

# Showdown

## The Coming Indo-Pakistani War



### CONTENTS

#### 10.0 EXCLUSIVE RULES

#### 11.0 SURFACE TO AIR MISSILES (SAMS)

#### 12.0 NUCLEAR ARSENAL

#### 13.0 CEASE FIRE HEXES

#### 14.0 BRIDGE DEMOLITION

#### 15.0 SFM BOMBARDMENT RANGE

#### 16.0 SCENARIO SET UP

#### 17.0 VICTORY CONDITIONS

#### Components include:

Fire & Movement System Rules

Showdown Exclusive Rules

17x22-inch map

120 1/2-inch counters

### CREDITS

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Version 2F

Showdown Exclusive Rules

#### 10.1 Introduction

**Showdown** simulates a hypothetical invasion of Pakistan by India sometime in the future, with the possibility of a nuclear exchange. The scenario accounts for current strategic doctrines, and assumes nuclear weapons use, or at least the threat of nuclear weapons use and the effect of that threat on both the Indian and Pakistani military.

Each game turn (GT) represents one to three days, units are divisions with some brigades. Each hex represents 26km/16 miles

#### 10.2 First Player

The Indian player is the first player (3.0).

#### 10.3 Reinforcements

There are no reinforcements when playing **Showdown**. The game represents only the first few weeks of an Indian invasion. The units that are to participate in the invasion are assumed to have already been mobilized before the game has begun.

#### 10.4 Unit Types

Units represented in the game are composite units representing a combination of tank, mechanized or motorized infantry, and various other supporting arms.

 **Armor**


 **Infantry**

 **Mechanized Infantry**

 **Artillery**

 **Engineer**

 **Mountain Infantry**

 **Composite:** Composite units represent a combined arms combat group of divisional size.

 **Surface to Air Missile (SAM)**

#### 10.4.1 Mountain Units

The two Indian 4-4-3 mountain units treat mountain hexes as clear terrain when:

- a) Attacking into a mountain hex ; **or**,
- b) Moving into or through a mountain hex .

**Important:** Treat mountain hexes normally when mountain units are defending in a mountain hex .

#### 11.0 SURFACE TO AIR MISSILES (SAMS)

SAM units function normally in all respects, except they may be used to nullify and/or eliminate support fire and nuclear weapons.

**Important:** Indian SAM units are mobile combat units; Pakistani SAM units are leg combat units.

- SAM units do not exert a ZOC.
- SAM units have an attack strength of zero. SAM units may not participate in an attack.
- SAM units defend normally.
- SAM units are one-sided; they may be bombarded and/or attacked normally.
- In addition to the attack, defense, and movement allowance (MA), each SAM unit is also printed with a range rating (red number in white hexagon).
- Range is the number of hexes from the SAM unit's hex to a target hex where the enemy player is using an aircraft support fire marker or nuclear weapon marker. Do not count the hex containing the SAM unit, do count the target hex.
- Each SAM unit may only attempt to nullify one aircraft support fire marker or nuclear weapon marker per Combat Phase.

**Example:** A SAM unit could make four attempts to nullify support fire markers and/or a nuclear weapons marker during each GT (i.e., one attempt in the Indian Combat Phase, one attempt in the Indian Mobile Combat Phase, one attempt in the Pakistani Combat Phase and one attempt in the Pakistani Mobile Combat Phase).

- Multiple SAM units may attempt to nullify the same support fire marker or nuclear weapon marker; however, all attempts for each target hex must be declared prior to determining the result of any attempt.

### 11.1 Firing a SAM Unit

Whenever a player applies an aircraft support fire marker (any support fire marker with a jet aircraft printed on that counter) or a nuclear weapon marker, the enemy player may fire any SAM unit(s) within range of the hex where the aircraft support fire marker or nuclear weapon marker is being applied (even if on the SAM unit itself).

- The firing player then rolls 1d6 for each SAM unit firing at that target hex. If the result of the die roll (DR) is a 1–2, that aircraft support fire marker or nuclear weapon marker is permanently removed from the game. Any other result has no effect.
- Nullified aircraft support fire markers or nuclear weapon markers do not participate in an attack, bombardment, or nuclear attack.

**Important:** SAM fire only eliminates aircraft support fire markers and nuclear weapons markers. They have no effect on other type support fire markers.

- After each SAM unit is fired (regardless of the result) the SAM unit is flipped over to show its Fired side.
- After all combat has been resolved in the current Combat Phase, both players flip all fired SAMs back to their combat side. They are eligible to be fired in any ensuing Combat Phase.

## 12.0 NUCLEAR ARSENAL

Before beginning the game, the Indian and Pakistani player must each secretly roll 1d6 to determine the quantity of nuclear weapon markers each player will receive.

- The Indian player adds 2 to his DR.
- The Pakistani player adds 4 to his DR.
- The net result of each roll is the total number of nuclear weapon markers the Indian and Pakistani players are allotted for use during the game after nuclear war is triggered.

### 12.1 Triggering Nuclear War

Neither player may use any nuclear weapon marker until nuclear war has been triggered.

**Important:** The Indian player may not use a nuclear weapon marker until the Pakistani player has used at least one nuclear weapon marker. This is true even if the Pakistani nuclear weapon was nullified.

- At the beginning of the Pakistani's player turn, if the Indian player occupies (has one non-SAM combat unit) at least one Pakistani city (not town), nuclear war may be triggered.
- Prior to conducting any phases in the Pakistani player turn, the Pakistani player may roll one six-sided die. If the result of the DR is equal to or less than the number of Pakistani cities that are currently occupied by at least one Indian unit, the Pakistani player may use any, or all nuclear weapons allotted to him (12.0) during any Pakistani Combat Phase.

**Important:** The Pakistani player is not required to conduct the DR, nor is he required to conduct a nuclear attack.

- Once a nuclear weapon has been used, it is expended permanently and may not be re-used nor re-allotted.

### 12.2 Using a Nuclear Weapon

To use any nuclear weapon marker, the owning player may place the marker in any hex.

**Exception:** Neither player may place a nuclear weapon marker in:

- 1) A city or town within his own country, even if occupied by any enemy unit.
- 2) In any hex that is occupied by a friendly unit.

There is no limit (other than the total allotted markers) to the number of nuclear attacks each player may make per GT.

- When a nuclear weapon marker is placed in a hex, the enemy player may first attempt to fire any SAM unit(s) within range of that hex.
- If the nuclear weapon marker is not nullified, the weapon is detonated.

### 12.3 Nuclear Weapon Effects

When a nuclear weapon is detonated (survives any SAM fire), the owning player rolls 1d6; if the result is a 1, the nuclear weapon malfunctions and has no effect.

- Malfunctioning nuclear weapons are permanently eliminated.
- If the nuclear weapon did not malfunction:
  - 1) Any enemy unit in the target hex is immediately eliminated.
  - 2) The target hex becomes irradiated and is permanently prohibited to all units' movement (into or through) for the remainder of the game.
- ZOCs do not extend into irradiated hexes.

## 13.0 CEASE FIRE HEXES

If a unit of either side attempts to enter a cease fire hex (Terrain Key), the owning player must determine the number of movement points (MP) the unit must expend to enter that hex.

- This procedure is conducted in both the Movement Phase and Mobile Movement Phase.
- The owning player must declare the cease fire hex the unit is moving into.
- The player then roll one six-sided die, the result is the number of MP the unit must expend to enter the hex.
- No matter the result (even if the result is greater than the unit's remaining MP) the unit then enters the hex.
- If after expending the required MP the unit has remaining MP, the unit may continue moving (including into another cease fire hex).
- If the result is greater than or equal to the unit's remaining MP, the unit must cease movement in the hex.
- Each unit, that enters a cease fire hex, must conduct this procedure, even if a previously moved unit entered the same cease fire hex.

## 14.0 BRIDGES & RIVER CROSSINGS

The instant any Indian unit enters a hex within Pakistan that is adjacent to a bridge hexside, and that hex is within the movement range (in terms of hexes, not MP) of any non-SAM Pakistani unit, the Pakistani player may (the Pakistani player is not required to attempt bridge demolition) attempt to demolish that bridge.

**Important:** The Pakistani player may not attempt to demolish any bridge that began the current GT adjacent to any Indian unit.

- The Indian player must temporarily halt the unit's movement.
- The Pakistani player then declares if a bridge demolition attempt will be made.
- If no attempt is made, or if it is determined there is not an eligible Pakistani unit within range, the Indian player may continue moving the unit normally.
- If there is a Pakistani unit in range and the Pakistani player wishes to attempt the demolition, the Pakistani player rolls 1d6, if the result is a 1–3 the bridge is demolished.
- The Pakistani player then places a bridge demolished marker pointing towards the now demolished bridge hexside.
- A demolished bridge remains demolished for the remainder of the game unless an Indian engineer unit repairs the bridge.
- A demolished bridge immediately becomes a river hexside. All normal combat and movement restrictions then apply to that hexside, as if a normal river.

**Example:** An Indian unit moves into hex 3719. The Pakistani player declares that an attempt to demolish the bridge will be made. There is a Pakistani tank unit (six MP) in hex 3914. The Pakistani unit is within six hexes of 3719, and thus is eligible to make the attempt. The Pakistani player rolls one six-sided die, with a result of 2. The bridge is demolished.

#### 14.1 Bridge Repair

At the beginning of (prior to moving any units) of the Indian Movement Phase and/or Mobile Movement Phase, the Indian player may attempt to repair any demolished bridge that is within the movement range (14.0) of an Indian engineer unit.

The Indian player may not repair a bridge hexside that adjoins a Pakistani occupied hex, or a hex that is in the ZOC of a Pakistani unit.

- Indian engineer units may attempt to repair any number of bridges that meet the above requirements. Only one attempt per bridge per GT may be conducted.
- For each eligible bridge the Indian player wishes to repair, the Indian player rolls 1d6. 4–6: the attempt succeeds.
- The engineer unit may not move in the Movement Phase in which a bridge repair was attempted.
- A repaired bridge may not be demolished in the same GT it was repaired.

- Beginning the next GT, the Pakistani player may attempt to demolish the bridge again, if all the requirements in 10.0 are met.

#### 14.2 River Crossing

At the beginning of (prior to moving any units) the Indian Movement Phase and/or Mobile Movement Phase, the Indian player may declare that an engineer unit is placing a temporary bridge across one (and only one per GT) river hexside if that hexside:

- 1) Is within the movement range (10.1) of an Indian engineer unit; **and,**
  - 2) Has one of the hexes adjoining the hexside occupied by an Indian unit.
- Each engineer unit may only have one temporary bridge in place at a time.

**Important:** The engineer unit may not attempt bridge repair and conduct temporary bridge operations in the same GT. The Indian player may not place a temporary bridge across a hexside that adjoins a Pakistani occupied hex or hex in a Pakistani ZOC.

- The temporary bridge may be used in both the current Movement Phase and ensuing Mobile Movement Phase of the current GT.
- The engineer unit may move during the Movement/Mobile Phases and continue to provide the temporary bridge if, the engineer unit remains within its movement range of the designated hexside.
- A temporary bridge allows Indian units to:
  - 1) Treat the hexside as a bridge for movement purposes, including connecting with a road in either or both adjoining hexes.
  - 2) Retreat across the river hexside.
- Pakistani units may use a temporary bridge to attack and advance after combat during either Combat Phase. If used in this manner the temporary bridge is removed after the current combat is resolved.
- Pakistani units cannot use a temporary bridged hexside for movement during a Movement or Mobile Movement Phase.
- If at the end of any Combat or Movement Phase, a Pakistani unit occupies at least one adjoining hex, the temporary bridge is immediately removed.
- Demolished bridges cannot be repaired using this procedure.
- The Indian player should place the bridged marker pointing towards the bridged hexside.
- The Indian player may remove a temporary bridge at any time, including prior to constructing another temporary bridge at the beginning of a Movement or Mobile Movement Phase.

## 15.0 SFM BOMBARDMENT RANGE

Players allocate support fire markers as per 7.1.

### 15.1 SFM Restrictions

When conducting bombardment or ground attack, player may select the SFM marker(s) they will use as per 8.1 and 8.2.1.

- All SFM with an aircraft icon may be used anywhere on the map (they do not have a limiting range).
- All other SFM markers may conduct bombardment against targets that are up to two hexes (one intervening hex) distant from a friendly unit.

## 16.0 SCENARIO SET UP

All SFM are placed aside. Place the GT marker in the 1 Box on the Game Turn Record Track.

- The Pakistani player places one 1-3-2 infantry unit in Jammu (hex 3821) and one 1-3-2 in Srinagar (hex 4221).
- Stacking restrictions (5.3) are in affect.
- No units of either side may be set up within the Cease Fire Zone.
- Set up of all remaining ground units is conducted one unit at a time, starting with the Pakistani player as follows:
  - 1) The Pakistani player places one unit on the map in any hex within Pakistan.
  - 2) The Indian player places two units on the map in any hex with India.
  - 3) Players continue to alternate as per 1) and 2) until all Indian units are placed on the map.
  - 4) The Pakistan player then places all remaining Pakistani units on the map as per 1).

### 16.1 Game Length

Use of nuclear weapons may increase international pressure to end the war prior to either side gaining their objectives.

- The length of the scenario is decreased by one GT for each successfully detonated Pakistani nuclear weapon (Indian nuclear weapons have no effect on game length).
- Each time the Pakistani player detonates a nuclear weapon, move the GT marker one box to the left, thus shortening the game by one GT.
- If at any time during a GT, the marker is moved into the current GT, the game ends immediately (no further actions by either player are allowed).

## 17.0 VICTORY CONDITIONS

Victory is determined at the end of the last GT.

**Indian Victory:** The Indian player wins the game if four cities within Pakistan (not towns) are occupied by Indian units and no towns or cities in India are Pakistani occupied.

**Draw:** If the Indian units occupy four cities (not towns) in Pakistan and any Indian town or city is occupied by Pakistani units, the game is a draw.

**Pakistani Victory:** If Indian units do not occupy at least four cities in Pakistan and at least two Indian towns or cities are occupied by Pakistani units, the Pakistani player wins the game.

COMBAT RESULTS TABLE													
Defender Terrain	Combat Differential (Attack strength minus Defense strength)												
Mountain	-1	0	+1	+2,+3	+4,5	+6,7	+8,9	+10					
City, Rough, River	-2	-1	0	+1	+2,+3	+4,+5	+6,+7	+8,+9	+10				
Marsh/swamp, Town, Broken	-3	-2	-1	0	+1	+2,+3	+4,+5	+6,+7	+8,+9	+10			
Woods, Bridge, Canal, Ditch	-4	-3	-2	-1	0	+1	+2,+3	+4,+5	+6,+7	+8,+9	+10		
Mixed, Clear, Desert, Stream	-5	-4	-3	-2	-1	0	+1	+2,+3	+4,+5	+6,+7	+8,+9	+10	
Die Roll	Results												
1	(A)	<b>A3</b>	<b>A2</b>	•	<b>Ex</b>	<b>Ex</b>	D2	D2	D2	D3	De	De	
2	(A)	(A)	<b>A3</b>	<b>A2</b>	•	<b>Ex</b>	<b>Ex</b>	<b>Ex</b>	D2	D2	D3	De	
3	(A)	(A)	(A)	<b>A3</b>	<b>A2</b>	•	<b>Ex</b>	<b>Ex</b>	<b>Ex</b>	D2	D2	D3	
4	(A)	(A)	(A)	(A)	<b>A3</b>	<b>A2</b>	•	<b>Ex</b>	<b>Ex</b>	<b>Ex</b>	D2	D2	
5	Ae	(A)	(A)	(A)	(A)	<b>A3</b>	<b>A2</b>	•	<b>Ex</b>	<b>Ex</b>	<b>Ex</b>	D2	
6	Ae	Ae	(A)	(A)	(A)	(A)	(A)	<b>A1</b>	•	<b>Ex</b>	<b>Ex</b>	<b>Ex</b>	

- Attacks at less than the lowest differential are resolved at the lowest differential.
- Attacks at greater than +10 are resolved as +10 attacks.
- When conducting bombardment treat the results in Bold as No Effect.

**De\*\*:** The defending unit is eliminated

**D3\*:** The defending unit must retreat three hexes.

**D2\*:** The defending unit must retreat two hexes.

**Ex:** One attacking unit and one defending unit must be flipped to their reduced side. If already reduced or is a one-step unit the unit is eliminated. Among multiple attacking units, the attacker chooses the unit to deplete/eliminate.

**A1\*:** All attacking units must retreat one hex.

**A2\*:** All attacking units must retreat two hexes.

**A3\*:** All attacking units must retreat three hexes.

**(A):** One attacking unit must be reduced. If unit is already reduced or a one-step unit it is eliminated. Among multiple attacking units, the attacker chooses the unit to reduce/eliminate. If conducting bombardment, this result only applies if a friendly unit is adjacent to the enemy unit being bombarded.

**Ae\*\*:** All attacking units eliminated.

• : No Effect

\* **Stiff Resistance:** The affected player may choose to ignore his retreat requirement by choosing to reduce one unit instead.

\*\* **Note:** On a **De** or **Ae** result, all units are eliminated. Two step units are not reduced, they are eliminated.