scores while on naval transport.

6.27 Naval Mines

6.271 Some scenarios will offer hidden mines expressed in factors. During set up, the owning player deploys his mines by secretly recording on scratch paper which hexes contain how many factors. No hex can contain more than six factors. Mines persist until they detonate after which they no longer exist.

6.272 When enemy naval units enter a mined hex, the owner of the mines announces the mines and checks for detonation by rolling one die. If the result is less than the number of mines in the hex then they detonate.

6.273 When mines detonate, the owner immediately conducts T strikes with a score of 3 against each enemy naval unit in the hex. Each such T strike originates from a "nominal" two-step unit.

6.3 Land Attack Cruise Missile (LACM) Strikes Phase

6.31 Each step of PRC and US CG, DDG and SSM can make one land attack cruise missile (LACM) strike during the first military turn only. LACM strikes are NOT allowed on later turns.

> *Design Note: The game assumes that within hours of hostilities starting both sides will target the GPS and Beidou satellites systems that enable the LACM strikes detailed here. Therefore, no LACM strikes (in game terms) after the first military turn. However, the DDGs and CGs that have LACM capability also have good AG scores which represent the very same weapons. However, those AG scores have shorter ranges to account for the difficulty of linking up a long-range kill chain without satellites. They have only ship-launched drones to facilitate their targeting. It's also true that many submarines have this capability, but we assume they will not use it in an environment crawling with enemy anti-submarine assets where any such launch would blow the submarine's primary asset – stealth.*

6.32 LACM may only strike satellite-illuminated targets including: air bases on land, fortifications, naval units in port, SAM and SSM units not at sea as passengers. Note that China submarines in Rabanabad are immune to LACM strikes.

6.33 A given hex can only be subject to LACM strikes once. Hence, all strikes directed at the same hex must be combined into a group. To initiate a LACM attack against a target hex identify all eligible steps that wish to strike that hex with LACM. Each firing unit must be able to trace a path of hexes no longer than its maximum LACM range to the target hex. Count the target hex and all intermediate hexes, but not the firing hex.

LACM	Maximum Range
U.S. CG, DDG	25
Chinese CG, DDG, SSM	20

6.34 Resolve all LACM strikes against a single hex together as follows. Each firing step delivers a one-step LACM strike. If the defending hex does not contain, or is not adjacent to at least one friendly AMD capable unit, then all strikes hit. If the defending hex contains or is adjacent to at least one friendly AMD capable unit than one half (fractions rounded up) of all strikes miss and the remainder hit. Note that multiple AMD units will NOT further reduce the number of hits.

6.35 Each one-step LACM hit inflicts one step loss on the target of the firer's choice: air base on land, fortifications, naval units in port, or SAM/SSM on land, or an air base. Against airbases (cities, ports, or islet airfields) each hit inflicts one crater, which reduces basing capacity by one air step, AND destroys one air step from any air unit present in the target hex chosen by the attacker.

6.36 When LACM hits a fortification, any additional LACM hits in that same hex can be immediately applied by the striking player as step losses to a ground unit in the hex with the just-destroyed fortification.

6.37 Units which fire LACM are immediately marked spent.

6.4 Air and Sea Combat Phase

The air and sea combat phase is broken into a variable number of air/sea engagements each of which can involve many units over a variable distance. Factions and their cooperating military partners alternate conducting engagements one at a time in default order. A faction, and its cooperating military partners, conduct one engagement, or pass, and then the next faction in default order can conduct an engagement or pass, so forth and so on. Cooperating military partners who have gone earlier in the default order do NOT get a second turn at their usual slot. In theory, there is no limit to the number of engagements that can be initiated by a faction in a phase. However, the finite number of units on the map and their strike limits will ultimately limit the number of engagements. The air/sea combat phase ends when all air and naval units are marked spent or all factions pass on an opportunity to initiate an engagement.

6.40 Life Cycle of an Air/Sea Engagement

Every air/sea engagement goes through these stages: 1) focus, 2) evasion, 3) definition, and 4) resolution.

6.41 Focus

A faction starts an engagement by focusing. Do this by selecting a single hex within the illumination radius of at least one friendly, unspent air or naval unit that has a weapon capable of striking at least one enemy or neutral unit currently present in the selected hex. For air drop purposes only (6.457), a faction can declare a focus against an empty hex in order to enable an airdrop in that hex. Given those stipulations, units that are spent, or lacking an appropriate weapon with sufficient range cannot be used to declare a focus hex. A qualifying unit can declare a focus hex and mark it with a focus marker; that's the one with a cross hair in a hexagon. The faction declaring focus (initiating an engagement) is the "attacker" while the targeted faction (or factions) is/are the "defender."

6.42 Evasion

6.421 Defending air and naval units in the focus hex which are not already marked with a spent counter can attempt to evade air/sea combat. Resolve evasion by rolling ONE original evasion dice roll (2d6) for the subject hex at the moment of that roll and then determine a unique final evasion score for each evading unit by adding to the original evasion dice roll that defending unit's stealth score and an amount equal to one half the range in hexes to the nearest enemy unit that is illuminating the hex; with a notable exception for rule 6.256 **ASW Aircraft.** Each unit with a final evasion dice roll greater than 11 has successfully evaded.

6.422 Air and naval units that successfully evade focus are marked with evade counters and remain in the hex but do not participate in any air/sea engagement resolution this phase. Air and naval units marked evade cannot illuminate target hexes, cannot be targeted by strikes, cannot make strikes, cannot have hits allocated to them, and cannot use their AMD score to protect other friendly units for the remainder of the phase. Basically, units that evade a focus hex are "out of play" until the administration phase.

6.423 Should all defending units in a focus hex evade then that effort to initiate an engagement has failed. The would-have-been attacker(s) can try to initiate other engagements elsewhere in this phase. They could even try to initiate another engagement in that same hex if additional enemy units enter it. If an engagement is completely foiled by total evasion, then the phasing faction can immediately try again - against a different hex - and so does not lose its chance to conduct an engagement before play passes to the next faction in default order.

6.424 If at least one defending unit in the focus hex either failed or refused to evade then an engagement ensues.

6.43 Definition

6.431 The attacker declares which of his air and naval units will participate in the coming engagement. To participate, an attacking unit MUST be of the same faction as the unit that declared the focus hex OR be in military cooperation with that faction. Furthermore, attacking units must also meet at least one of the following criteria can participate:

1. Any not-yet-spent attacking unit with a weapon that has a range which extends to the focus hex;
2. Any attacking CV(N);
3. Any attacking AMD-capable unit.

Note that AMD-capable units and CV(N)s that are already spent will not be able to make strikes, but they can still participate to provide other services. An AMD capable unit could provide its AMD score for itself and same hex or adjacent friendly units as appropriate. A CV(N) could serve as a base for strikes by not-yet-spent air units, even if the CV(N) is already spent.

6.432 After the attacker has identified all of his participating units, the defender identifies his participating air and naval units. All non-evading units in the focus hex participate, whether they like it or not and regardless of their spent status. But, the defender can also bring in additional units to "support" from other hexes if those units meet at least one of the following criteria:

1. Any not-yet-spent defending unit with a weapon that has a range which extends to the focus hex or to a hex occupied by at least one attacking unit that is participating in the current engagement;
2. Any defending CV(N);
3. Any defending AMD-capable unit.

Note that attacking units which are not participating in the current engagement do NOT count for case 1 and therefore cannot be cited by the defender as justification to provide support. As with the attacker, AMD-capable units and CV(N)s that are already spent will not be able to make strikes, but they can participate to provide other services.

6.433 In all cases, air units with ranged weapons can add that range to their combat radius to determine their total (radius + range) range value to determine their actual range for that weapon.

6.434 If air units participate then their CV, aircraft carrier, must participate too! But, not all air units on that carrier need participate in the same engagement. Some carrier-borne air can wait for use in later engagements. In that case,

their carrier could voluntarily join another engagement later on in the same turn to launch un-spent air units.

6.435 All units designated as participating should be marked with engage counters.

6.44 Resolution

6.441 Resolve an air/sea engagement via the air/sea combat sequence (6.45) with these caveats.

6.442 Although spent units cannot make strikes, they can "participate" in engagements in various ways. Any unit can be the target of enemy strikes and still get the full benefit of its MD score. AMD units could provide their AMD score to other units in the same engagement. All types of aircraft carriers (CV, CVN, Lxx) can participate in order to "launch" their unspent aircraft.

6.443 During an air/sea engagement, units can make multiple strikes at different targets, but a single shooter can never make more than one strike against the same target unit. Each not-yet-spent engaged naval unit may make one strike (5.5) per weapon system, in the appropriate order, against one engaged enemy unit within range of that weapon system. Therefore, surface ships and submarines can fire once per weapon system in each engagement. Each not-yet-spent engaged air unit can make one AA strike against any one engaged enemy air unit AND ONE MORE other strike with any one of its other weapons, but no more. Therefore, an air unit will never make more than two strikes per engagement. Flip an air unit's engage marker to its spent side immediately after its 2nd strike, or after its 1st strike if it declines to make a 2nd.

6.444 There is no requirement to direct all strikes, or all of a single unit's strikes, against the same target unit or hex. Therefore, a single unit with appropriate scores, could roll an AS strike against one hex and then an AG strike against another target in the same or a different hex, etc.

6.445 At the end of an engagement, all engaged units that fired at least one strike flip their engaged markers over to their spent sides to show that they cannot make another strike during this phase. Units that only employed their AMD or MD scores without making any strike would not be marked spent and instead have their engaged counters removed.

6.45 Air/Sea Combat Sequence

Design Note: In the game, each step of an air unit represents from 5-15 aircraft with fewer of the larger types. Each air step includes a few aircraft of other types. For example, an F-35 step might include 12 F-35s, one EF-18 growler for electronic warfare, and one E2-D hawkeye for long range reconnaissance or combat coordination. All units will include some unmanned drones; many of which may in fact be fighters or bombers. Most air unit weapons systems do not have a "range" and are instead accounted for in the aircraft's combat radius. Some, however, do have a separate range.

Sequence

1. Anti-Air (AA) strikes in stealth order
2. Torpedo (T) strikes by submarines in stealth order
3. Anti-Ship (AS) strikes in stealth order
4. Anti-Submarine (U) strikes in U order
5. Gun (G) strikes in G order
6. Torpedo (T) strikes by non-submarines in T order
7. Anti-Ground (AG) strikes in AG order

6.451 Anti-Air (AA) strikes in stealth order

Opposing air units engaged in the current engagement must participate in AA combat, but those that are already spent will do so only as targets. Air units which are not already spent make AA strikes against air unit targets of their choice in order of stealth scores. Units with identical stealth scores resolve the tie by striking in order of their AA scores. Units with identical stealth and AA scores strike simultaneously. Make strikes with AA scores vs. the target's MD score. Units in air to air combat cannot claim the AMD score of other friendly units. In AA combat, always calculate range from the firing unit to the focus hex, not the hex occupied by the target air unit counter, unless that happens to also be the focus hex.

6.452 Torpedo (T) strikes by submarines in stealth order

Submarines may now make torpedo (T) strikes against any surface ships or submarines in their same hex. Strike in order of stealth; break ties with T scores. If opposing units have equal T and stealth scores then they strike simultaneously.

6.453 Anti-Ship (AS) strikes in stealth order

Air, submarine, surface naval, and SSM units may make AS strikes against enemy surface ship units within their range. Calculate range from the firing unit to the target unit. Strike in order of stealth scores; break ties with AS scores. SSM have a stealth of 0. Units with identical stealth and AS scores strike simultaneously.

6.454   Anti-Submarine (U) strikes in U order

Each unit with a U score may make one strike against any enemy submarine within range. Calculate range from the firing unit to the target unit. Strike in order of U scores; breaking ties with stealth.

6.455   Gun (G) strikes in G order

Air and surface ship units may conduct (G) strikes against targets within range. Calculate range from the firing unit to the target unit (most guns have a range of 0 which means same hex only). Strike with guns in order of their G scores. Break ties with stealth in all cases. Units with identical G and stealth scores strike simultaneously. Naval units in littoral hexes can make G strikes (shore bombardment) against ground units and air bases, but not fortifications, in the same hex. A hit inflicts a shock result versus a ground unit or a crater against an air base which also destroys one air step of the attacker's choice in the target hex. Subsequent shocks against the same ground units are ignored when inflicted by a G strike.

6.456   Torpedo (T) strikes by non-submarines in T order

Surface ship may now strike with torpedoes in order of their T scores. Break ties with stealth in all cases. If opposing units have equal T and stealth scores then they strike simultaneously. Calculate range from the firing unit to the target unit.

6.457   Anti-Ground (AG) Strikes

Air and SSM units with anti-ground (AG) scores may now make strikes against the ground units or land airbases of their choice in order of AG scores, resolve ties with stealth. Calculate range from the firing unit to the target unit. Against ground units, each hit inflicts a shock result. Against airbases on land (cities, ports, or islet airfields) each hit inflicts one crater, which reduces basing capacity by one air step, AND destroys any one air step of the attacker's choice in the target hex.

Air Drops: Paratroop units can actually be dropped by friendly transport aircraft on enemy controlled hexes via the AG strike procedure at this time. Assume transports have a nominal AG score of 1 for this purpose and make the "strike" to place the airborne unit. That includes rolling a strike – which will inflict no hits – to see if anti-aircraft fire from AMD damages the transport per 5.83. The usual transport capacity rule (6.14) applies to such drops. But, those drops occur now, during an air sea engagement, and use the AG strike procedure to deliver the paratroops to their target. Any hits on the aircraft from earlier AA-strikes could also necessitate the destruction of paratroop steps for lack of transport steps to carry them. Said airborne unit

cannot be dropped in an all-water hex and must conduct a CA strike against enemy units in its hex this turn.

6.5   Ground Movement Phase

6.51 Land units can move via their movement point scores on land individually or in stacks among land or littoral hexes so long as they do not cross islet or all-ocean hex sides.

6.52 Land units can enter enemy occupied hexes, but cannot move out of hexes occupied by enemy land units. Note that "retreat," which can compel units to leave an enemy occupied hex, is not movement.

6.53 For land units with movement points expressed as a whole number, it costs one movement point to enter a hex and they can enter a number of qualifying hexes equal to their movement score in one phase.

6.54 Land units with fractional scores (1/2) are "leg-bound" and do not pay movement points per se but rather move one hex every second turn.

Design Note: The game assumes that leg bound units do include some motor transport and may be commandeering more from local stocks.

6.55 However, leg bound units transported by air or naval units move at the pace of their transport in addition to their regular move every 2nd turn.

6.6   Ground Combat Phase

6.61 After all ground movement is complete, ground combat occurs between opposing ground units in the same hex. During the game turn in which a unit first enters (or is placed in) a hex containing enemy ground units it MUST attack those enemy units in ground combat. On subsequent game turns it MAY initiate ground combat, but is not required to do so. When ground combat does occur, the phasing player is the "attacker" and the non-phasing player "defender."

6.62 Resolve ground combat with Combined Arms (CA) strikes conducted in this order: 1) attacking artillery, 2) all defending units, and finally 3) remaining attacking units. Within their own group, units strike in order of Combined Arms (CA) scores.

6.63 Each CA hit inflicts a shock result; they convert to step losses at a 2 to 1 ratio: two shocks equal one step loss.

6.64 After resolving all strikes and implementing all shocks and step losses determine the fate of the hex. If step loses completely eliminate all ground steps of one side then the survivor is the winner and remains in the hex. If both sides survived and suffered the same number of step losses

then both sides remain in the hex.   Otherwise, the side that suffered more step losses than the other must retreat. When determining who must retreat, ignore individual shock results that did not convert to step losses.

6.65   Retreats: No unit can retreat into an enemy occupied hex or a hex into which it could not normally move. Units must retreat out of the battle hex to a hex that contains at least some land.

6.66   Retreating units that lack a viable retreat path suffer one additional step loss – as a group not individually – and are then allowed to remain in place.

6.7   Administration Phase

Remove all spent and evade markers. Each nation may remove one crater from each of its airbases that also contains a friendly infantry unit.

6.8   Military Negotiations

6.81   During military negotiations all factions act simultaneously. They have a total of 10 minutes to make any arrangements they wish that do not contradict a written rule or move piece in a way not explicitly allowed by the rules.

6.82   Several "arrangements" are envisioned by the rules as a result of talks as follows. Others are possible.

6.821   Military cooperation: A regional power faction can sync its movement and combat with one global power faction by agreeing to military cooperation during a military turn's negotiations phase. This is only possible if the pair participated in "joint military exercises" during card play. A regional power faction can have military cooperation with only ONE global power faction.

6.822   Cease Fire: If China and Indo-Am agree, then skip the Air and Sea Combat phase and Ground Combat phase next turn.

7.0 SPECIAL OPERATIONS FORCES (SOF)

7.1   Each SOF is a one-step, marine, airborne, ground unit, but they behave differently than other ground units. SOF cannot be targeted for strikes; however, if their transport is eliminated so is the SOF.

7.2   SOF can move only via transport (T) according to all the usual air or sea transport rules (6.14 and 6.26). However, SOF can ride any friendly air or naval unit as if it were transport (T). SOF can be transported to land or littoral hexes and then dropped off and left alone or with other units as desired.

Designers Note: Even fighter aircraft may deliver a SOF unit by air assuming those fighters (even carrier launched) are escorting one transport aircraft carrying.

7.3   A SOF unit illuminates all enemy and neutral units in its own land or littoral hex and can be used to declare a focus on that hex to initiate an air/sea engagement as if it were an air or naval unit. Or, a SOF can declare its own hex a focus for a SOF-only engagement which the target unit cannot evade and other friendly units cannot join. Or, a SOF unit can join any other engagement with a focus within 10 hexes of the SOF unit as a participating/supporting unit. In either case, a SOF unit can participate in an air/sea engagement regardless of its passenger status.

7.4   Regardless of how it comes to an air/sea engagement a SOF unit always has the option to direct one T, AS, U, G, or AG strike with a score of 5 against any one target unit of its choice in its land or littoral hex – SOF cannot strike in all sea hexes. A SOF's one strike usually occurs at the usual place in the air/sea combat sequence. However, if a SOF is airdropped via the AG procedure then it can make it's chosen strike – T, AS, U, G, or AG – at that time even if that would be out of the usual order. Immediately after it conducts its strike, a SOF unit is exfiltrated and removed from the game and does NOT count against victory points. SOF cannot make AA strikes.

8.0 EXAMPLE OF PLAY (EOP)

The following example of play illustrates common actions during military turns. It's a bit contrived and should not be taken as a lesson on how to play the game well, but rather a crash course in mechanics.

Initial Set Up

After completing political turns, players set up their pieces for the scenario in play as depicted in **Illustration #1** and commence the first military turn.

The two Task Forces (TF) include those units shown in **Illustration #2**.

Military Turn 1

Players follow the military turn sequence of play. Remember the default order: PRC, US, Malaysia, Vietnam, Philippines. Vietnam begins as a neutral while the PRC and USA are enemies. Malaysia and The Philippines are not represented in this example.

Military Turn Sequence of Play

1. Air Movement phase – default order
2. Sea Movement phase – default order
3. LACM Strikes phase – default order
4. Air and Sea Combat phase – default order by engagements
5. Ground Movement phase – default order
6. Ground Combat phase – default order
7. Administration phase – simultaneous
8. Military Negotiation phase – simultaneous

Nobody wants to move any air units now, so play proceeds to step 2, sea movement. The PRC moves all of its naval units first. During these moves, the USA looks for opportunities to intervene (6.25) and stop enemy movement. That requires watching for moments when PRC naval units are within the illumination radius of US naval units; that's ships (5 hexes) and submarines (1 hex) – not aircraft. Since no PRC naval units move that close to US units PRC moves proceed without any intervention. Note that as a neutral nation Vietnam cannot intervene.

Illustration #3 shows PRC naval moves with directions of movement as black arrows and cumulative movement points spent noted in red. Notice how units with brown under bars

(Houbei in this case) have to spend two movement points per ocean hex traversed. The PRC submarine also has brown under bar, but is moving through littoral hexes and so spends only one point per hex. But, when the sub spends its 4th movement point it must roll 2d6 for cavitation and gets a final 9, which is greater than its stealth score, and so is marked with a cavitation counter which lowers its stealth score by 2. PRC TF # 1 had to leave Liaoning and Luzhao behind since they each have only three movement points.

Illustration #4 shows the American moves and includes a number of interesting decisions as follows. When the US submarine spends its first movement point, it's five hexes away from PRC TF 1 in hex 1813. Therefore, any one of the surface ships in PRC TF 1 can declare an intervention (6.25) against the US submarine to stop its move. PRC Lu Yang DDG declares intervention against the US sub in hex 1818. To evade intervention, the sub needs to roll >11 on two dice, but gets to add its stealth and half the range to that roll. The US sub rolls 5 and then adds 6 for its stealth and 3 (1/2 of 5) for the range to get a final 14 which is greater than 11 and therefore allows the sub to evade intervention. Note that when one evades "intervention" one does not place an evade counter. So, the sub keeps going into 1817, where the Lu Yang DDG tries to intervene again, but the US sub again evades, and 1816 where the US sub again evades the Lu Yang's intervention. At that point, the US sub elects to stop rather than spend its 4th movement point and risk cavitation. Then the US LHA with Marines onboard moves as illustrated to close in on PRC islets. US TF 1 then moves 1820, 1920 (the same path traversed earlier by the LHA), but then goes north via 1919 and 1918 where it ends its move. The PRC could intervene in hex 1918 (at a range of five hexes from PRC TF 1), but the point is moot since the US TF is done moving anyway.

The Vietnamese have no naval moves so play continues on to the LACM strikes where both sides face difficult decisions. Both players know that it's now or never for LACM strikes – in default order – since barring a scenario special rule they are useable only on game turn 1. The PRC Lu Yang DDG in PRC TF 1 (hex 1813) would like to fire a LACM strike at the Vietnamese airbase in 1617. That would violate Vietnam's neutrality and bring her in on the US side immediately after that strike was complete. But, the PRC expects her to join the US during military negotiations (at the end of the turn) anyway since the Vietnamese played the Combined Military Exercises (CME) card with the US during the political turns that passed before this example began. However, firing LACM would also mark the Lu Yang as "spent" and therefore prevent it from firing later in this turn when it suspects an engagement with US TF 1 will occur. Therefore, the PRC player elects to hold his LACM fire. The US player faces a similar decision with

Illustration #1

Illustration #2

respect to the PRC Badger on Woody Island in hex 1810. That is, any US unit which strikes now will be marked spent and therefore unable to strike later in this same turn when an air/sea engagement between the two task forces is likely. Still, the US player elects to have his Ticonderoga (Tico) fire LACM at the PRC Badgers in 1810. Since the Tico has two steps, its LACM strike is two steps strong. The PRC SAM in 1711 is adjacent to the target and therefore negates one of those steps leaving only one LACM step to strike Woody Island. That's enough to place one crater and inflict a step loss on the Badger. So, the Tico is marked spent and the Badger flipped over to its one step side.

The air and sea combat phase follows. The PRC gets to initiate or pass on the first engagement. The PRC uses its TF in hex 1813 to declare a focus (6.41) on US TF 1 in hex 1918. This is possible because at least one unspent unit in the PRC TF has a weapon capable of striking at least one unit in the US TF. The US player could declare evasion (6.42) in order to avoid combat. If he did so, he would roll 2d6 once for the whole hex and then generate a separate final result for each individual unit by adding its stealth score and three (half the range to the nearest illuminator) to get a

separate final result for each unit. Numbers over 11 would evade and therefore dodge the fight. But, all such evaders would then be marked "evade" and therefore out of play for the rest of the turn denying them a chance to fight back so the US player declines to evade. The players then define (6.43) an engagement. The PRC player declares that the following units (all of which have weapons, or can launch aircraft, capable of reaching the focus hex) will participate: the CV and air unit in 1713, the CV and air unit and DDG in 1813, and the one-step badger in 1810. All those units are marked engaged. All US units in the focus hex are engaged. The US player could involve its sub in 1816 since its missiles could reach the focus hex, but elects not to since that would be useless. Note that even though it fired LACM, the Tico has joined this engagement to provide its Area Missile Defense (AMD) factor, but it cannot make any strikes since it is already marked spent. **Illustration #5** shows which units are engaged.

With the engagement defined, players move on to resolution (6.44) via the air/sea combat sequence (6.45) as follows. Note that counters do not move during the air/sea combat sequence.
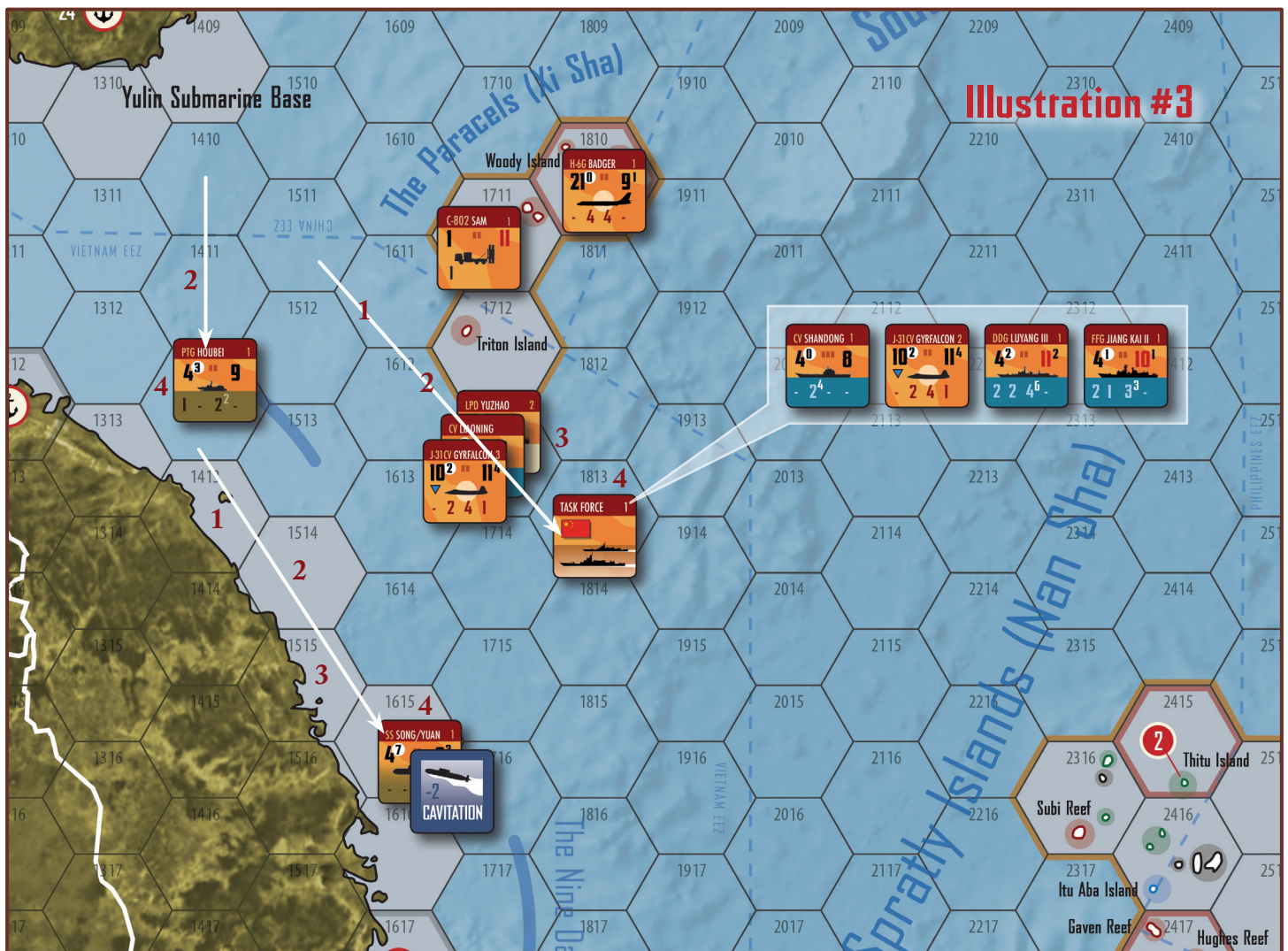
1. Anti-Air (AA) strikes in stealth order
2. Torpedo (T) strikes by submarines in stealth order
3. Anti-Ship (AS) strikes in stealth order
4. Anti-Submarine (U) strikes in U order
5. Gun (G) strikes in G order
6. Torpedo (T) strikes by non-submarines in T order
7. Anti-Ground (AG) strikes in AG order

AA strikes will involve the following opposing air units.

Illustration #4

It's important to note ranges to the focus hex. Both US F35s are at range 0 from the focus hex (1918). The first PRC J-31 originates from 1813, five hexes away. The other PRC J-31 flies from 1713, six hexes away. That's greater than half range for that J-31 and therefore all strikes from it suffer a -1 penalty. The PRC Badger originates from 1810, eight hexes away, easily within one-half of its 21-hex range.

Strikes occur in stealth order as follows. The first F-35 targets the first J-31with a roll of 6 and then adds 4 for the F-35's AA score to get a final 10. That's less than the J-31's Missile Defense (MD) score of 11 and therefore misses. The second F-35 targets the Badger rolls an 11 and adds 4 to get a final 15 which exceeds the Badger's MD score of 9 by six points. Since the damage limit from any strike is three (5.57), the F-35 scores three step losses. The first loss destroys the one-step Badger. The 2nd and 3rd hits could be applied to other enemy air units in this fight IF they have MD scores less than or equal to the Badger's – 9. Since the J-31s both have MD 11, hits on the Badger (MD 9) cannot spill over to them and are therefore lost. The first J-31 then strikes the first F-35 rolls an 11 and adds 4 for his AA score to get a final 15 which is four over the F-35s MD of 11. That kills three F-35 steps which destroys the first F-35 (2 steps) and then reduces the 2nd F-35. The second J-31 then strikes with a roll of 8, but must subtract one since his base is more than half his combat radius away, and then adds 4 for his AA to get a final 11 which is not more than 11 and therefore does nothing to the Americans.

When the AA portion of the battle is over, the Americans have lost three steps of F-35s and the Chinese one step of Badger aircraft. The US player regrets targeting the Badgers. Had he targeted the J-31s with that same dice roll, he could have killed three steps before they had a chance to strike him!

Next comes torpedo strikes by submarines. Since there are no submarines in this engagement skip this step.

During the Anti-Ship (AS) strikes units strike in order of stealth and use their AS score to break ties. As before, one of the J-31s is at long range and suffers a -1 penalty. The opposing ships are firing between PRC TF 1 in 1813 at US TF 1 in 1918 – five hexes apart. Therefore, all ships are at range 5. Notice the PRC Jiang Kai is out of range (its AS score has a range of 3) and the US Tico is already spent so those two units are not involved in these strikes. Carriers from both sides are in the engagement and can be targeted, but they cannot strike for lack of AS scores. The opposing aircraft and DDGs will strike with their AS scores. The following units are involved.

Strikes shake out as follows. The F-35 goes first and targets the PRC Shandong CV at a range of five which is within one-half the F-35s combat radius of 15. The F-35 rolls a 9, adds 3 for its AS score, and subtracts 1 for being at reduced strength. Ordinarily that final 11 would exceed the Shandong's MD score of 8 to inflict damage; however, the Shandong calls on the red AMD score of the Lu Yang DDG which is 11 and therefore prevents a hit. Both PRC J-31s as well as the US DDG and PRC DDG all fire next simultaneously since they have identical stealth and AS scores. All units target opposing carriers. The carriers call on the AMD scores of their DDGs for protection. The US DDG gets a final 11, not enough to overcome the PRC DDG's AMD score of 11. The J-31s get finals of 12 and 12. That's enough to overcome the US DDG's score of 11 twice and thereby inflict a total of two hits on the US CVN. The PRC DDG then gets a final 15 to inflict three more hits on the US CVN to sink it! For lack of a base (the now sunk CVN) the remaining F-35 crashes into the sea and is destroyed. Note, if the PRC had fired LACM at Vietnam earlier then she would be on the US side now and the F-35 could have gone to Cam Ranh, but that did not happen.

There are no U, G, T, or AG strikes in this engagement so it ends. Players move the VP marker along the track as follows: +5 for the sunk US CVN, +1 for each destroyed F-35, and -1 for the destroyed Badger. So, the VP track goes up by six points - a clear PRC victory. Flip all engaged markers to their spent sides to signal that those units cannot conduct any more strikes this turn.

The US then gets a chance to initiate the next engagement. The US would like to strike the cavitating Song submarine in hex 1615, but he has nothing with an applicable strike score within range. The LCS in 1618 has a U score of 2 with which to strike subs, but the range for that score is 0 and therefore useable only against a same hex opponent. The same goes for the T score of US SSN in 1816, it's too

far away. Therefore, the US passes on his chance to initiate an engagement. Note, if the US player had forces elsewhere on the map he could use them to initiate an engagement somewhere else.

There are no ground units to move (on land) at this time, so play moves to ground combat. There are no opposing ground units in the same hex so there is no ground combat. During the administration phase the players remove all focus and spent counters, but cavitation remains on the PRC submarine since it is only removed when the submarine next moves or strikes. During the military negotiations phase the Vietnamese refuse to join the now defeated US side.

That concludes the first military turn. Move the turn marker to box 2 and repeat the military turn sequence of play for military turn 2.

Illustration #5

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9.0 SCENARIOS

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General Notes

Situation: Nations that do not have units in play are neutral. Players may not use ports, base air units, move air units across an all land hex side, or make ground moves with ground units in neutral nations. However, these restrictions never apply to islet hexes which are always "in play" regardless of the status of their controlling power.

Victory Conditions: Players usually use rule 2.6 to determine who wins. However, some scenarios may state scenario-specific rules that overrule 2.6.

Order of Battle (OB): In all scenarios units set up at full strength unless noted otherwise or voluntarily split. The notation indicates how many of which units to set up. For example, 2 X F-35 means two F-35 air units, each at full strength. Remember, except for those units deployed by card play during political turn, the OB is not set up until just before the first military turn. Set units up by nationality in default order.

Scenario 1: Choke Point

Narrative: As payback for punishing U.S. sanctions, Iran decides to interdict shipping through the Strait of Hormuz.

Situation: This is a two-player scenario pitting the United States versus Iran. Play five military turns only.

Victory Conditions: The U.S. wins at the end of any game turn if there are no non-evading Iranian naval units on or adjacent to hex 1302. Iranian units that are evading do NOT count. If at least one Iranian naval unit – that is not evading – persists in that area from turn 1 through the end of game turn five then Iran wins.

Order of Battle: Set up and use only the units listed here. Iran sets up first.

Iran
In any hexes on or adjacent to Bandar Abbas 1301
1 X DDG Khalije Fars
2 X PTG Kaman/Sina
2 X SS Ghadir
1 X SAM Bavar
1 X SSM Quader

USA
In any hexes on or adjacent to Bahrain 0803
2 X F-35 Lightning II
2 X DDG Arleigh Burke
2 X LCS Freedom
1 X SAM Patriot

Scenario 2: Jolly Roger

Narrative: Somali Pirates attack PRC (Chinese) tankers off East Africa.

Situation: This is a two-player scenario pitting the PRC versus Somali pirates. Play five military turns only.

Victory Conditions: The Somali player wins if the PRC VLCC ends the game in any littoral hex of Somalia. Any other result is a PRC victory.

Special Rules:

The PRC tanker MUST move east toward India in row XX16 two hexes per turn until the Somali player makes a strike. After a Somali strike of any kind against any target the tanker is free to move, or not, in any direction the PRC player wishes.

Instead of the usual rules for tanker capture use these. The PRC VLCC begins as a PRC unit, but "converts" immediately to Somali control if and when a Somali Pirate enters its hex when no other PRC units is present there. Similarly, a PRC DDG or FFG unit can regain control of the converted VLCC by occupying its hex when no Somali unit is present there. The controlling side can move the VLCC as desired. The VLCC can switch sides any number of times.

Order of Battle: Set up and use only the units listed here. PRC sets up first.

PRC
On or adjacent to 0716: 1 X VLCC Tanker
In any hex(es) at least two hexes away from 0716: 1 X DDG Luyang II and 1 X FFG Jiang Kai II

Somali Pirates
On or adjacent to 0917
3 X Somali Pirates

Scenario 3: Convoy Battle

Narrative: An international crisis, perhaps in the South China Sea, compels the United States to interdict PRC oil tankers in the Indian Ocean.

Situation: This two-player scenario pits the United States versus the PRC. Play ten military turns only.

Victory Conditions: The PRC wins at game end if at least THREE VLCC are within 10 hexes of Hambantota, hex 4521.

Order of Battle: Set up and use only the units listed here. PRC sets up first.

PRC
6 X VLCC tanker, one in each of the following hexes: 2408, 2126, 2711, 2621, 2917, 3420
On or adjacent to any hexes containing a VLCC tanker
1 X CV Shandong with 1 X J31 CV Gyrfalcon
2 X DDG Luyang III
2 X FFG Jiang Kai II
1 X SSN Shang

USA
On or adjacent to 2415
1 X CVN Ford with 1 X F35 CV Lightning
1 X CG Ticonderoga
1 X DDG A. Burke
1 X SSN Virginia

Scenario 4: Clash of Civilizations

Narrative: Sino-American tension in the Pacific sparks a war with consequences for the Arabian Sea.

Situation: The following factions are in play: Asymmetric, China, Indo-Am, and the Symmertric Gulf States. Per rule 1.0 (players) two or three could play. Play six political turns. If there is no victor then transition to 15 military turns. Only hexes on and west of column 45xx are in play.

Victory Conditions: Determine victory per the standard Victory Track rules (2.6).

Special Rules:

Capturing VLCC Tankers: A surface naval unit captures an enemy VLCC when it occupies the same hex as that VLCC and no enemy surface naval units friendly to the that VLCC are present in that same hex. For simplicity, immediately remove captured VLCC from the map and keep them aside to account for victory points at game end.

Order of Battle: Set up and use only the units listed here. Set up in this order:

ASYMMETRIC FACTION

Iran
In any littoral hexes of Iran
1 X DDG Khalije Fars
1 X FFL Moje
3 X PTG Kaman/Sina
3 X SS Ghadir
3 X Parachute Battalion
1 X SAM Bavar
1 X SSM Quader

Pakistan
In Gwadar (2102), Hyderabad (2301), Karachi (2403)
4 X JF17 Thunder
1 X FFG Zulfiquar
1 X FFL Azmat
1 X Marine Battalion

Somalia
In or adjacent to Mogadishu (0626)
1 X PTG OSA
1 X Danab Infantry

Yemen
In Al Hudaydah (0114) and/or Sanaa (0214)
1 X MIG 29 Fulcrum
1 X MI 24 Hind
1 X FFL Tarantul
1 X PTG OSA
3 X Militia Battalion

CHINA FACTION

PRC
9 X VLCC tanker, one in each of the following hexes: 1604, 1626, 1907, 1922, 2410 2420, 2917, 3420, 3922
On or adjacent to any hexes containing a VLCC tanker
1 X CV Shandong with 1 X J31 CV Gyrfalcon
1 X DDG Luyang III
1 X FFG Jiang Kai II
1 X SSN Shang
In Djibouti (0117), Hambantota (4521), and/or at sea in adjacent littoral/ocean hexes:
1 X H6G Badger and 1 X H6K Badger
1 X J31 CV Gyrfalcon
3 X J31 Gyrfalcon
2 X J-15 CV Flying Shark
2 X J-20 Black Eagle
1 X Y-20 Kunpeng
1 X CG Type 55
1 X DDG Luyang III
1 X FFG Jiang Kai II
1 X LPD Yuzhao
2 X Infantry Battalion
1 X Paratroop Battalion
1 X Marine Battalion
1 X SAM
1 X SSM

INDO-AM FACTION

India

In and/or adjacent to any of these Indian ports:
Mumbai (3209), Karwar (3413), Kochi (3717),
Chennai (4215), Visakhapatnam (4508)

1 X AN-32 Cline
1 X Mi 24 Hind
1 X P8 Poseidon
2 X SU 30 Flanker
2 X HAL Tejas
1 X CH 124 Sea King
1 X DDG Kolkata
1 X DDG Visakhapatnam
2 X FFG Talwar
1 X FFL Kamorta
1 X LPX Jalashwa
1 X SSN Arihant
2 X Spyder SAM
1 X Prahar SSM
1 X SOF Marcos
6 X Infantry Battalion
4 X Parachute Battalion
2 X Marine Infantry
4 X VLCC tanker, one each in hexes:
1604, 2106, 2609, and 3109

USA

In and/or adjacent to Bahrain (0803), Djibouti (0218),
Arabian Sea (2314), and/or in any boxes of the
Diego Garcia Transit Track

1 X B2 Spirit
1 X C130 Hercules
2 X F18 Hornet
2 X F22 Raptor
2 F35 Lightning II
2 X P8 Poseidon
2 X CVN Nimitz with
2 X F35 CV Lightening and 2 X F18 CV Hornet
1 X DDG Zumwalt
3 X DDG A. Burke
1 X SSN Virginia
1 X LHA America with 1 X AV8B Harrier
2 X SAM Patriot
2 X Marine Battalion
2 X Airborne Battalion
1 X Seabee Battalion

Australia

In any boxes of the Diego Garcia Transit Track

1 X AWD Hobart
1 X LPD Canberra
1 X 2RAR Marine

SYMMETRIC GULF STATES

Oman

In and/or adjacent to Muscat (1504),
Masirah (1608), and Thumrait (1111)

1 X C295
1 X Eurofighter Typhoon
1 X Westland Lynx
1 X FFL Khareef and 1 X FFL Qahir
2 X PTG Province
1 X Muscat Motorized and 1 X NFR Motorized
3 X Parachute Battalion

UAE

In and/or adjacent to Abu Dhabi (1104)

1 X F16 FA Falcon
1 X 2000 FA Mirage
1 X FFL Baynunah

Scenario 5: Bengal Bash

Narrative: A tense standoff between Chinese and Indian ships in the Bay of Bengal erupts into open warfare when one side fires shots.

Situation: The following factions are in play: China, Indo-Am, and the Symmetric Bay States. Per rule 1.0 (players) two or three could play. Play four political turns. If there is no victor then transition to 12 military turns. Only hexes on and east of column 42xx are in play. Tankers cannot exit the map.

Victory Conditions: Determine victory per the standard Victory Track rules (2.6).

Order of Battle: Set up and use only the units listed here. Set up in this order:

CHINA FACTION

PRC
4 X VLCC tanker, one in each of the following hexes: 4818, 5215, 5715, 6216
On or adjacent to any hexes containing a VLCC tanker:
1 X CV Shandong with 1 X J31 CV Gyrfalcon
1 X DDG Luyang III
1 X FFG Jiang Kai II
In Hambantota (4521) and/or at sea in adjacent littoral/ocean hexes
1 X J-15 CV Flying Shark
1 X J-20 Black Eagle
2 X DDG Luyang II
1 X LPD Yuzhao
2 X Infantry Battalion
1 X Marine Battalion
1 X Paratroop Battalion
1 X SAM
1 X SSM
In Rabanabad (5202) and/or at sea in adjacent littoral/ocean hexes:
2 X PTG Houbei
2 X SSN Song

INDO-AM FACTION

India
In and/or adjacent to: Chennai (4215), Kolkata (4802), Port Blair (5613), Visakhapatnam (4508), Shibpur (5611)
1 X AN-32 Cline
1 X Mi 24 Hind
1 X P8 Poseidon
2 X SU 30 Flanker
2 X HAL Tejas
1 X CH 124 Sea King
1 X CV Vikrant with 1 X MiG 29K CV Fulcrum
1 X FFG Shivalik 17A
1 X FFG Shivalik
1 X DDG Delhi
1 X FFL Veer
1 X SS Shishumar
2 X Spyder SAM
1 X Prahar SSM
4 X Infantry Battalion
1 X Parachute Battalion
1 X Marine Infantry

USA
In and/or adjacent to 5225
1 X CVN Nimitz with 2 X F35 CV Lightening
1 X DDG A. Burke
1 X SSN Virginia
1 X LHA America with 1 X V22 Osprey
1 X Marine Battalion

Britain
In and/or adjacent to 5225
1 X AWD Daring

SYMMETRIC BAY

Bangladesh

In Dhaka (4901) and/or any littoral hex of Bangladesh

1 X Dornier 228 NG

1 X FFL Bandola

1 X LPC Durjoy

1 X SS Ming

4 X Infantry Battalion

Myanmar

In and/or adjacent to Sittwe (5304)
and/or Napyitaw (5704)

1 X MIG 29 Fulcrum

1 X MI 24 Hind

2 X FFG Kyan Sittha

1 X FFL Anawratha

12 X Infantry Battalion

Sri Lanka

In and/or adjacent to Colombo (4320)
and/or Trincomalee (4518)

1 X JF 17 Thunder

1 X MI 24 Hind

1 X FFG Gepard

1 X Marine Battalion

1 X SLAF Infantry Battalion

1 X SOF Special Boat Service

Scenario 6: Battle of Lakshadweep

Narrative: War breaks out in the Pacific between China and the United States. Both sides issue orders to their forces in other parts of the world to engage and destroy the enemy. Two small fleets from the combatant nations meet each other off the Islands of Lakshadweep.

Situation: Only the China and Indo-Am factions are in play. Play six military turns only.

Victory Conditions: Determine victory per the standard Victory Track rules (2.6), but adjust points ONLY for the following events:

> For each China air, non-CV naval, or ground unit destroyed -1

> For each Indo-Am air, non-CVN naval, or ground unit destroyed +1

Order of Battle: Set up and use only the units listed here. Set up in this order:

CHINA FACTION

PRC

Set up in or adjacent to hex 3522

2 X DDG Luyang III

1 X LPD Yuzhao

1 X PTG Houbei

INDO-AM FACTION

USA

Set up in or adjacent to hex 3112

1 X DDG Burke

1 X DDG Zumwalt

1 X LCS Freedom

Scenario 7: Spill Over

Narrative: Over a million people flee persecution in Myanmar to become refugees in Bangladesh. After a series of "bandit" attacks on Myanmar, Naypyidaw accuses Bangladesh of harboring terrorists and launches punitive raids across the border.

Situation: Modified versions of the China and Indo-Am factions are in play. Assume Myanmar is in the China faction and Bangladesh in the Indo-Am faction. Play six military turns only.

Victory Conditions: Determine victory based on territory control and per the standard Victory Track rules (2.6), adjusted as follows. Award points for the following events:

> For each China (Myanmar) air, non-CV naval, or ground unit destroyed -1
>
> For each Indo-Am (Bangladesh) air, non-CVN naval, or ground unit destroyed +1

At game end:

> For each China (Myanmar) ground unit in a hex of Bangladesh -1
>
> For each Indo-Am (Bangladesh) ground unit in a hex of Myanmar +1

Order of Battle: Set up and use only the units listed here. Set up in this order:

Bangladesh
Set up in Dhaka (4901) and/or any littoral hex of Bangladesh including Rabanabad (5202) which starts under the full control of Bangladesh.
4 X Infantry
1 X Dornier 228 NG aircraft unit
1 X LPC Durjoy
1 X FFL Bandola
1 X SS Ming

Myanmar
Set up on or adjacent to Sittwe (5304)
4x Infantry
1x MIG 29 Fulcrum aircraft
1x MI24 Hind helicopter
1x FFL Anawratha
1x FFG Kyan Sittha

Unit Counters

Yemen — MIG-29 FULCRUM — 9[1] · 9[4] · — — — 2

Pakistan — JF-17 THUNDER 4 — 7[1] · 9[4] · — — — 2

UAE — F-16 F/A FALCON — 6[1] · 9[4] · — — 2 2

USA — F-18 HORNET 1 — 9[1] · 10[4] · — — 1 3

Australia — AWD HOBART — 4[2] · 11[2] · 2 2 3[4] -

Somalia — SOMALI PIRATES 3 — 3[6] · 8 · 1 - 2 -

Myanmar — FFL ANAWRATHA — 3[1] · 8 · 1 1 2[2] -

Iran — PTG KAMAN/SINA 3 — 3[2] · 8 · 1 - 2[1] -

UK — AWD DARING — 4[2] · 11[2] · 2 2 3[4] -

India — DDG DELHI — 3[0] · 10[1] · 1 2 3[4] -

Sri Lanka — JF-17 THUNDER — 7[1] · 9[4] · — — — 2

China — J-20 BLACK EAGLE 1 — 12[1] · 10[4] · — — 3 3

Oman — EUROFGTR TYPHOON — · 9[4] · — 2

Strike Table

Dice Roll + Weapons System Score - Modifiers = Final Result

Air/Sea Engagement Sequence | Defense Score

#	Strike	Matchup	Defense Score
1	**Anti-Air Strikes**	AA (Air-to-Air) vs.	Missile Defense
2	**Torpedo Strikes by Submarines**	T (Torpedo) vs.	8
3	**Anti-Ship Strikes**	AS (Anti-Ship) vs.	Missile Defense
4	**Anti-Submarine Strikes**	U (Anti-Submarine) vs.	8
5	**Gun Strikes**	G (Guns) vs.	9
6	**Torpedo Strikes by Surface Units**	T (Torpedo) vs.	8
7	**Anti-Ground strikes**	AG (Anti-Ground) vs. FORT	Missile Defense or 9 (11 if in port/city)

Attacks resolved in order of Highest **Stealth Rating**

Attacks resolved in order of Highest **Weapon Rating (U,G,T,AG,CA)**

Ground Phase | Defense Score

#	Strike	Matchup	Defense Score
G	**Combined Arms strikes**	CA (Combined Arms) vs. FORT	9

Strike Modifiers

- -1 if firing unit is at reduced strength (no matter how many steps it has lost)
- -1 if firing unit is air based more than half its combat radius from the target hex
- -2 if CA strike from amphibious assault or airdrop
- -2 if CA strike vs. a hex containing a fort
- -2 if CA strike by armor or mechanized in a city or port

INDIAN OCEAN REGION