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CREDITS

NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed as it is perforated.

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

1.0 INTRODUCTION
This game is a "folio" game in magazine format, representing an actual or hypothetical battle, as included at the end of the Standard Rules section (known as the Exclusive Rules). The map included with the game represents that actual battle's terrain, and the pieces represent the actual units which participated in the battle. The Standard Rules are rules that generally fit all of the folio games, and the Exclusive Rules are specific to each battle represented.

2.0 GAME EQUIPMENT
This game should include the following components:

1 Standard Rules section (1.0 to 9.0)
1 Exclusive Rules section (10.0 to 36.0)
1 22x34" Mapsheet with both maps
1 Counter sheet of playing pieces

2.1 The Game Map
The 22x17" mapsheets portrays the battle area. A hexagonal grid is superimposed over the terrain features to regulate the movement and positioning of the game pieces throughout the game.

Errata: On the Admin Box map, a swamp type of terrain should be included, with a MP cost of "3".

2.2 Charts & Tables
Various visual aids are provided for the players to aid, simplify and illustrate certain game functions. They are the Combat Results Table (included at the end of the Exclusive Rules), the Terrain Key (on the map), and the Turn Record / Reinforcement Track (on the map). Some Exclusive Rules will mention additional charts, occasionally.

2.3 The Playing Pieces
The cardboard pieces represent the actual military units that took part in the battle. The numbers and symbols on the pieces represent the strength, movement capability, and type of unit represented by each piece. Those pieces will hereafter be referred to as "units."
2.3.1 How to Read Units
Most units contain identifiers or names, and sizes. The identifier or name of a unit generally has no bearing on play, except as part of some set-up and reinforcement rules. An identifier that lists two numbers separated by a slash represents the battalion # and then the regiment # from which that battalion derives (though that parent regiment may or may not be included in the game). For example, a unit printed with 4/47 is referring to the 4th Battalion of the 47th Regiment. A single # identifier typically refers to a single formation of its type (for example, 9 could refer to the 9th Division). Unit sizes are identified by a Roman numeral:

I = Company   **III** = Regiment
II = Battalion   **X** = Brigade

2.3.2 Definition of Terms

Attack Strength is the relative strength of a unit with regard to attacking other units, expressed in terms of attack strength points.

Defense Strength is the relative strength of a unit with regard to defending against the attacks of enemy units, and is expressed in terms of defense strength points.

Combat Modifier is the strength of support fire markers (representing everything from corps artillery, naval support, aerial bombardment, organic mortars, etc.) used to attack enemy units, and is expressed in terms of a "+" value that may be added to the strength of a friendly unit during combat or as a bombardment value.

Movement is the maximum number of clear terrain hexes through which that unit may be moved during a single movement phase; each such hex requires one movement point of the movement allowance. More than one movement point will be required for other types of (non-clear) hexes, though road and trail hexes will negate terrain costs.

Leg unit is a unit that is not a "mobile" unit, which generally represents any type of unit that lacks conveyance or transport.

Mobile unit is a unit that is not a "leg" unit, which generally represents any type of unit that moves by a means other than human feet. A "mobile" unit can be anything from tanks to wagons. Only "mobile" units are permitted to move during the mobile movement Phase (see 4.1)

2.4 Game Scale
Each hexagon on the mapsheet represents from several hundred to several thousand yards from side to side. Each game turn is equivalent to one or many days of real time.

3.0 SETTING UP THE GAME
The cardboard playing pieces should be punched out of the counter sheet; the differently colored units represent forces of opposing sides. Players should determine which side each will play. Then the players consult their respective "Initial Deployment Charts" found in the Exclusive Rules. Those charts list the strength of each unit in play on the map during the first game turn. Unit values are listed as follows.

For example, a 5-6-8 is a unit whereby "5" is the unit's attack strength, "6" is the unit's defense strength, and "8" is the unit's movement allowance.
Support fire markers simply list a single modifier (such as the "+2" above).

Units may be assigned specific set-up hexes, or the players may be instructed to choose the set-up hexes for their units, in which case one player or the other will be instructed to deploy his units first. Units specified as reinforcements are to be placed in a space on the Turn Record Track / Reinforcement Track. The Exclusive Rules for each battle will specify the quantity of reinforcement units that arrive and on which game turn. Other information printed on the Turn Record Track / Reinforcement Track appears as follows:
The support fire # is the allotment of support fire markers (not points) per game turn. Generally, the support fire allotment represents such things as naval gunfire from ships far offshore, or bombers flying in from distant bases or aircraft carriers, as well as artillery units of all types and sizes (which are not represented as units in the game). The support fire allotment number equals the total number of support fire markers a player will receive at the beginning of that current game turn.

The Exclusive Rules indicate which player is the first (starting) player. The victory conditions indicate how the game can be won. Play proceeds according to the sequence of play for the number of game turns specified by the Exclusive Rules.

4.0 SEQUENCE OF PLAY
This game is played in successive game turns, each of which is composed of alternate player turns.

During each game turn the players maneuver their units and resolve combat according to the Sequence Outline (see 4.1 below), and within the limitations provided by the rules. At the conclusion of the last game turn, the victory conditions are consulted and a winner is determined.

4.1 Sequence Outline
Each game turn is divided into a "First Player Turn" followed by a "Second Player Turn" (one player takes the First Player Turn while the other player afterward plays the Second Player Turn). The turn track on the map indicates which player is the "first" player. Each of the player turns must be played through according to the following sequence.

Movement Phase. The current player may move all, some or none of his units as he desires within the limits and restrictions of the rules of movement, zones of control, terrain effects and any exclusive rules. The current player may bring reinforcements onto the map as allowed by his reinforcement schedule and the reinforcement rules. The other player may not move any of his units at this time.

Any mobile units that move during this phase will not be eligible to move during the upcoming mobile movement phase.

Combat Phase. After all movement is completed, the current player uses his units to attack the other player's units. The current player may execute his attacks in any order he desires, but each attack must follow this sub-sequence.

A) The current player states the quantity and the strength of his attacking units, and what enemy unit is being attacked by them.

B) The current player assigns available support fire markers (if he wishes) to add to the combat strength of his attack (as described in 8.3).

C) The opposing player assigns available support fire markers (if he wishes) to add to the combat strength of his defense (as described in 8.3).

D) Calculate the combat differential: the total attacking strength value minus the total defending strength value. Adjust that differential according to the type of terrain occupied by the defending unit. Then consult the column on the Combat Results Table that corresponds to that final combat differential. Roll a six-sided die and cross-reference that result within the chosen combat differential column on the CRT, and apply the results immediately.

Mobile Movement Phase. After combat, mobile units (only) are permitted to move during this phase if such units did not already move during the preceding regular movement phase. Mobile movement is identical to regular movement, except that only mobile units (not leg units) may move during this phase.

Mobile Combat Phase. After the mobile movement phase, mobile units (only) are permitted to attack this phase if such units did not already attack during the preceding combat phase. Mobile combat is identical to regular combat, except that only mobile units (not leg units) may attack during this phase.

After all movement and combat by the first player have been completed, the second player begins his movement and combat, using the procedure described above. After the second player has completed his movement and combat, the game turn ends. Remove all Support Fire markers (whether used or not) from the map, but keep them handy to be available for support fire allocation during the next game turn. Then advance the Turn marker one space along the Turn Record Track / Reinforcement Track, signaling the start of a new game turn.

5.0 MOVEMENT
During the movement phase, the current player may move as many or as few of his units as he wants. The units may be moved in any direction or combination of directions (into non-prohibited

terrain) up to the limits of each unit's printed movement allowance. Units are always moved one at a time, tracing a path of contiguous hexes through the hex grid. As each unit enters a hex, it pays one or more movement points (MP) from its movement allowance (MA).

During the mobile movement phase, the current player may move as many or as few of his mobile units as he desires, but only those that hadn't already moved during the preceding movement phase of the same player turn.

The mobile units may be moved in any direction or combination of directions (if into non-prohibited terrain) up to the limits of each mobile unit's printed movement number (in hexes). Mobile units are always moved one at a time, tracing a path of contiguous hexes through the hex grid. As each mobile unit enters a hex, that unit pays one (or sometimes more) movement points from its printed movement allowance.

5.1 Movement Restrictions
Movement may never take place out of sequence. A player's units may only ever be moved during his own movement phase (or mobile movement phase, if a mobile unit). During the combat phase, a unit that has either attacked or defended may possibly advance or retreat, but that is not considered a move, and does not require the expenditure of any movement points. Neither player may ever conduct movement during the opposing player's movement phase and/or mobile movement phase.

A unit may never enter any hex containing an enemy unit, nor enter any prohibited terrain hex (such as an all water hex). No unit may ever leave the map.

A unit may never expend more movement points than its total printed movement allowance during any one turn. A unit may expend all, some or none of its movement points during any single turn, though any unused movement points may not be accumulated from phase to phase or from turn to turn, nor ever transferred to another unit.

When any unit's movement has been completed, it may not be moved again during that same turn, except as a retreat or an advance after combat.

5.1.1 ZOC Movement Effects
Any leg unit that begins its movement in a hex not in an enemy zone of control (EZOC; see 6.0) and enters a hex adjacent to an enemy unit must stop its movement immediately, regardless of how many MP it has remaining.

A mobile unit must expend half of its printed MA (plus the normal cost of terrain) when it both exits and enters an EZOC during the same Movement Phase. However, when a mobile unit exits an EZOC and enters a non-EZOC hex (or exits a non-EZOC hex and enters an EZOC hex), only the normal cost of terrain applies.

Any leg unit that begins its movement in an EZOC may move into an adjacent hex that is not in an EZOC per the normal terrain cost, and may continue movement normally. However, that leg unit must halt its movement if it enters another EZOC.

A mobile unit does not expend half its MA to leave an EZOC, but would be required to expend half of its MA if it then entered another EZOC during that same movement (as well as the normal cost of terrain in each entered hex).

5.1.2 Infiltration
Any leg unit that begins its move already adjacent to any enemy unit (in an EZOC) may move into one adjacent EZOC hex if it expends all of its MA (disregard the normal movement cost in that adjacent hex).

Any mobile unit that begins its move already adjacent to any enemy unit (in an EZOC) may move into one adjacent EZOC hex if it expends half of its printed MA (rounded down) plus the normal terrain

movement cost of the hex it enters. It may continue moving if it has MPs remaining.

In either case, it's therefore possible to move any unit from one EZOC to an adjacent EZOC. Mobile units may be able to infiltrate from one EZOC to another, move out of EZOC, move several more hexes, and enter another EZOC.

Exception: Units may generally not move from EZOC to EZOC across a minefield hexside or to enter a fortification hex; however, this restriction doesn't apply to commandos. Commandos don't pay any additional movement costs to enter or exit EZOC.

None of the above applies to retreat or advance after combat, which isn't considered "normal" movement.

5.2 Effects of Terrain
Any unit must expend one movement point to enter a clear terrain hex. To enter other types of hexes, a unit must expend more than one movement point; see the Terrain Key printed on the map for the movement cost for each type of terrain entered (for example, 2 MP = 2 movement points required to enter that hex). Additionally, some hexsides are printed with other types of hexside terrain features (such as a river), which also require movement points to cross in addition to the movement points required to enter the hex itself. That cost is in addition to the terrain cost for entering the hex. All movement point costs are cumulative.

No unit may enter a hex if that unit does not possess sufficient movement points remaining to pay for the cost to enter, as well as the cost of any crossed hexside terrain feature, if any.

5.2.1 Road Movement
Any unit that moves from one road hex directly into an adjacent road hex through a road hexside expends only ½ movement point, regardless of other terrain in the hex.

5.2.2 Trail Movement
Any unit that moves from one trail hex directly into an adjacent trail hex through a trail hexside expends only one movement point, regardless of other terrain in the hex.

5.3 Stacking Restriction
No unit may ever end its movement stacked with any other unit (although a unit may move through hexes occupied by any other friendly units at no extra MP cost). Stacking is prohibited.

6.0 ZONES OF CONTROL
The six hexagons surrounding each hex constitute the zone of control (ZOC) of any unit in that hex. Hexes into which a unit exerts a zone of control are called zone of control hexes. All units exert a zone of control at all times, regardless of the phase or the player turn, during the entirety of every game turn.

Zones of control extend into all types of terrain and across all types of terrain hexsides. However, some fortifications (for example, the West Wall in the *Aachen: First to Fall* folio game) will negate enemy zones of control into the fortification's hex, although there are no fortifications in *Green Hell*.

The presence of zones of control is never affected by other units, enemy or friendly. If enemy and friendly zones of control extend into a hex, they have no effect upon each other; both co-exist, and the hex is mutually affected by both ZOC. If a unit is in an enemy ZOC, the enemy unit is also in that unit's ZOC.

6.1 Effects on Movement
Zones of control inhibit the movement of enemy units, as explained under 5.1.1.

6.2 Effects on Retreat and Advance After Combat
Units retreating after combat are prohibited from retreating into hexes in an enemy ZOC (see 7.2). Units advancing after combat ignore enemy ZOC (see 7.9).

7.0 COMBAT

Combat is only ever possible among opposing units that are presently adjacent, but is **not** mandatory. Any support fire markers being used as bombardment are exceptions (being adjacent is not a requisite), though bombardment is not considered to be combat.

The current player (of the current player turn) is the "attacker;" the other player is the "defender," Combat only ever occurs during the current player's combat phase, per the steps outlined under rule 4.1.

The current player is not required to declare all of his intended attacks at the outset of the combat phase; he may decide each attack as he reviews the map, though all attacks must be resolved to completion one at a time. Separate combats can be resolved in any order the attacker wishes, provided each combat is resolved before the next combat is declared.

7.1 Which Units Attack

Among all of the opposing units adjacent to each other, the attacking player may decide which of his units will be participating in an attack on which defending units, as well as which of his units will not be participating in any attack. A defending unit can be attacked by as many (or as few) attacking units as the attacking player desires, as long as all the attacking units are adjacent, and provided each of the attacking units is not attacking across prohibited or restricted terrain (such as a sea hexside).

The type of terrain the attacking unit(s) are in has no effect on their eligibility to attack, except in the case of an impassable hexside between the attacker and the target hex.

Eligible attacking units from two (or more) hexes (if they are each adjacent to the defender's hex) can add their printed attack values together to attack as a combined value. Support fire may be added per 8.0.

The current player may conduct as many attacks (only during his own combat phase) as there are existing enemy units on the map to be attacked (by the current player's adjacent eligible units, if any).

7.2 Combat Parameters

No particular unit may attack more than once during the same combat phase, and no enemy unit may ever be attacked more than once during the same combat phase (though an enemy unit may be subjected to bombardment by support fire and then a normal attack during a combat phase).

7.3 Combat Differential

The combat differential is merely the net quantity of attack strength points (including any support fire) compared to the net quantity of defense strength points (including any support fire). The differential is the sum of the total defense value subtracted from the sum of the total attack value.

After calculating the combat differential (see 4.1), consult the Combat Results Table and cross-reference the column indicating the terrain type in that combat hex (the defending unit's hex) with the die roll. In other words, the intersection of the die roll line and column yields a combat result. Implement the indicated combat result immediately (before resolving any additional attacks).

Note: Support fire, if available, may be added by a player during his own combat phase. The defending player may also add his own support fire markers, if available, to combat during the other player's combat phase. In any case, support fire markers used during a player's own combat phase are not available to be used during the enemy combat phase, nor vice versa, during the same game turn.

Note: all attack and defense strengths are always unitary. That is, a unit's strength may not be divided among different combats, whether as the attacker or the defender. Likewise, a unit may not have its attack and defense strengths combined for any reason.

7.4 Effects of Terrain

Defending units, only, benefit from the terrain in the hex they occupy and/or that hex's perimeter hexside terrain feature. The terrain within the hexes occupied by attacking units has no effect upon combat.

Defending units do not benefit from river or ditch hexsides unless all of the attacking units are attacking that defending unit across a non-bridged river or ditch hexside into that hex.

The effect of terrain on combat has been integrated into the Combat Results Table. Simply refer to the terrain in which the defending unit is present, and cross-reference that terrain type with the combat differential per 7.3. The combat die roll result must correspond to that column.

Terrain benefits for combat are never cumulative; a defending unit always benefits only from the most defensively advantageous terrain type in its hex. For example, a unit in rough terrain surrounded by a river hexside would benefit only from the rough type of terrain.

7.5 Fortifications

If a particular game includes fortifications (whether printed, or as game pieces), the printed defense strength of any unit in a fortification hex is doubled while that unit is in that hex. Moreover, the combat modifier (the "+" value) of any attacker's support fire or bombardment marker applied to a fortification hex is halved (round down). This rule does not apply to support fire markers applied by the defending player.

7.6 Combat Resolution

The combat results, as printed on the Combat Results Table, are explained as follows:

De = The defending unit is entirely eliminated.
D3 = The defending unit must retreat three hexes.*
D2 = The defending unit must retreat two hexes.*
Ex = One attacking unit and the defending unit must be flipped to their depleted side (or eliminated if already depleted). Among multiple attacking units, the attacker chooses which unit becomes depleted.
A1 = The attacking unit(s) must retreat one hex.*
A2 = The attacking unit(s) must retreat two hexes.*
A3 = The attacking unit(s) must retreat three hexes.*
(A) = One attacking unit must be depleted (or be eliminated if already depleted, of the attacker's choice among multiple units).
Ae = All attacking units are eliminated.

The retreating player may choose to ignore his retreat requirement by choosing to deplete his own unit instead (see 7.8).

   Note: A dot combat result is no effect.

If the combat result is a retreat, the retreating player retreats his own unit in accordance with the retreat rules (see 7.7).

7.7 How to Retreat

When a combat result requires a unit to be retreated, the owning player must immediately attempt to move that unit the indicated number of hexes away from their combat position. This movement is not normal, and therefore requires no movement points to be expended.

A retreating unit must retreat a path of hexes that is farther away from the enemy unit(s) that caused the combat result (or, farther away from the defending unit that caused an attacker retreat).

If possible, a retreating unit must retreat along a path of vacant hexes (that is, not occupied by other friendly units), though a unit may retreat through friendly occupied hexes if no other retreat route of vacant hexes is possible. Under no circumstances may a unit retreat into or through any hex presently occupied by an enemy unit or in an EZOC.

A unit may not retreat into or through any prohibited terrain (such as an all-sea hex). Seaborne units that are required to retreat to a sea hex must be depleted (or eliminated if already depleted or a one-sided unit).

While retreating, a unit may not enter any hex in an EZOC. Friendly units and friendly units with a zone of control into a particular hex do not negate any EZOC into that same hex for the purposes of retreat.

Any unit that must retreat must terminate its retreat movement the number of hexes away required by the combat result retreat number (from its original combat hex). If it cannot, it is depleted in the last hex it can legally retreat to or is eliminated if already depleted or is a one-sided unit. In that case, the retreat path is considered to be the last hex that eliminated unit could legally retreat into; see 7.9.

If any unit is unable to retreat per those restrictions, it is eliminated instead.

7.7.1 Bombardment Retreat
A unit that must retreat because of a bombardment must retreat farther away from the closest enemy unit, or toward a friendly unit of the owning player's choice if there are no enemy units on the map. If such a retreat will cause a unit to inevitably retreat closer to an enemy unit, it may retreat toward either one, but must then be depleted. If any unit is unable to retreat after bombardment, it is eliminated.

7.7.2 Displacement
If a retreating unit's only available final hex in a retreat path is occupied by another friendly unit (not involved in that same attack), the retreating player may choose to "displace" (move) that other friendly unit from its hex (in order to allow the retreating unit to occupy its hex) to one adjacent hex as if that other friendly unit was also retreating as a result of combat. Such displacements may never be made into a prohibited hex, nor into an EZOC, nor into a hex in which the retreating unit would be stacked with another unit. After the displaced unit has moved, the retreating unit may retreat into that other friendly unit's formerly occupied hex.

Additionally, a displaced unit is also permitted to displace another friendly unit using that same procedure, and that other displaced unit may displace yet another friendly unit, and so forth (a given unit may be displaced more than once). Note, however, any unit displaced is assumed to have suffered a retreat (as if a normal combat result), and is thus ineligible to conduct any attack during that turn.

Displacement is voluntary; a retreating unit unable to retreat because of the presence of other friendly units may be depleted or eliminated instead of displacing, as described in 7.8, rather than displace another friendly unit.

A retreating unit may not displace another friendly unit if any eligible vacant hex is available. Similarly, a retreating unit doesn't displace another friendly unit when merely moving through that other unit's hex during the course of a retreat.

7.8 Stiff Resistance
Instead of obeying a retreat combat result, a player may declare "stiff resistance" instead, whereby that unit is not required to retreat at all; however, that unit must then be immediately depleted. A player may opt to declare a depleted or one-sided unit to offer "stiff resistance" to avoid the retreat combat result. (The depleted or one-sided unit must be eliminated in that case, but the retreat result is thereby nullified.) That prevents any advance after combat into that combat hex; see below.

7.9 Advance After Combat

Attacking units are only permitted to advance after combat following a retreat combat result on an attacked (defending) enemy unit. No defending unit may ever advance after combat, even after an "A1," "A2" or "A3" combat result.

Whenever an enemy unit is forced to retreat or is eliminated as a result of combat, it will leave a path of vacant hexes behind it called the path of retreat (this includes units that were eliminated when unable to complete the entire retreat; see 7.7). Any or all units that participated in the combat that caused the retreat are then eligible to advance along that path of retreat. The decision to advance after combat must come immediately after the retreat is completed, but no unit is ever forced to advance after combat. Advance after combat is special insofar as all of the advancing units that caused the retreat may ignore enemy zones of control along the entire path of retreat.

Any unit(s) advancing after combat may end their movement in any of the hex(es) along that path of retreat, but they may not stray from the path of retreat while moving. If multiple units advance after combat, no more than one may end its movement in any one hex of the path of retreat. An advancing unit may not enter any enemy unit's hex during that advance.

After an advance after combat, an advancing unit isn't eligible to attack or perform any other activity during that player turn (unless specified otherwise by a particular Exclusive Rule). An advanced unit is subject to attack by any eligible enemy units as of the immediately following enemy combat phase.

8.0 SUPPORT FIRE

Support fire represents indirect fire assets not represented in the game by actual game pieces. As such, support fire exists as markers players are allotted from a chit pool, which may only appear on the map during the resolution of combat. In other words, support fire markers do not exist on the map as units; they simply represent the incoming fire from such supporting assets.

Each side is provided with its own pool (chit pool) of support fire markers, which are allotted by the support fire allotment number printed on each space of the Game Turn Track / Reinforcement Track. The support fire # is the allotment of support fire markers (regardless of their value) per game turn. The support fire allotment number equals the total number of support fire markers a player will receive at the beginning of that game turn. If two numbers are listed, the first number is the support fire allotment for the first player, whereas the second number is the support fire allotment for the second player. The Exclusive Rules indicate which player is the first (starting) player.

For example, "8/9" printed in the first game turn space of the *Crusader* game map indicates the British player (who is the first player) is allotted 8 support fire markers, and the German player (who is the second player) is allotted 9 support fire markers (see 3.0 and 10.1).

8.1 Allotted Support Fire Markers

If the allotment of support fire markers indicated on the Game Turn Track / Reinforcement Track is less than the total quantity of markers in the pool for that player's side, that player must select from the lowest-valued markers before selecting higher-valued markers. That is to say, selected support fire markers must be selected in order from lowest to highest.

8.2 Support Fire Limitless Range

Support fire markers have no range limits; they may be added to any combats occurring anywhere on the map unless stated otherwise by the Exclusive Rules.

8.3 Support Fire Application

All support fire markers function the same, though some markers have different printed "+" values (the combat modifier). The value represents combat strength players may apply to combats that occur during the course of the turn. Naturally, the higher valued support fire markers are more powerful than the lower valued markers. A support fire marker may only be used once during each game turn.

When any combat is announced, the attacking player may declare his intention to apply support fire to that combat, as may the defending player. However, the attacking player must always apply the first support fire marker, if he chooses to do so. Then the defending player may decide to also apply a single support fire marker of his own. Thereafter, the attacker may apply his second support fire marker to that combat, if he chooses (whether or not the defender applied a support fire marker of his own). Finally, the defender may apply the last support fire marker, if he chooses (even if no support fire markers had been applied by either player until then). In other words, the attacker and the defender alternate applying their own support fire markers, if they choose, to each announced combat.

If the attacking player declines to play a second support fire marker, the defending player may apply his second support fire marker nonetheless, although the attacking player may not then play any additional support fire markers after-the-fact.

If the defending player declines to play his first support fire marker, he is nonetheless eligible to apply his second support fire marker, though the defending player may not then retroactively play his first support fire marker. Once a player declines to apply his first or second support fire marker, his opportunity is forever lost during that announced combat.

Applying support fire is always voluntary, though once declared, a player may not change his mind, nor may the announced combat be cancelled.

As implied, a player may add up to a maximum of two support fire markers to an attack or defense from among the markers he has been allotted that game turn to any particular combat. Once used, they are then returned to the player's chit pool.

Whether as the attacker or the defender, the applying player simply places his support fire marker(s) in the combat hex (the target hex of the declared attack), and then adds the support fire markers "+" number to his total attack value (for example, if two 4-4-10 units are attacking a 2-3-8 unit, the total attack value is "8"; if the attacking player then adds two "+2" support fire markers, the final attack value becomes "12." If the defending player adds a "+6" support fire marker to that same combat, the final defensive value would then become "9," that is, a defending 2-3-8 unit +6 = "9").

8.4 Bombardment Support Fire
Prior to resolving any announced combats, Support Fire markers may be used alone to attack enemy units (that is, not in concert with any actual ground attack), in a process known as a "bombardment." To conduct a bombardment, the current player may select any enemy unit(s) anywhere on the map as the target of each bombardment (only during his own combat phase and prior to the resolution of the first regular ground attack). He then conducts each bombardment exactly as if a normal attack using the Support Fire marker's "+" value ("combat modifier") to calculate the differential (minus the targeted unit's defense strength). In such a case, a bombardment is resolved like normal combat, except "Ex" results only affect the target never the bombarding marker. Further, an A1, A2 or A3 result is always ignored.
Each Support Fire marker may only target one enemy occupied hex. Further, a maximum of two markers may be used to bombard the same hex during the same player turn, though both the markers may be of any value from among the markers drawn from the chit pool. Once a marker is used, it's returned to the chit pool where it's eligible for reuse as described in 8.1.

8.4.1 Counter-Battery Fire
A player may also add (a maximum of two) support fire markers (per the same alternating procedure as 8.3) to the defense of any friendly unit that is the target of a bombardment. The value of the defending player's own support fire marker(s) thus simply reduces the bombarding player's total bombardment value by an equivalent amount. (For example, if the bombarding and the defending player's support fire markers are each "+6," then the bombardment value is thus "0").

8.4.2 Friendly Fire
After resolving a bombardment, if the Combat Results Table indicates any type of "(A)" result, the bombarding player must apply that result to a single friendly unit that is closest to that originally

targeted enemy unit. If there are multiple friendly units equidistant to that enemy unit, the bombarding player may choose which of his own friendly units is affected by the "(A)" result.

8.5 Terrain Effects
Support fire may be used anywhere on the map, regardless of intervening terrain or units (enemy or friendly). Support fire is not subject to 'line of sight' restrictions, except when stipulated differently by the Exclusive Rules.

In all cases, the defending units benefit fully from the terrain in the hex they occupy when attacked by any support fire, per the adjustment integrated into the Combat Results Table.

8.6 Support Fire Restrictions
Combat results have no effect on the allotment of support fire markers during the current or any future game turn, except when stipulated differently by the Exclusive Rules.
A player may not divide or split the "+" value of any support fire marker among different targets. Each support fire marker must be applied to one particular target hex only.

Support fire markers may never be accumulated from game turn to game turn. If they are not used during the game turn that they are allotted, they are returned to the chit pool.

No individual hex may be subjected to more than one bombardment (see 8.4) per game turn.

9.0 SUPPLY
There are no supply rules (unless otherwise noted in a specific game's Exclusive Rules). All units are always considered in supply. Isolated or surrounded units suffer no penalties.

EXCLUSIVE RULES

10.0 OPERATION THURSDAY: WINGATE'S FINALE
Operation Thursday is a simulation of the British glider assault into Burma, in March of 1944. General Slim had ordered the eccentric General Wingate to conduct a large glider assault behind the Japanese lines to support the Allied offensive in Burma, particularly General Stilwell's advance against the strategic town of Myitkyina. The linchpin of the operation was the capture and establishment of airstrips to the south to bring in sufficient troops and heavy weapons, and then the seizure of the rail link in the town of Indaw, thus preventing any Japanese units from railing northward to reinforce Myitkyiana.

10.1 First Player
The Allied player is considered to be the "First Player" during the game, and throughout the game (see 3.0).

11.0 REINFORCEMENTS
Enter reinforcements in the hexes listed at the beginning of each respective player's Movement Phase or Mobile Movement Phase. A unit may move immediately during the same game turn it arrives on the map, however no unit may arrive and end its movement stacked in the same hex with any other unit.

11.1 QUANTITY OF REINFORCEMENTS
Reinforcements generally arrive during specific game turns. Note that the term "Allies" refers to US, UK and Chinese units.

JAPAN

GAME TURN 2

Unit Type	Hexes
6-4-5 (4)	Enter the map via hex 0106 as rail move.

GAME TURN 3

Unit Type	Hexes
4-4-5 (1/24)	Enter the map via hex 0106 as rail move.
4-4-5 (2/24)	Enter the map via hex 0106 as rail move.
4-4-5 (3/24)	Enter the map via hex 0106 as rail move.
4-4-5 (2/146)	Enter the map via hex 0724.

GAME TURN 12

Unit Type	Hexes
4-4-5 (1/113)	Enter the map via hex 2727.
4-4-5 (2/113)	Enter the map via hex 2727.
4-4-5 (3/113)	Enter the map via hex 2727.

ALLIED

GAME TURN 3

Unit Type	Hexes
Any two UK units	Place in any unoccupied airstrip or airfield hexes that were last occupied by any Allied units.

GAME TURN 4

Unit Type	Hexes
Any two UK units	Place in any unoccupied airstrip or airfield hexes that were last occupied by any Allied units.

GAME TURN 5

Unit Type	Hex
Any UK unit	Place in any unoccupied airstrip or airfield hex that was last occupied by any Allied unit.

GAME TURN 6

Unit Type	Hex
Any UK unit	Place in any unoccupied airstrip or airfield hex that was last occupied by any Allied unit.

GAME TURN 7

Unit Type	Hex
Any UK unit	Place in any unoccupied airstrip or airfield hex that was last occupied by any Allied unit.

GAME TURN 8

Unit Type	Hex
Any UK unit	Place in any unoccupied airstrip or airfield hex that was last occupied by any Allied unit.

GAME TURN 9

Unit Type	Hex
Any UK unit	Place in any unoccupied airstrip or airfield hex that was last occupied by any Allied unit.

GAME TURN 12

Unit Type	Hex
3-4-4 (65/22)	Any unoccupied northern map-edge hex, east of the Chindwin water obstacle hex.
3-4-4 (66/22)	Any unoccupied northern map-edge hex, east of the Chindwin water obstacle hex.
3-4-4 (112/38)	Any unoccupied northern map-edge hex, east of the Chindwin water obstacle hex.
3-4-4 (113/38)	Any unoccupied northern map-edge hex, east of the Chindwin water obstacle hex.

4-4-5 (114/38)	Any unoccupied northern map-edge hex, east of the Chindwin water obstacle hex.
6-4-6 (1/PTG)	Any unoccupied northern map-edge hex, east of the Chindwin water obstacle hex.
6-4-6 (2/PTG)	Any unoccupied northern map-edge hex, east of the Chindwin water obstacle hex.
3-4-5 (1/5307)	Any unoccupied northern map-edge hex, east of the Tanai river.
3-4-5 (2/5307)	Any unoccupied northern map-edge hex, east of the Tanai river.
3-4-5 (3/5307)	Any unoccupied northern map-edge hex, east of the Tanai river.

11.2 When Reinforcements Arrive
Reinforcements arrive at the **beginning** of a player's Movement Phase. A unit arriving when the Movement Phase begins must expend Movement Points in the first hex entered normally, and may then continue to move thereafter. Mobile units that did not move during the Movement Phase may arrive at the beginning of the Mobile Movement Phase instead, and may continue to move normally thereafter.

11.3 Where Reinforcements Arrive
Per the hexes or range of hexes
listed under 11.1.

11.4 Reinforcements and Combat
Reinforcements may participate in combat normally during the Combat Phase of the same turn they arrive, if they arrive in a hex that is adjacent to an accessible enemy unit. If a reinforcement unit's arrival hex is occupied by any enemy unit, the reinforcement may not arrive until a game turn wherein that hex is no longer occupied by any enemy unit.

12.0 GLIDER LANDINGS
On the first turn of the game, the Allied player must assign two specific UK units from a different brigade (the 16th, the 77th or the 111th) to one "Transport" chit each, and then choose any two airstrip hexes (Broadway, Chowringhee, Piccadilly and/or White City) to conduct a glider assault. Once assigned, the Allied player then places one of each unit in each of the two chosen airstrip hexes (the two units may not be placed on the same airstrip hex).

> **Note:** The airfields near Indaw (0810) and Myitkyina (2723) are not eligible to be chosen by the Allied player for glider assaults, nor are the airstrip construction hexes.

After each unit is placed in an airstrip hex, the Allied player must then roll one 6-sided die for glider crashes in each such hex. If a unit's die roll is a 1-2, that unit has suffered glider crashes in its chosen airstrip hex, and it must then be immediately flipped to its depleted side. If the die roll is 3-6, however, no glider crashes has occurred, and that unit arrives in its chosen airstrip hex as full-strength. However, players must note that some of the airstrip hexes are printed with a "-" or "+" modifier; as such, the Allied player **must** apply the modifier printed in chosen airstrip hex to the die roll of any glider landing in that hex.

A unit that has conducted a glider landing may **not** move during that same game turn, even if that unit did not suffer a glider crash.

A glider crash check only occurs during the first game turn; any subsequent reinforcements during following game turns are never subject to any glider crash die roll, even if arriving in the same airstrip hex where a previous glider crash check occurred.

13.0 SUPPORT FIRE AUGMENTATION
At the beginning of most game turns, the Japanese player is eligible to roll one 6-sided die, adding 1 to that die roll per each airstrip and/or airfield that was last occupied by any Japanese unit; The net result is the quantity of additional Support Fire markers that the Japanese player will receive during that same game turn. Note that the two incomplete airstrips in 1509 and 2115, respectively, cannot be added to the Japanese player's die roll unless they had been "built" by the Allied player (see 17.0) before a Japanese occupation (if any). However, the total Japanese Support Fire allotment can never exceed 13 total markers, regardless of the die roll.

Note that for purposes of this rule, the airfields in hexes 0810 and 2723 are assumed to begin the game as having been last occupied by Japanese units, even if no Japanese units set up in those hex locations.

13.1 Allied Support Fire Augmentation

In addition to the Support Fire allotment printed on the Turn Record Track, the Allied player will receive one additional Support Fire marker per each airstrip and/or airfield hex that was last occupied by any Allied unit. Note that this includes the two airstrips in 1509 and 2115 (Hopin), respectively, but only if they had been "built" by the Allied player (see 17.0).

Furthermore, the Allied player will receive one additional Support Fire marker per each glider landing that did not crash per rule 12.0. Place a "Landed" chit (the reverse of the "Transport" chit) in each hex where a glider landing did not crash. The Allied player receives the additional Support Fire marker for each successful landing throughout the entirety of the game even if that airstrip is subsequently occupied by any Japanese unit (representing the additional supplies that were flown in during the initial cargo flights).

13.2 Japanese Support Fire Reduction

If any Allied unit occupies any railway hex between the town of Indaw and Myitkyina (but not including Indaw or Myitkyina), the Japanese player may only apply one Japanese support fire marker to each combat (but only so long as any such railway hex is presently occupied by any Allied unit).

> **Note:** If either Indaw or Myitkyina have been occupied by any Allied unit, the game is considered a Japanese victory (see 21.0).

14.0 SUPPORT FIRE COORDINATION

The Allied player may allocate his Support Fire markers per 8.3 normally, though he may never apply more than one UK or US Support Fire marker to any combat (whether attacking or defending) involving only Chinese units, nor may the Allied player ever apply any Chinese Support Fire marker to any combat (whether attacking or defending) involving only UK or US units.

The Allied player may, however, allocate any Support Fire markers (UK and/or US) normally to any attacks that involve both UK and US units.

14.1 Allotted Support Fire Markers

Though the Allied player must select from the lowest-valued markers before selecting higher-valued markers per rule 8.1 normally, the Allied player must always select UK (tan) Support Fire markers before any US (green) or any Chinese (brown) Support Fire markers, regardless of their value. If all of the UK (tan) Support Fire markers have been allotted, the Allied player must then select US (green) Support Fire markers before any Chinese (brown) Support Fire markers, regardless of their value.

Nevertheless, when selecting Support Fire markers of any particular nationality (color), Support Fire markers must be selected in order from lowest to highest, normally.

15.0 JUNGLE DISEASES

At the beginning of each game turn, before any Support Fire is allotted, each side is subject to a single jungle disease die roll: Each side must roll one six-sided die; if either die roll is a "1", that rolling player must choose one friendly unit (of his choice) to become immediately flipped to its reduced-strength (depleted) side (or become eliminated, if already depleted.)

> **Note:** Only a unit that currently occupies a jungle hex that is not printed with any pathway, railway, airstrip or town depiction is ever subject to becoming depleted or eliminated by a jungle disease.

If there is no friendly unit presently occupying any eligible jungle hex, then that side is not subject to a jungle disease depletion during that same game turn, regardless of the die roll.

Exception: The US 5307th commando units (Merrill's Marauders) may never be depleted as a result of a jungle disease die roll, even when occupying a jungle hex, or even if the only unit(s) presently

occupying an eligible jungle hex.

16.0 BRIDGE DEMOLITION
As of the instant that any Allied unit enters any hex that is adjacent to any bridge hexside or crossing hex, the Japanese player may attempt to immediately demolish that bridge. To do so, the Japanese player simply rolls one die per any bridge or crossing that is adjacent to any Allied unit; that bridge or crossing is considered to be demolished if the die roll is a 1-4 if a bridge, or a 1-5 if a crossing.

A demolition is entirely optional, although once any bridge or any crossing is demolished, that bridge or crossing is considered demolished until repaired by the Japanese Engineer unit (see 14.2). The Allied player may never repair any demolished bridge.

16.1 Demolished Bridges/Crossings
A demolished bridge or crossing immediately becomes a river hexside or water obstacle, respectively. All normal combat and movement restrictions then apply to that hexside or hex, as if a normal river or water obstacle.

16.2 Bridge/Crossing Repair
During the Japanese player's Movement Phase or Mobile Movement Phase, the Japanese player is eligible to repair any demolished bridge or crossing that is within movement range (in terms of hexes, not MPs) of the Japanese Engineer unit, but only if the bridge or crossing to be repaired is not presently adjacent to any Allied unit, or within any Allied unit's ZOC. To do so, the Japanese player simply rolls one die per bridge or crossing within the Engineer unit's movement range; that bridge or crossing is considered to be repaired if the die roll is a 5-6 if a crossing, or a die roll of 6 if a bridge. Repair is entirely optional, but if repaired, the repair remains in effect for the duration of that same player turn (though an eligible Allied unit may attempt another demolition of a repaired bridge or crossing as of any subsequent game turn, per 14.0). No Allied unit may ever repair any demolished bridge.

16.3 River Crossing
An Engineer unit may employed by the Japanese player to permit any Japanese units (including the Engineer unit itself) to cross any river hexside or water obstacle (that is not within any Allied unit's ZOC) as if it was a bridge hexside or a crossing. To do so, the Japanese Engineer unit must be within movement range (in terms of hexes, not MPs) of **one** (only) specific river hexside (either side of the hex) or specific crossing hex during the Japanese player's Movement Phase or Mobile Movement Phase. That specified hexside or hex is therefore considered a bridged hexside (which is not subject to demolition by the Allied player) for the entirety of that same game turn. If that hexside or hex is a demolished bridge hexside, it is only considered a bridged hexside or hex per this rule; i.e., the demolished bridge or crossing across that hexside or hex, respectively, is *not* considered to be repaired by virtue of this rule…a demolished bridge or crossing will remain "demolished" until repaired per 14.2. Nevertheless, a bridged hexside or hex (even if also a demolished bridge hexside or crossing hex that has not been repaired) permits movement across that river hexside or water obstacle hex in the same exact way. Indeed, the pathway or railway movement bonus is not interrupted when moving into a river hexside or crossing hex that is currently bridged by the Japanese Engineer unit, if within its movement range (in terms of hexes, not MPs).

A bridged hexside or hex may remain as a bridged hexside or hex until the Japanese player designates another different specific river hexside or water obstacle hex (within the Engineer unit's movement range) as a bridged hexside or hex. The Japanese player may opt to designate a different river hexside or water obstacle hex to be bridged at any time, but no two different river hexsides or water obstacle hexes may ever be utilized as bridged hexsides or hexes during the same game turn.

A bridged hexside permits any unit (including Allied) to attack across that hexside per the "Bridge" terrain type, if the Japanese player had designated or utilized that hexside as "bridged" during that same game turn.

16.4 Water Obstacles
The Chindwin River, Irrawaddy River and Lake Indawgyi are "water obstacle" hexes. Any unit that

enters any water obstacle hex (except via a pathway, bridge or crossing) must expend *all* of its printed movement allotment. As such, a unit must begin the Movement Phase adjacent to a water obstacle hex to eligibly enter that water obstacle hex during that same Movement Phase. In any case, however, no unit is ever permitted to enter a water obstacle as a retreat, even if that unit began its retreat adjacent to that water obstacle hex.

Exiting a water obstacle hex does not require any additional movement.

No Mobile unit may ever enter any
water obstacle hex if not via a pathway,
bridge or crossing.

Exception: A hex that contains a crossing depiction is not considered a water obstacle for purposes of this rule. Attacks upon a hex where a crossing depiction is printed is resolved per the other terrain type in that hex (regardless of which side of the water obstacle the attack is originating).

For purposes of simplicity, a water obstacle is considered to occupy the entirety of its hex, despite any depictions of any other terrain features therein (except at a crossing).

Any unit that conducts an attack from a water obstacle hex must attack via the water obstacle terrain line on the combat results table, regardless of the terrain in the targeted unit's hex. However, if multiple units are attacking whereby some of the attacking units are not attacking from a water obstacle hex, the attack is resolved per the terrain line of the targeted unit's hex. The water obstacle hex terrain line only applies to the attacker if all of the attacking units are occupying a water obstacle hex.

> **Note:** *The lake depiction adjacent to Indaw (0911) is not considered a water obstacle hex, and thus does not require all of any unit's movement to enter therein. It is considered a river along the northeast hexside normally, however.*

17.0 BUILDING AIRSTRIPS
If any UK (not Chinese or US) unit occupies hex 2115 or 1509, the Allied player is eligible to build an airstrip in that hex. To do so, the occupying UK unit must expend all of its printed movement allotment in that airstrip construction hex. As such, that UK unit must begin the Movement Phase in that hex.

When building an airstrip, the Allied player simply places an airstrip chit in the eligible and occupied hex at the beginning of the Movement Phase (with its unnamed side facing up). At the end of that same Movement Phase, if the occupying UK unit remained in that airstrip construction hex, the airstrip chit is then flipped to its named side. That hex therefore begins to function immediately as a normal airstrip as of the beginning of the next game turn.

A built airstrip only functions to allow the arrival of UK reinforcements and/or to augment Allied Support Fire (see 13.0). A built airstrip does **not** augment Japanese Support Fire if captured by any Japanese unit.

If any Japanese unit occupies a built airstrip hex, the airstrip chit is removed from the map, and no longer functions as an airstrip. Any UK unit is eligible to build another airstrip in that hex again normally, if subsequently reoccupied by any UK unit.

18.0 5307TH (MERRILL'S MARAUDERS)
The US Commando units (which represent the US 5307th Composite Group) may always ignore enemy Zones of Control in all circumstances.

Additionally, the US Commando units are never subject to becoming eliminated or depleted by jungle disease.

19.0 JAPANESE "BANZAI" ATTACKS
This rule represents the Japanese "Banzai" attacks, and is applicable per the Japanese player's discretion.

The Japanese must announce that his attack will be a "Banzai" attack before he rolls the combat die. After conducting the attack, any D3 or D2 combat result is considered to be an "Ex" result instead. However, **all** Japanese units that participated in that Banzai attack must suffer the "Ex" result. This also applies even if the combat result is an "Ex" normally (i.e., as printed on the Combat Results Table); every Japanese unit involved in the Banzai attack must suffer an "Ex" result. This reflects the suicidal nature of the tactics employed in such an attack.

If, however, the Japanese combat result is a "De", it is considered a normal "De" combat result (not an "Ex"), and the targeted enemy unit is eliminated normally.

If the Japanese combat result is Ae, (A), A3 or A2, it is implemented normally. Ignore dot (no effect) result.

19.1 Support Fire Exclusion
To represent the sudden nature of a "Banzai" attack, neither player may ever apply any Support Fire to combat declared by the Japanese player as a "Banzai".

20.0 PROHIBITED MOVEMENT
Movement across red-dashed hexsides (in Lake Indawgyi) is prohibited.

21.0 VICTORY CONDITIONS
The Allied player wins the game if he can, at any time (even if only briefly or momentarily), occupy either Indaw (0911) or Myitkyina (2724) with any Allied unit.

22.0 SET-UP
Operation Thursday is the historic scenario of General Ord Wingate's air assault of five brigades behind Japanese lines in Burma, in March of 1944. The goal of the operation was to capture the village of Indaw, leading to the strategically vital railhead at Myitkyina.

Set-up the following units in the hexes indicated below. Set-up locations have no other impact on game play whatsoever:

JAPAN

Unit Type	Hexes
2-3-5 (12)	Hex 2724 (Myitkyina)
4-4-5 (3/114)	Hex 0106
4-4-5 (1/114)	Any hex north of 3500 hex row
4-4-5 (2/114)	Any hex north of 3500 hex row
4-4-5 (4/114)	Any hex north of 3500 hex row
5-4-5 (1/56)	Any hex north of 3500 hex row
5-4-5 (2/56)	Any hex north of 3500 hex row
4-4-5 (3/56)	Any hex north of 3500 hex row
5-4-5 (1/55)	Any hex north of 3500 hex row
5-4-5 (2/55)	Any hex north of 3500 hex row
5-4-5 (3/55)	Any hex north of 3500 hex row
4-4-5 (2/29)	Hex 0911 (Indaw)

23.0 ADMIN BOX: OPERATION 'Z'
Admin Box is a simulation of the Japanese attack to capture the Ngakydouk and Sinzweya passes over the Mayu Range, in February of 1944. The Japanese offensive had infiltrated and surrounded the Indian 7th Infantry Division, and was moving to also trap the Indian 5th Infantry Division in order to annihilate both before the arrival of the Indian 26th and British 36th divisions from the north. But holding up the entire Japanese maneuver was the headquarters area of the Indian 7th Division, which

had formed a defensive perimeter known as the "Admin Box", in the village of Sinzweya.

23.1 First Player
The Japanese player is considered to be the "First Player" during this game, and throughout the game (see 3.0).

24.0 REINFORCEMENTS
Neither player receives reinforcement units (the scenario ends before the historical arrival of the Indian 26th and the British 36th Division).

25.0 REPLACEMENTS
At the end of the Movement Phase, the UK player is eligible to rebuild exactly one depleted infantry (regardless of its current location on the map, even if within any enemy unit's ZOC), provided Maunghnama (2103) is not currently controlled by any Japanese unit.

Likewise, the Japanese player is eligible to rebuild exactly one depleted unit per game turn (regardless of its current location on the map, even if within any enemy unit's ZOC) at the end of the Japanese player's Movement Phase.

26.0 SUPPORT FIRE AUGMENTATION
In addition to the Support Fire allotment printed on the Turn Record Track, the Japanese player will receive an additional Support Fire marker during that same game turn per *each* town or either tunnel entrance hex that was last occupied by any Japanese unit (i.e., in addition to the normal Support Fire allotment printed on the Turn Record Track). However, the total Japanese Support Fire allotment can never exceed 11 total markers, regardless of how many towns or tunnel entrance hexes were last occupied by any Japanese units.

To qualify as occupied by a Japanese unit, a tunnel entrance hex must not also be occupied by any British unit (in or out of the tunnel), although a Japanese unit that is occupying a tunnel entrance hex need not necessarily be "in" the tunnel to be considered as having last occupied that tunnel entrance hex (but may be).

Note that the Japanese player is not assumed to occupy any town or tunnel entrance hex within the Japanese set-up area, unless a Japanese unit is set up in such a hex (for example, the town of Buthidaung, or either of the two Ngakyadauk tunnel entrance hexes.) If a Japanese unit is set up in such a hex, the Japanese player will therefore begin the game with an extra Support Fire marker per such hex (in addition to its starting allotment of 5).

27.0 JUNGLE DISEASES
At the beginning of each game turn, before any Support Fire is allotted, each side is subject to a single jungle disease die roll: Each side must roll one six-sided die; if either die roll is a "1", that rolling player must choose one friendly unit (of his choice) to become immediately flipped to its reduced-strength (depleted) side (or become eliminated, if already depleted.)

> **Note:** *Only a unit that currently occupies a jungle hex that is not printed with any pathway, railway, or town depiction is ever subject to becoming depleted or eliminated by a jungle disease.*

If there is no friendly unit presently occupying any eligible jungle hex, then that side is not subject to a jungle disease depletion during that same game turn, regardless of the die roll.

28.0 WATER OBSTACLES
The Naf River, all swamp hexes, and the southern half of the Kalapanzin River are "water obstacle" hexes. Any unit that enters any water obstacle hex (except via a pathway, bridge or crossing) must expend *all* of its printed movement allotment. As such, a unit must begin the Movement Phase adjacent to a water obstacle hex to eligibly enter that water obstacle hex during that same Movement Phase. In any case, however, no unit is ever permitted to enter a water obstacle as a retreat, even if that unit began its retreat adjacent to that water obstacle hex.

Exiting a water obstacle hex does not require any additional movement.

For purposes of simplicity, a water obstacle is considered to occupy the entirety of its hex, despite any depictions of any other terrain features therein (except at a crossing).

Any unit that conducts an attack from a water obstacle hex must attack via the water obstacle terrain line on the combat results table, regardless of the terrain in the targeted unit's hex. However, if multiple units are attacking whereby some of the attacking units are not attacking from a water obstacle hex, the attack is resolved per the terrain line of the targeted unit's hex. The water obstacle hex terrain line only applies to the attacker if all of the attacking units are occupying a water obstacle hex.

29.0 TUNNELS
The tunnel hexes are regarded as a pathway hexes (1 MP), but only if a unit enters a tunnel hex from an adjacent tunnel hex or via a pathway connected to a tunnel entrance hex. A unit in a tunnel hex must be indicated by a "Tunnel" marker to differentiate it from any other unit in that same hex, if any, which is not in that tunnel.

A unit that is in a tunnel hex is not liable to an enemy attack except from an adjacent unit that is also in a tunnel hex, although any unit in a tunnel entrance hex is liable to an enemy attack from any adjacent hex. Of course, any unit in the tunnel hex that is not "in" the tunnel itself is considered to be occupying a normal mountain hex above that tunnel, and is thus subject to any normal attack.

The entrances to the tunnel hexes may not be destroyed or blocked within the scope of the game.

The reverse of the above is also true, no attack may ever occur from within any non-entrance tunnel hex against any enemy unit that is not also "in" a tunnel.

Support Fire may not be applied against an enemy unit that is "in" any tunnel, unless also a tunnel's entrance hex. If a defending unit is "in" a tunnel *entrance* hex, Support Fire may be applied normally, but is halved (round any fractions down).

30.0 ADMIN BOX
The Admin Box represents the defensive perimeter that was established around the 7th Division headquarters in the village of Sinzweya. As such, any UK unit that is stacked in that hex with the "Admin Box" counter is immune to any retreat results caused by any Japanese attack.

The Admin Box itself is not affected by any combat result, but will be immediately eliminated if any Japanese unit occupies hex 1912 (Sinzweya). In such a case, the Admin Box cannot ever be rebuilt thereafter.

31.0 JAPANESE "BANZAI" ATTACKS
This rule represents the Japanese "Banzai" attacks, and is applicable per the Japanese player's discretion.

The Japanese player must announce that his attack will be a "Banzai" attack before he rolls the combat die. After conducting the attack, any D3 or D2 combat result is considered to be an "Ex" result instead. However, **all** Japanese units that participated in that Banzai attack must suffer the "Ex" result. This also applies even if the combat result is an "Ex" normally (i.e., as printed on the Combat Results Table); every Japanese unit involved in the Banzai attack must suffer an "Ex" result. This reflects the suicidal nature of the tactics employed in such an attack.

If, however, the Japanese combat result is a "De", it is considered a normal "De" combat result (not an "Ex"), and the targeted enemy unit is eliminated normally.

If the Japanese combat result is Ae, (A), A3 or A2, it is implemented normally. Ignore dot (no effect) result.

31.1 Support Fire Exclusion
To represent the sudden nature of a "Banzai" attack, neither player may ever apply any Support Fire to combat declared by the Japanese player as a "Banzai".

32.0 PROHIBITED MOVEMENT
Movement across red-dashed hexsides is prohibited.

33.0 VICTORY CONDITIONS
The Japanese player wins immediately if any Japanese unit occupies Sinzweya (hex 1912), but only if Sinzweya is not within any British unit's ZOC. Or, the Japanese player wins immediately if any Japanese units were the last to have occupied at least four of the five towns printed on the map (representing the severing of the British supply line over the Mayu range). Or, the Japanese player wins immediately if Japanese units were the last to have occupied at least three of the five towns printed on the map, but only if Japanese units were also the last to have occupied all of the Sinzweya Pass tunnel hexes, or all of the Ngakydouk Pass tunnel hexes (whether "in" or out of the tunnels there).

34.0 SET-UP
Set-up the following units in the hexes indicated. The UK player must set-up first:

UNITED KINGDOM

Unit Type	Hexes	
7 x 2-2-15 (5th Div)		Set-up in any unoccupied hex within 5th Division Set-up Area.
1 x 1-2-15 (5th Div)		Set-up in any unoccupied hex within 5th Division Set-up Area.

Unit Type	Hexes	
3 x 3-2-15 (7th Div)		Set-up in any unoccupied hex within 7th Division Set-up Area.
3 x 2-2-15 (7th Div)		Set-up in any unoccupied hex within 7th Division Set-up Area.
5 x 2-2-15 (7th Div)		Set-up in any unoccupied hex within 7th Division Set-up Area.
1 x 1-2-15 (7th Div)		Set-up in any unoccupied hex within 7th Division Set-up Area.
Admin Box	Hex 1912 (Sinzweya)	

JAPAN
The Japanese player must set up any *six* of his units in any unoccupied hexes south of the 1500 hex row (but not in any 5th Indian Division set-up area, nor in any hexes adjacent to the Naf River), and any six of his units in any unoccupied hexes north of the 2000 hex row, if *east* of the Kalapanzin River.

OPTIONAL RULES FOR DMZ
INTRODUCTION
The following optional rules are an addendum to the folio game *DMZ: The Next Korean War*, and are a continuance of the numbered rules case:

22.0 NUCLEAR ARSENAL
Before beginning the game, the North Korean player is allotted four nuclear weapon chits, and six

chemical attack chits. The US player is not allotted any nuclear weapon chits, but may receive nuclear weapon chits after any North Korean unconventional attack occurs.

23.0 CHEMICAL ARSENAL
Before the beginning of the game, the North Korean player must secretly roll one 6-sided die to determine the quantity of chemical attack chits that he receives, though the North Korean player must add +2 to his die roll. The net result of the die roll is the total maximum number of chemical attack chits that the North Korean player is allotted for use during the game.

24.0 TRIGGERING UNCONVENTIONAL WAR
The use of unconventional weapons (chemical, nuclear) will affect the possibility of triggering a limited unconventional war.

During any Combat Phase(s) of any game turn(s), the North Korean player may conduct chemical attacks and/or employ nuclear weapons, which may then permit the US player to employ nuclear weapons in response. If the North Korean player conducts a chemical attack, or successfully employs any nuclear weapon (assuming it did not malfunction), the US player must then roll one 6-sided die; If the US player rolls a "6" (or higher), he is allotted nuclear weapon chits in response. However, the US player's die roll is modified as follows:

Chemical Attack (not cumulative)
+1 = If North Korea conducts two chemical attacks.

+2 = If North Korea conducts three chemical attacks

+3 = If North Korea conducts four chemical attacks.

+4 = If North Korea conducts five chemical attacks.

+5 = If North Korea conducts six chemical attacks.

Nuclear Weapon Usage (not cumulative)
+3 = If North Korea successfully uses one nuclear weapon.

+4 = If North Korea successfully uses one nuclear weapon and conducts at least one chemical attack.

+4 = If North Korea successfully uses two nuclear weapons.

+5 = If North Korea successfully uses two nuclear weapons and conducts at least one chemical attack.

+5 = If North Korea successfully uses three-four nuclear weapons.

Tactical Modifiers (cumulative)
+2 = If the hex where a chemical or a nuclear weapon usage (if successful) is a town.
+2 = If the target of a chemical attack or a nuclear weapon usage (if successful) is a US unit (per incident).
+1 = If any North Korean unit is presently adjacent to or occupies either Seoul hex (2406 or 2407).
-1 = If the target of a chemical attack or a nuclear weapon usage occupies any hex within North Korea.

The US player is entitled to roll once per each game turn that the North Korean player conducts a chemical attack or successfully employs a nuclear weapon (at any time during that same game turn), and he may modify that die roll as a total of any previous incidents (for example, if the North Korean player conducted one chemical attack during three different game turns, a +2 die roll modifier would apply to the US response die roll).

Designer's Note: *Though it may seem counterintuitive that the US might not conduct a nuclear retaliatory strike after the North Koreans had detonated any nuclear device on the battlefield, the American response to such an incident is anything but a certainty. If a hesitant or apprehensive US administration is presently in office during such an incident, for example, it is conceivable that international pressure, fear of escalation, fear of collateral casualties, fear of widening the conflict,*

ad infinitum, could compel the current administration to refrain from a nuclear response (at least initially). Of course, such inaction is less likely if the North Koreans' unconventional attack is extensive, which is reflected by the various die roll modifiers.

If the US player's response die roll is "6" (or higher), the US player is eligible to employ nuclear weapons, although the US player must then roll one 6-sided die to determine the quantity of nuclear weapon chits that he is allocated; The US player will receive one nuclear weapon chit per each number on the allocation die roll, +1 per each North Korean nuclear weapon chit (but not chemical attack) that has been used (if successful), to a maximum of six.

Once the US has been allocated nuclear weapon chits, he may use them per rule 26.0 normally.

25.0 CONDUCTING CHEMICAL ATTACKS
To conduct any chemical attack(s), the North Korean player may simply place any of his chemical attack chits in any hexes during any North Korean Combat Phase(s).

25.1 Chemical Attack Effects
When any chemical attack is conducted, the North Korean player must roll one 6-sided die; if the die roll is a "1", that chemical attack is ineffective; the chemical attack chit is removed (permanently), and may not be applied. However, if that chemical attack is effective, any enemy unit in that hex is immediately and permanently depleted. Additionally, that hex becomes contaminated and therefore permanently prohibited to all non-US units' movement (into or through) throughout the remainder of the game. Of course, no ZOC ever extends into any contaminated hex.

Once any chemical attack chit has been used, it is expended permanently and cannot be re-used nor re-allotted.

26.0 USING NUCLEAR WEAPONS
To use any nuclear weapon chit(s), the owning player may simply place any of his nuclear weapon chits in any hexes during any Combat Phase(s) of his own game turn.

Exception: The US player may not place any nuclear weapon chit in any South Korean city or town, even if occupied by any enemy unit, nor in any hex that is occupied by any friendly unit. The North Korean player may never conduct a chemical attack or employ any nuclear weapon on either Seoul hex, Yongdungpo or Inchon.

Once any nuclear weapon chit is used (whether successful or not), it is expended permanently and cannot be re-used nor re-allotted.

26.1 Nuclear Weapon Effects
When a North Korean nuclear weapon chit is "detonated", the North Korean player must roll one 6-sided die; if the die roll is 1-2, that nuclear weapon chit has malfunctioned, and thus has no effect; it is removed (permanently), and may not be applied. However, if that nuclear weapon chit has not malfunctioned, any enemy unit in that hex is immediately and permanently eliminated. Additionally, that hex becomes irradiated and therefore permanently prohibited to all units' movement (into or through) throughout the remainder of the game. Of course, no ZOC ever extends into any irradiated hex.

  Note: *US nuclear weapon chits are never subject to any malfunction die roll.*

27.0 NUCLEAR RETALIATION
Insofar as it is assumed that a conventional North Korean invasion of South Korea precludes any US nuclear first-strike, the US player may never use any nuclear weapon chit until the North Korean player has conducted at least one chemical attack or used at least one nuclear weapon chit (but **not** if malfunctioned). Once at least one North Korean chemical attack has been conducted or one nuclear weapon chit has been used, the US player may roll to determine if he is permitted to employ nuclear weapons in response, as well as the quantity of nuclear weapons that the US player will receive (see rule 24.0). Thereafter, the US player may use any and/or all of his allotted nuclear weapon chits without restriction.

28.0 INTERNATIONAL PRESSURE

The length of the scenario is decreased by one complete game turn per **each** chemical attack and/or nuclear weapon that is *successfully* detonated by either player. For example, if the North Korean and US player successfully detonated five nuclear weapons, the game will thus end prematurely at the end of game turn 15 (instead of game turn 20). Victory is determined normally whenever the last game turn has been completed.

If the current game turn is already after a prematurely ended scenario, the scenario ends immediately, and victory is thus determined immediately. No additional phases, movement or combat may be conducted by either player.

29.0 SPECIAL OPERATION FORCES (INSERTION)

The North Korean player is provided with a 4-3-7 "SOF" unit, which is eligible to be placed automatically in any unoccupied hex anywhere on the map (otherwise known as an insertion), though never to any hex within any South Korean or US unit's zone of control. When the "SOF" unit is moved to any particular hex, it is not eligible to move again during that same game turn, but functions normally thereafter, exactly like any other unit.

The "SOF" unit may be extracted if it occupies any coastal hex at the beginning of the North Korean Movement Phase. Once extracted, the "SOF" unit may be inserted again as of any subsequent North Korean game turn, and may conduct repeated insertions, provided that it is extracted during any previous game turn.

35.0 UNCONVENTIONAL WARFARE ('DMZ' OPTIONAL RULES)

The following rules cases are numbered per the 'DMZ' *Folio* game rules case number sequence.

16.2 SUPPORT FIRE RANDOM DRAW (DMZ ERRATA)

Instead of the normal procedure of selecting support fire markers (per rule 8.1), each player must draw his eligible allotment of support fire markers *randomly* from his own Support Fire chit pool.

FOLIO SERIES SUPPLEMENTS (EXTRA COUNTERS)
Errata, Replacement, Bonus Counters

The counter sheet includes various errata, replacement and bonus counters for several games from the Decision Games' Folio Series, listed as follows:

DMZ Bonus Counters

Twenty *DMZ* bonus counters are included as adjuncts to the *DMZ* optional rules, discussed previously in this rules set. All relevant rules are included there. The three 'Overrun' counters are intended as simple physical hex notations for *DMZ* rule 19.0; No additional rules apply to the Overrun counters.

Bridging Counters

Included are additional bridging (and 'destroyed bridge' on the back) counters for multiple folio games of the *Fire & Movement* series. No additional rules apply.

Saipan Banzai and Caves Counters

The supplemental Banzai and Caves counters for the *Saipan* folio game are intended as simple physical hex notations for Saipan rules 14.0 and 15.0. No additional rules apply.

Mobile Movement Phase Counters

Included are additional Mobile Movement Phase counters for multiple folio games of the *Fire & Movement* series. No additional rules apply.

British Support Fire Counter

A British +6 Support Fire counter is included to augment the *Crusader* folio game, which is missing that particular counter. No additional rules apply.

Chalons Counters

Three Roman counters with correct artwork depictions are included as replacements of the same

units for the *Chalons* folio game, which were printed with incorrect images. No additional rules apply.

Disrupted Counters
Included are additional Disrupted (and 'Square') counters for multiple folio games of the *Musket & Saber* series. No additional rules apply.

Leipzig Errata Counters
Seven Coalition and two French errata counters are included as replacements of the same units for the *Leipzig* folio game, which were printed with incorrect ratings. No additional rules apply.

GREEN HELL INTEGRATED COMBAT RESULTS TABLE

TERRAIN TYPE	COMBAT DIFFERENTIAL (attacking strength minus defending strength)											
Water Obstacle (if attacking *from*), Mountain, Tunnel	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10				
Crossing (if attacking *from*), Rough, River	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10			
Swamp, Town	-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10		
Crossing (if attacking *into*), Bridge, Jungle	-4	-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10	
Water Obstacle (if attacking *into*), Shrubland	-5	-4	-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10
DIE ROLL:												
1	(A)	A3	A2	●	Ex	Ex	D2	D2	D2	D3	**De**	**De**
2	(A)	(A)	A3	A2	●	Ex	Ex	Ex	D2	D2	D3	**De**
3	(A)	(A)	(A)	A3	A2	●	Ex	Ex	Ex	D2	D2	D3
4	(A)	(A)	(A)	(A)	A3	A2	●	Ex	Ex	Ex	D2	D2
5	Ae	(A)	(A)	(A)	(A)	A3	A2	●	Ex	Ex	Ex	D2
6	Ae	Ae	(A)	(A)	(A)	(A)	(A)	A1	●	Ex	Ex	Ex

Results:
De = The defending unit is entirely eliminated
D3 = The defending unit must retreat three hexes (*or* deplete one unit, of the defending player's choice, instead; see rule 7.8

D2 = The defending unit must retreat two hexes (*or* deplete one unit, of the defending player's choice, instead; see rule 7.8

Ex = One attacking and the defending unit must be flipped to their depleted side (or eliminated if already depleted

A2 = The attacking unit(s) must retreat two hexes (or depleted one unit, of the attacking player's choice, instead; see rule 7.8

A3 = The attacking unit(s) must retreat three hexes (or depleted one unit, of the attacking player's choice, instead; see rule 7.8

(A) = One attacking unit must be depleted (or eliminated if already depleted).

Ae = All attacking units are eliminated.

● = No Effect.