NEW WORLD ORDER BATTLES: KIEV & ULAN BATOR

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.

These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play. Check for E-rules updates to this game @ www.modernwarmagazine.com.

1.0 INTRODUCTION

New World Order Battles (*NWOB*) is a grand tactical simulation of battles that were or could possibly be fought in the era since the fall of the Berlin Wall, and even into the near future. Players control actual and hypothetical combat units utilizing a wide range of technologies and forces to gain objectives.

Two scenarios are included in this issue: *Kiev*, covering a hypothetical Russian clash with NATO forces at the Ukrainian capital, and *Ulan Bator*, a hypothetical clash between Russian and Chinese forces at the Mongolian capital.

There are two players in each game, commanding opposing forces. Both games use a system of shared rules, and each also has its own scenario special instructions.

2.0 COMPONENTS

A complete game of *NWOB* should include the following parts: a 34x22" mapsheet, these rules, and a set of 280 die-cut unit-counters. Players will also need to provide themselves with a six-sided die. A pencil and paper to record victory points will be handy.

2.1 The Map

The map shows the battle area. A hexagonal grid has been superimposed over the terrain features on the mapsheet in order to regularize the movement and positioning of the playing pieces. The hexagons are called "hexes" in the game rules.

2.2 Charts & Tables

The **Turn Record Track** (on map) indicates the current game turn.

The **Terrain Effects Chart** (on map) provides information about the effects of terrain on movement and combat.

There are two **Combat Results Tables** (CRT), Conventional and Hyperwar (on map), used to resolve combat

The **Airborne Landing Table** determines the outcome of parachute landings. Reinforcement Tables (per the scenario instructions) determines additional forces player receive in a scenario.

Formation Holding Boxes (on map) are used to organized each player's forces.

The **Victory Point Index**, also on the mapsheet, provides a record of current victory point levels (or, just use pencil and paper).
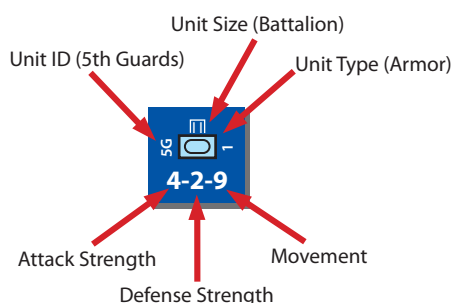
Each scenario may have a Reinforcement Chart to generate additional forces.

2.3 The Playing Pieces
The cardboard pieces represent military units, supporting firepower, and Netwar operations. The numbers and symbols on the pieces quantify combat strengths and movement capabilities, and also indicate the types of units. The playing pieces are referred to as "units" for military forces, "strikes" for fire support, netwar, and "markers" for informational pieces.

2.4 Combat Units
All combat units have the following information on them:

Unit Size (Battalion)
Unit ID (5th Guards)
Unit Type (Armor)
Attack Strength
Defense Strength
Movement

The following units have additional information on them:

Hyperwar Capable Units
These have the Hyperwar symbol; this gives them special abilities (see 16.0).

Command Nodes
These represent headquarters, network and EW centers, and the "center of gravity" for fire support units not otherwise shown in the game.

Air Defense Units
These units represent anti-aircraft assets of various types, and they project a radius of defense against airpower.

Air Defense Radius
Command Radius
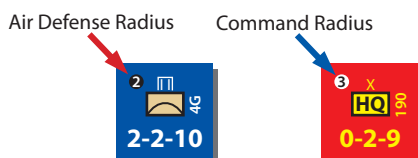
2.5 Untried Unit Status
Some units are printed on the reverse of their counter with a "?" and their movement allowance. This is explained in rules section 21.0.

2.6 Unit Types

Armor	⬭	**HQ**	Command Node
Mechanized	⊠	⌒	Air Defense
Engineer	⊓	⊠	Special Forces
Airborne	⌒	⬟	Security
Guerillas	⚔	⚓	Marine/Amph.
SSM Unit	▮	⬭	Armored Cavalry
Helicopter	Y	⊠	Infantry
Air	✈	⊕	Stryker
Airmobile Commando	⊠∞	Y	Helo Gunship
		↑	Rocket

Ground combat types
Command Node (or HQ)
Armor/tank
Mechanized
Armored Recon
Stryker
Combined Arms
Infantry

Helicopter types:
(These are treated as modified ground units)
Helicopter gunship
Helicopter transport
Helicopter recon (air cavalry)

2.7 Unit Sizes
I = company, troop/battery or detachment
II = battalion or squadron
III = regiment
X = brigade
XX = division headquarters
XXX = corps, army or operational command headquarters
[ ] = task force or battlegroup

> *Note: In some armies, corps-sized formations are officially designated "armies," but the term "corps" is used here for consistency. Also, some units are shown as task organized groupings. In both scenarios, the higher Russian command echelon is the "operational command."*

Optional Units
These have "Opt" printed on them. Use them only with the on-line optional rules.

2.8 Unit Designations
Units may be identified by a single number or a two-part designation. In two-part designations, the number to the right is the unit's higher or parent formation. That higher or parent formation may be either a battalion for companies, or a regiment, brigade or division for battalions.

> *Note: In some scenarios, units belonging to a higher formation are additionally identified by a different colored unit box.*

2.9 Nationalities & Unit Colors
Each specific contingent is identified by different colored counters. See the current scenario for a list of color associations.

2.10 Fire Support Strikes

There are two types of Fire Support markers: artillery and air. These represent airpower, cruise missiles, UAVs, and rockets.

Each Strike has a combat factor. If it has a hyperwar symbol, then it also has hyperwar capabilities (see 16.0).

Artillery markers will have a formation identification. This corresponds to an HQ unit (the artillery marker is used in conjunction with *that* HQ).

2.11 Netwar Markers
These represent electronic warfare and cyberwar operations. They are used in the on-line optional rules.

2.12 Administrative Markers
These indicate various administrative functions, listed as follows.

Bridged: A mnemonic for engineer-created bridge locations.
Rubble: Indicates a hex which has been wrecked.
Crashed: Indicates a unit which is temperately ineffective.

> *Note: Crashed markers are in different colors in order to differentiate the units underneath them; otherwise they function the same.*

2.13 Definitions
The following game terms are defined as follows.

1Dr: Roll one die and apply the result (to get a number from one to six).

1Dr/2: Roll one die, divide the result by two, round up any fractions, and apply the result (to get a number from one to three).

Pick (at random): Randomly choose a unit or formation.

Select: Deliberately choose a unit or formation.

2.14 Game Scales

The specific map and unit scales are given in the scenario rules.

3.0 SETTING UP

Set up the map between the players. Players then determine which side each will command. Punch out the counters from the unit counter sheet and set them up as follows.

3.1 Deployment

The players consult the chosen scenario for the game that they are playing. This will give a briefing, initial deployment instructions, reinforcements, victory conditions, and special rules to follow. After all initial forces are deployed, remaining units should be placed aside; they are brought into play according to the scenario reinforcement rules.

3.2 First & Second Players

The scenario rules indicate which player is the *First Player* and which is the *Second Player*. The first player takes his player turn first during each Game Turn; the second player takes his turn second. Also, scenarios may give special rules to the first and second players.

3.3 Game Length

The scenario tells how many Game Turns the scenario lasts. Play proceeds according to the sequence of play (see 4.0) for that number of game turns, or until one player capitulates like a whiny little baby, whichever comes first.

3.4 Common Units

Certain units are used in both *Kiev* and *Ulan Bator*. These include:

Paramilitaries: There is a red and blue set.
Russian "Operational Command":
All units of the "OC" are used in both scenarios by the Russians
Russian Air: These units are used for both.
Markers: All markers.

4.0 SEQUENCE OF PLAY

NWOB is played in Game Turns. Each Game Turn is composed of a First Player Turn and a Second Player Turn. During each game turn the players take reinforcements, maneuver their units, and resolve combat per the sequence of steps indicated. At the conclusion of the last game turn, the victory conditions are consulted, and the winner determined.

> *Note:* See (3.2) for first and second player definitions.

4.1 Phases

Turns are further divided into a series of segments called "phases." The player whose turn is currently in progress is termed the "phasing player;" the other player is the "non-phasing player."

4.2 Game Turn Outline
I. RANDOM EVENTS PHASE.

Roll on the scenario Random Event Table and apply the result.

II. FIRST PLAYER TURN

A. Reinforcement Phase. The first player determines if he will receive any reinforcements this turn.
B. Movement Phase. The first player may move all, some or none of his units.
C. Combat Phase.

> **FPF Sub-Phase:** The second player may employ available fire support to attack first player units.
> **Bombardment Sub-Phase**: The first player uses his Fire markers to attack enemy units using ranged combat.
> **Initial Combat Sub-Phase**: The first player uses his combat units (and possibly fire markers in close support) to attack enemy units.
> **Rolling Attack Phase:** The first player may utilize hyperwar-capable units to make attacks.

D. Recovery Phase (on-line optional rules). The First Player makes a Recovery Check for his Crashed units.

III. SECOND PLAYER TURN

A. Reinforcement Phase. The second player determines if he will receive any reinforcements this turn.
B. Movement Phase. The second player may move all, some or none of his units.
C. Combat Phase.

> **FPF Sub-Phase:** The first player may employ available fire support to attack second player units.
> **Bombardment Sub-Phase**: The Second

Player uses his Fire markers to attack enemy units using ranged combat.
> **Initial Combat Sub-Phase**: The second player uses his combat units (and possibly fire markers in close support) to attack enemy units.
> **Rolling Attack Phase**: The second player may utilize hyperwar-capable units to make attacks.

D. Recovery Phase (on-line optional rules). The second player makes a Recovery Check for his crashed units.

IV. GAME TURN RECORD INTER-PHASE

Advance the turn marker to the next box on the track. If this is the last turn of the scenario, the game comes to an end and victory is determined.

4.3 Phasing & Non-Phasing Player

During every First Player turn, the first player is the "phasing player" and the second player is the "non-phasing player." Conversely, during the second player turn, the second player is the "phasing player" and the first player is the "non-phasing player."

> *Note:* But during the FPF Phase, the non-phasing player initiates Fire.

5.0 RANDOM EVENTS

Random Events include the numerous friction elements of war that degrade or enhance an army's capabilities, as well as political events that impact the battlefield. Each scenario has its own random events table. Starting with the Random Events Phase of Game Turn 2 and after, the players must check the scenario's Random Events Table. Always skip that check during the first game turn of all scenarios.

5.1 Procedure

Roll one die, and then read that corresponding result from the appropriate scenario Random Events Table. The first player should roll on *odd* game turns; the second player should roll on *even* game turns. Results may apply to one or both players, regardless of who rolled the die.

> *Note:* Random events are checked only once per game turn, not once per player turn.

5.2 Multiple Events

Unless otherwise specified, an individual event may take place more than once per game (that is, each time the event is rolled).

6.0 REINFORCEMENTS

Players may receive additional units during the course of a game. Those units are called

reinforcements. Reinforcements appear in the owning player's Reinforcement Phase on the game turn indicated by the scenario.

Note: During the Reinforcement Phase, you only determine which units will enter as reinforcements this turn. The actual movement of those units onto the map is done during the Movement Phase.

6.1 Procedure

During the Reinforcement Phase, you take any units available as reinforcements this turn and place them as follows:

1) **Land movement.** If entering by land movement, then place them adjacent to the map edge indicated in the scenario. In the Movement Phase, units move onto the map from map edges and move as if they were lined up off the map next to the map entry hex. If moving via a road, pay road movement costs. Other terrain is paid per the costs of the entry hex.
2) **Airmobile units**. Helicopters "fly in" from off of the map. They are assumed to start one hex off the map, regardless of stacking restrictions. Each helicopter unit may also transport one reinforcement unit which is airmobile qualified.
3) **Airborne Assaults.** Airborne units can land using the airborne procedure. They can also move in via ground movement.
4) **Airfield Landings.** In some scenarios, reinforcements may land on airfields. The scenario gives the specifics.

6.2 Blocking

A reinforcement hex is blocked only if it is occupied by an enemy unit (although this does not affect airmobile movement). If an enemy unit has a ZOC on that hex, a reinforcement can enter it, but must cease movement.

If for some reason all scheduled entry hexes are blocked, reinforcements can enter on the nearest unblocked map edge (during the Movement Phase). In this case, they must cease movement in that hex.

6.3 Delayed Entry

A player may deliberately withhold reinforcements from game turn to game turn, bringing them into play on some later turn.

6.4 Commitment

Once a reinforcement enters the map, it cannot exit it (unless a scenario specifically allows this).

6.5 Strikes

Artillery markers enter on the same turn as the HQ unit corresponding to them. Place them in the Available box. Air and Netwar counters are placed in the Available box.

7.0 GROUND MOVEMENT

During your Movement Phase, you may move as many or as few of your units as you desire (and as battlefield circumstances permit). Units may be moved in any direction or combination of directions within the overall pattern of the hex-field overprinted across the map.

7.1 Procedure

Units are moved one at a time, tracing a path of contiguous hexes across the hex grid. As each unit enters a hex, it pays one or more movement points (MP) from its movement factor (MF).

7.2 Restrictions & Prohibitions

A player may move his units only during his own Movement Phase. A unit may never expend more MP during a given Movement Phase than it has available. (Though note that road and trail movement may increase a unit's MF).

A unit may expend all, some, or none of its movement points in any one player turn. Unused movement points may not be accumulated from turn to turn or phase to phase, nor may they be transferred, loaned or given from one unit to another. Once a unit has been moved and the player's hand taken from the piece, it may not be moved again during that phase unless the opposing player graciously permits it.

Units may not enter hexes containing enemy units, nor prohibited terrain, nor exit the map.

Note: Advances and retreats after combat are not considered part of regular movement and therefore do not consume MP.

7.3 Minimum Movement Guarantee

All units with a movement value of "one" (1) or more may generally move a minimum of one hex per Movement Phase by expending all their MF to do so, no matter the number of MP that would otherwise be required to make that move.

Exceptions: Units may never move directly from one enemy zone of control to another, nor may they enter an enemy occupied hex, nor may they enter terrain forbidden to them.

7.4 Zones of Control (ZOC)

Units must cease movement when entering an enemy zone of control (9.0). Units may not move directly from one enemy ZOC to another, unless moving via airmobile or airborne movement.

7.5 Terrain Effects on Movement

A unit must expend one movement point to enter a clear terrain hex. To enter some other types of hexes, a unit must expend more than one movement point. When the TEC calls for a movement point expenditure to cross a hexside terrain (such as a river), that cost is *in addition* to the terrain cost for entering the hex.

Example: To cross a minor river into a suburb hex costs four MP.

7.6 Major Rivers

A unit must expend all of its movement points to cross a major river hexside. The unit must start a Movement Phase on one side of the major river, moves across, and that ends its movement for the phase.

7.7 Road/Trail/Railroad Movement

A unit that moves from a road hex directly into an adjacent and connected road hex expends only half a movement point (0.5) to do so, regardless of other terrains involved.

A unit that moves from a trail/railroad hex directly into an adjacent and connected trail/railroad hex expends one movement point (1) to do so, regardless of other terrains involved.

7.8 Static Units

Units with a movement of "zero" ("0") may not move.

8.0 STACKING

Stacking is the term used to describe having more than one unit in the same hex at the same time. Each scenario has its own stacking limits. That limit is the maximum number of units you may have in a hex at the end of any phase.

Friendly units may move through hexes occupied by other friendly units at no extra movement point cost; they may not end any phase over-stacked. If for any reason the stacking limit is violated in any hex(es) at the end of any phase, the player owning the violating units must eliminate the excess (which do count for victory points).

9.0 ZONES OF CONTROL (ZOC)

The six hexes immediately surrounding a unit's hex constitute that unit's zone of control (ZOC). Units must cease movement

for that phase when they enter an enemy ZOC (they are then obliged to attack during the subsequent combat phase).
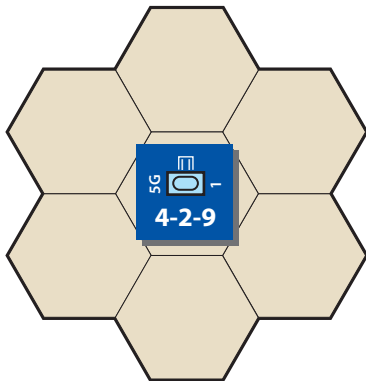
9.1 Extent of ZOC
All combat units exert a ZOC at all times, regardless of the phase, player turn or game turn being played. The projection of ZOC is never negated by other units, enemy or friendly.

Note: *Fire Support markers do not have ZOC.*

9.2 ZOC Efficacy
In general, ZOC extend into and out of all types of terrain and across all types of hexsides. They also extend into enemy occupied hexes.

Designer's Note: This is due to the range and lethality of modern weapons systems.

9.3 Overlapping ZOC
Both friendly and enemy units may project ZOC into the same hex. There is no additional effect if more than one unit projects a ZOC into the same hex.

9.4 ZOC Effect on Movement
Units must halt their movement when first entering any enemy ZOC. Otherwise, there is no additional MP cost that need be paid in order to enter an enemy ZOC.

9.5 ZOC Effects on Combat
You must attack all enemy units that exert ZOC upon your units during the combat phase of each of your player turns. All friendly units in enemy ZOC must attack some enemy unit.

Units that retreat after combat into an enemy ZOC are automatically eliminated.

Units may advance after combat into and/or through ZOC. Enemy ZOC never affect advances after combat.

9.6 Exiting Enemy ZOC
Units may move out of enemy ZOC only if they: 1) make a retreat or advance after combat, or 2) if they disengage.

9.7 Disengagement
Hyperwar units may employ "disengagement" to move out of an enemy ZOC. To disengage, a hyperwar unit starts its movement in an enemy ZOC and moves normally, with the following prohibition: it may not move directly from one enemy ZOC to another. Non-Hyperwar units, once in an enemy ZOC, may leave only via retreat, advance after combat, or if all enemy units exerting ZOC have been cleared from adjacent hexes.

10.0 COMBAT (GENERAL)
There are two types of combat: *Adjacent* and *Ranged*.

1) Adjacent Combat is between enemy combat units in adjacent hexes and is (usually) mandatory in the Initial Combat Sub-Phase. Adjacent combat is at the phasing player's option in the Rolling Attack Phase. Adjacent combat is explained in section (11.0).

2) Ranged Combat occurs when a player uses Fire Support and Air markers. These markers can target enemy occupied hexes up to the range limit, regardless of adjacency. Ranged combat is explained in section (12.0).

In both types of combat, the phasing player is termed the **attacker**; the non-phasing player is the **defender**, regardless of the general situation across the map.

Note: *Both adjacent and ranged fire can potentially use two different Combat Results Tables (CRT), Conventional and Hyperwar. Do not confuse these two CRT with adjacent versus ranged combat.*

11.0 ADJACENT COMBAT
Adjacent Combat occurs during the friendly Initial and Rolling Attack Phases; during the Initial Combat Phase, it is mandatory for all friendly units in enemy ZOC. All friendly units in enemy ZOC *must* attack, and all enemy units exerting ZOC on friendly units must be attacked. Additional rules for adjacent combat in the Rolling Attack Phase is explained under (14.0).

11.1 Adjacent Combat Procedure
For each specific attack execute the following steps.

Note: *A "specific attack" is one or more attacking units attacking one or more defending units as defined below. A player may conduct any number of specific attacks during a single combat phase within the rules below.*

1. The attacker chooses the CRT on which the combat will be resolved, either **Conventional** or **Hyperwar**.

2. The attacker states which of his units are in the attack, and then totals their combat strength. He can also add in fire support for close support.

3. The defender totals the combat strength of the units being attacked.

4. Calculate the "combat differential." This is the total attacking strength minus the total defending strength, expressed as either a positive (+) or negative number (-), or zero (0).

5. Consult the previously chosen CRT. Go to the appropriate differential column. Make any adjustments for terrain, special units, and whatever rules apply.

6. The attacker rolls one die and cross-indexes its result within the appropriate differential column. Apply the indicated combat result immediately.

7. Conduct any retreats.

8. Conduct any advances.

9. Proceed to the next combat.

11.2 Restrictions & Requirements for the Initial Combat Phase
The attacker resolves all his combats in any order he desires. All phasing units in an enemy ZOC must attack. See section (14.0) for Rolling Attacks.

Generally, all non-phasing units in the ZOC of one or more phasing units must be attacked. The phasing player may choose which attacking units will attack which defending units, as long as the previous stricture is observed.

A defending unit or stack of units may be attacked from as many as six adjacent hexes. No unit may attack or be attacked more than once per combat phase.

The phasing player must declare which of his units adjacent to enemy units will be attacking which defending units at the *beginning* of each combat to ensure all adjacent units are in fact being attacked.

Note: *See rule (14.0) for Rolling Attack modifications.*

11.3 Zero Combat Factor Units
Units with an attack factor of zero ("0") attack normally, using a strength of zero. For

example, if a unit with an attack factor of zero attacks a unit which has a defense factor of "3." The combat differential would be "-3."

11.4 Multi-Unit & Multi-Hex Combat
If a phasing unit is in the ZOC of more than one enemy unit, it must attack all those enemy units that aren't engaged by some other attacking unit.

Units in two or more different hexes may combine their combat strengths and attack a single hex provided that all the attacking units are adjacent to all of the defending units. Attacks may potentially involve any number of attacking or defending units. For an attack to be resolved as a single combat, however, all of the attacking units must be adjacent to all of the defending units, with the possible further addition of ranged barraging artillery and helicopters.

11.5 Diversionary Attacks
In making a series of attacks, a player may allocate his attacking units so that some attacks are made at intentionally poor differentials while other attacks are made at more advantageous differentials. This type of attack is sometimes known as a "soak-off" attack in other wargames.

11.6 Combat Strength Unity
A unit's attack and defense strengths are always unitary. A single unit's strength may not be divided among different combats, neither on attack nor defense.

11.7 Stacking & Combat
Stacking affects combat as described:

Attacking: Units in the same hex may be combined in a single adjacent attack, or they may attack separately into different adjacent enemy occupied hexes.
Defending: Units defending the same hex must be attacked as a single combined total; they may not be attacked separately.

11.8 CRT Choices
There are two CRTs for use during adjacent ground combat: **Conventional** and **Hyperwar**. In general, the attacker chooses which CRT will be used in each battle, announcing that choice at the start of each individual attack's resolution, explained as follows:

Conventional CRT: All attacking units can use this CRT.
Hyperwar CRT: The attacker must have at least one attacking Hyperwar-capable unit to use this CRT.

11.9 Shifts
Once the CRT differential column has been determined, players make "shifts" owing to the factors listed below. Add the total number of attacker's shifts (to the right); subtract from it the total number of defender's shifts (to the left). This produces the final shift.

Example: Attacking units with a total strength of 16 are attacking defending units with a total strength of 10. This produces a differential of "+6". The attacker receives one shift for a friendly HQ radius; the defender receives two shifts for terrain. The total attacking shifts = "+1"; total defending shifts = "2". The final shift is "-1." This reduces the differential to the "+3,4" column.

11.10 Attacker's Shifts
The attacker shifts the CRT differential column +1 to the right for engineers involved in an attack versus defenders in a terrain type which would cause a shift to the left.

11.11 Defender's Shifts
The defender shifts the CRT differential column to the right for complex terrain, as per the Terrain Effects Chart (TEC).

11.12 Complex Terrain Effects
Defending units may benefit from the terrain in the hex that they occupy and/or that hex's hexsides. Terrain in hexes occupied by the attacker have no effect on combat. The effect of terrain on combat is reflected by shifting the combat differential (to be used to resolve a battle) to the left.

Terrain shifts for combat are not cumulative. A defending unit benefits from the single most advantageous terrain shift available to it. When two or more defending units are being attacked in a single combat and they are on two different types of terrain, each having a different combat shift, the entire attack is modified by the terrain in the hex that gives the single most favorable benefit to the defender.

11.13 Hexsides
A unit may receive a shift for defending behind a hexside only if all attacking units are attacking across such a hexside. And, the stricture given above limiting terrain shifts to the single best available to the defenders still applies here. That is, the defender doesn't get one best *in-hex* terrain shift and one best *hexside* terrain shift, he gets one or the other, whichever is best.

12.0 RANGED COMBAT (FIRE SUPPORT)

Ranged combat uses Artillery and Air Strikes. These are known as "Fire Support" and are represented by markers. Scenarios make these Strikes available to players. Place them in the Available box. Artillery and air strikes are then placed on the map during a friendly Initial Attack Phase, Rolling Attacks Phase (if qualified per 14.0), or Final Protective Fire (FPF) Phase. Artillery and air strikes function in the same way, unless otherwise noted. All types of ranged fire support use the printed combat strength on the marker.

Designer's Note: There are no artillery units per se in the game. Rather, Command Node units represent the coordination for various artillery and rocket launcher units in the area of operations. Artillery and airstrikes represent a wide range of fire support such as tube and rocket artillery, UAVs, aircraft, cruise missiles, etc. They are grouped as "artillery" and "air" on a functional basis insofar as they are short range and long range fire support, respectively.

12.1 Availability
Fire support is available as follows:

Artillery: An artillery strike may be used once per each player turn; either once in the friendly Initial Attack Phase, or Rolling Attack Phase, and then once in the friendly FPF Phase of the ensuing enemy player turn (or vice versa). Return it to the Available box (it can be reused on an ensuing player turn).
Airstrikes: An airstrike may be used only once and then is returned to the pool of potential reinforcements (per the scenarios). If picked again, it may be played.

12.2 Types of Fire Support
Artillery and air strikes may be used in one of three ways:

"**Bombardment**" takes place during the friendly Bombardment Phase. Fire Support markers attack any enemy units within range.
"**Close Support**" takes place during the friendly Initial Attack Phase and Rolling Attack Phases. Fire Support markers attack enemy units in conjunction with adjacent attacks.
"**Final Protective Fire**" (**FPF**) takes place during the friendly FPF Phase (which occurs during the enemy player turn). It may be fired only against enemy

units adjacent to friendly units. This is resolved as bombardment.

12.3 Air Range
Airstrikes may target any hexes on the map.

12.4 Artillery Range
Artillery units have an identification number on them. This corresponds to a Command Node unit. Each Command Node may utilize the corresponding artillery strike for fire support. You can place the Fire Support marker a number of hexes away from the Command Node up to its command radius. The range from a firing Command Node unit to a targeted hex is counted by including that target hex but not the firing artillery unit's hex.

Example: A Command Node with a radius of "3" could place its corresponding fire marker one, two or three hexes away.

12.5 Multiple Fire Support Markers
Some Command Nodes will have more than one Fire Support marker available. That Node can fire any or all of them.

12.6 No Line of Sight
Artillery markers are not subject to "line of sight" requirements; they may fire into and/or over any types of terrain, as well as into and through hexes containing friendly or enemy units.

12.7 Fire Support Particulars
Friendly units may be adjacent to enemy units being bombarded (or not).

Artillery and air strikes may be combined (unless a scenario states otherwise).

Artillery and air strikes are never affected by the outcome of combat.

Fire Support markers are not units. They have no zones of control, don't block the movement or retreat of enemy units, and may not advance after combat.

12.8 Command Nodes
A Command Node which is adjacent to enemy units may fire bombardment, close support, and FPF normally. It would still have to attack normally against enemy adjacent units using its own attack strength, in such case, however. Place any artillery marker for it at the start of the phase— they are not affected by any elimination or displacement of the firing Command Node.

Command Nodes are never affected by the outcome of ranged combats they launch (they are affected normally by Adjacent Combat, however).

A Command Node is not required to launch an artillery attack simply because an enemy unit is within range.

Each Fire Support marker may attack one (and no more) enemy occupied hex.

Generally, a Command Node may utilize only its corresponding artillery marker. Scenarios may provide exceptions. Also, in some scenarios, an HQ may not have any corresponding artillery marker.

Air strikes do not require Command Nodes to be utilized.

> **Note:** Since Command Nodes usually have "zero" attack factors, it's a good idea to keep them away from the front line!

12.9 Bombardment Procedure
At the start of the friendly Bombardment Phase, place all Fire Support markers you plan to use in target hexes. After all markers are placed, resolve each bombardment per the following steps:

1. Declare if this is a Conventional or Hyperwar Attack. To use the Hyperwar CRT, at least one attacking Fire Support marker must be Hyperwar; otherwise the attack is resolved on the Conventional CRT.
2. Total the number of bombarding strength points. Subtract from this the defense strength of the unit being attacked. This gives the attack differential
3. Make any shifts for defender's terrain in the hex. Ignore any hexside defensive bonuses (such as rivers), which do not affect bombardments.
4. Resolve the bombardment on the CRT. Apply the modified results.

12.10 Multiple Defenders
When bombarding a hex containing more than one defending unit, resolve the attack individually for each unit.

Example: If a bombarding artillery unit is attacking two units defending in clear terrain, the attacker would resolve the combat as two separate bombardments, one against each defending unit using the full bombardment strength against both, computing the combat differential for each unit and rolling one die separately for each unit being attacked.

12.11 Completion
At the end of the Bombardment Phase, remove all Fire Support markers from the map.

> **Note:** A bombardment may eliminate or retreat enemy units, thereby reducing the number of units friendly forces will have to attack in the ensuing combat phase. Note: Bombardments do not count as diversionary attacks.

12.12 Close Fire Support Procedure
At the start of any friendly Initial Attack or Rolling Attack phase, the phasing player can place Fire Support markers on enemy occupied hexes which will be attacked by adjacent combat. During the ensuing combat, add the combat value of those markers to the attack strength. At the conclusion of the combat, remove them from the map.

The fire markers in this case do not attack separately, nor may they be used for a diversionary attack. They are applied as extra attack strength. Also, apply normal adjacent combat results, not the modified ranged results.

12.13 Close Fire Support Particulars
Only the attacker may provide close support, never the defender.

A Fire Support marker used in a bombardment sub-phase cannot be used for close support in the same player turn.

In cases where adjacent combat is against more than one defending hex, one defending must be attacked by a Fire Support marker to apply to the entire combat.

Hyperwar-capable fire support may be used for close support in both the Initial and Rolling Attack Phases; conventional fire support may be used only in the Initial Attack Phase.

The defender may not apply fire support to increase a unit's defense strength. All defensive fire support are resolved per FPF.

At the conclusion of the adjacent attack being supported, remove the Fire Support marker from the map.

The defender receives normal benefits for terrain the hex. However, hexsides do not provide bonuses when defending against Bombardment of FPF. Close fire support does not negate hexside bonuses for Adjacent Attacks.

12.14 Final Protective Fire (FPF)
The non-phasing player fires FPF during the Final Protective Fire Phase. This is executed in the same manner as bombardment.

12.15 FPF Prerequisites
FPF may be fired only against enemy occupied hexes which are adjacent to friendly occupied hexes—it cannot bombard a hex that is otherwise **not** adjacent to a friendly unit. All prerequisites for range, etc., must be applied. At the conclusion of the FPF Phase, remove all FPF fire markers from the map.

12.16 Fire Coordination
Scenarios will state the maximum number of Fire Support markers which can be placed in an individual hex for a single attack.

> **Note:** Helicopters are treated as modified land units—they are not air strikes.

12.17 Air Defenses
See rule 19.0.

13.0 COMBAT RESULTS
Combat results are explained adjacent to the CRTs. Apply the results in the order listed.

13.1 Eliminating Units
If there is a choice between units which can be eliminated, then the owning player always chooses which ones are to be lost.

13.2 Retreat After Combat
When the combat results require a player's unit(s) be retreated, the owning player must immediately move those units the indicated number of hexes away from their position. Retreat after combat is not normal movement; retreating units don't pay any movement point costs from their MF in order to make retreats.

13.3 Retreat Strictures
Retreat is subject to the following restrictions, and if a unit is unable to retreat within these restrictions it's eliminated in place.

If a unit is forced to retreat into an enemy ZOC or enemy occupied hex, it is eliminated in that hex. Units may, however, retreat into hexes containing enemy Fire Support markers. Units may not retreat off the map, nor may retreating units cross prohibited hexsides (per the TEC). Moreover, a unit is eliminated if forced to retreat across a major river, unless that river is bridged (whether printed on the map or engineer-laid).

Retreating units may move through friendly-occupied hexes. If the final hex in the retreat path is occupied to the extent that the retreating unit's arrival would cause it to be over-stacked, the retreating unit retreats an additional hex(es) until it reaches a hex in which it can stack within given limits. Within those strictures, it's not necessary for a player to favor any given direction over any other when making his retreats after combat.

In all cases, retreating units must end their retreat the indicated number of hexes away from their former combat position (or further, if the last hex would be over-stacked). No given hex may be entered more than once during any given retreat after combat. Retreats should be conducted in as straight a line of hexes as possible. If more than one retreat path is available that equally satisfies the strictures given above, then the player who owns the retreating units may choose between/among them.

If a retreating unit can't retreat the called-for number of hexes, and can retreat only a portion of the number of the called for hexes, it is eliminated in the last hex into which it was able to retreat. In such cases, the retreat path terminates in the hex in which a unit was eliminated.

Units may retreat into and through friendly units in excess of the stacking limit; however, a unit may not end its retreat in excess of the stacking limit. If that happens, and there is no other possible retreat path, the retreating unit is retreated additional hexes to a position within stacking limits.

13.4 Zero Movement Factor units
Units with a movement factor of zero (0) can never retreat or advance after combat. They are eliminated in place if forced to retreat owing to an **adjacent** attack. They never retreat due to **bombardment** or **FPF** results, however.

13.5 Advance After Combat
All units with both an attack factor of "1" or more and a movement factor of "1" or more may advance after combat if called for by the combat result. This may be either the attacker or the defender. The first hex of the advance must be into the hex which the enemy vacated. The rest of the advance may be in any direction. Any or all friendly victorious units that participated in the combat can advance.

13.6 Advance Distance
The combat result will give the number of hexes which can be advanced. Even if the defender does not retreat the full distance (because the unit is eliminated) the attacker can still advance the full distance.

As with retreat, advance after combat is in terms of hexes and not movement points. Advancing victorious units can move some, none or all hexes up to the full advance. They may not violate stacking restrictions at the end of their advance, however, but advancing victorious units may ignore enemy zones of control.

If the defender advances in such a manner as to become adjacent to phasing units, this does not create new requirements to attack them.

13.7 Advance Immediacy
The option to advance after combat must be exercised immediately before any other combat's resolution is begun, although units are never forced to advance after combat.

Advancing units may neither attack nor be attacked again during that same combat sub-phase, even if their advance places them next to enemy units whose battles are yet to be resolved or that weren't involved in combat.

> **Note:** But, see the Rolling Attack rule (below) for how these units can attack again in the same turn.

13.8 Major Rivers
A unit may not advance across a major river hexside unless there is a bridge (printed or engineer).

14.0 ROLLING ATTACKS
During the Rolling Attacks Phase, the phasing player may use Hyperwar-capable units to attack.

14.1 Rolling Attack Prerequisites
Rolling attacks are entirely at the phasing player's option.

Only Hyperwar-capable units can attack during this combat phase.

Unlike initial combat, they do not have to attack all enemy units in ZOCs they occupy. The phasing player may use some, none or all such units to make these attacks.

> **Note:** No unit is required to attack in a Rolling Attack phase.

14.2 Rolling Attack Procedure
Rolling attacks are resolved in the same manner as Adjacent Combat.

Note: *It's useful to use the advances during initial combat to place units in positions in which they can make favorable rolling attacks.*

14.3 Fire Support During Rolling Attacks
1) The non-phasing player may *not* employ FPF.
2) The phasing player may utilize fire support to make close support attacks (but not bombardments). Only Hyperwar-capable Fire Support markers may be involved.
3) A Hyperwar-capable artillery marker that was used in an Initial Combat Phase may be used again in the Rolling Attack Phase. Hyperwar-capable air markers used in the Initial Combat Phase may not be used in the Rolling Attack Phase (since they would have been returned to the pool).

Note: *See the on-line optional Netwar rules for additional Rolling Attacks.*

15.0 COMMAND NODES
Command Nodes represent headquarters, logistical support, and coordination for artillery. They are treated as ground units with the following special rules.

15.1 Command Radius
The circled number on the counter is the command radius. This is used to determine the range for artillery support. Note that while a Command Node will generally have a corresponding Artillery marker, that marker may be used to provide support to any friendly units, not necessarily those of the same formation.
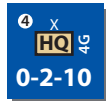
Note: *The on-line ptional rules provide more extensive rules for Command Nodes.*

16.0 HYPERWAR UNITS
Hyperwar units have the following special abilities:

1) Hyperwar units may disengage from enemy ZOC.
2) If any attacking unit is Hyperwar-capable, the attacker may choose the Hyperwar CRT.
3) Hyperwar-capable units may attack in the Rolling Attack Phase.

17.0 PARATROOPER OPERATIONS
Some scenarios allow paratroop-qualified units to enter the map via airborne landing. Only units with the airborne symbol may conduct airborne landings.

Example: Most SOF units have airborne symbols, as well as Soviet mechanized airborne, etc.

17.1 Airborne Landing Procedure
Airborne landings are made during the friendly Movement Phase. Place the airborne units on any hexes on the map. Then, roll one die on the Airborne Landing Table for each such unit. Make any called-for die roll modifications.

17.2 Restrictions
Units making airborne landings may not otherwise move in the turn of landing. They perform all other game functions normally, including attacking, retreats, and/or advances after combat, however.

Generally, airborne units can conduct a paratroop entry only when entering as reinforcements. Once on the map, they use normal ground movement. Airborne units must land within stacking restrictions (if a scatter result would cause over-stacking in any hex(es) at the end of any phase, the player owning the violating units must eliminate the excess, which do count for victory points). Airborne units may not land atop enemy units. They may land in enemy zones of control (but would then have to attack normally).
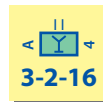
17.3 Airborne Landing Table
See the Game Charts.

Note: *Airborne landings don't require use of transport air units. They are considered to be jumping in from aircraft not otherwise represented in the game.*

18.0 HELICOPTERS & AIR MOBILITY
Helicopters are treated as modified combat units, explained as follows.

18.1 Helicopter Movement
Helicopter units only pay one movement point to enter a hex, regardless of terrain. They do not pay hexside movement costs, nor do they gain road movement bonuses. Moreover, helicopters can move through enemy ZOC (but not units) without restriction or compulsion to attack.

18.2 Helicopter Stacking
Helicopters can stack in addition to normal ground stacking without causing over-stacking.

Example: If an army has a stacking limit of two units per hex, then the player could stack two armor battalions and two helicopter units.

18.3 Helicopters & Combat
Helicopters engage in combat normally. They may retreat through enemy ZOC but not enemy units themselves (representing SAMs, MANPADs, et cetera).

18.4 Airmobile Transport
Each transport helicopter unit can airmobile-transport one friendly airmobile-qualified unit per friendly Movement Phase. Units which can use airmobile movement are listed in each scenario's special rules.

To do so, the helicopter unit can start in any hex. It moves to the hex containing the friendly unit (the pickup zone), picks it up, and then moves it to the destination hex (the landing zone). The helicopter must drop off the transported unit in the landing zone hex. Neither unit can move any further.

Each helicopter transport may be used only once per friendly Movement Phase for transporting ground units (that is, it could not pick up units in different hexes).

Note: *A helicopter does not have to start in the same hex as the transported unit to pick it up (though it may). Both units must end their move in the same hex, however.*

18.5 Helicopter Reinforcements
Helicopters can fly in as reinforcements. They can also transport any qualified ground units. Once on the map, helicopters may not leave the map.

18.6 Airmobile Evacuation
If an airmobile-qualified unit receives a retreat result and is in the same hex as a transport helicopter which also participated in that combat, then the helicopter may pick up the ground unit, and the two retreat together per the rules of helicopter retreat. The transported unit must land in the final hex of retreat (which *can* be in an enemy ZOC, as explained above).

18.7 Airmobile Pursuit
If an airmobile-qualified land unit can conduct an advance and is in the same hex as a transport helicopter that also participated in that combat, then that helicopter may pick up the ground unit, and the two advance together per the rules of helicopter movement. The transported unit must land in the final hex of the advance.

18.8 Air Defense & Helicopters
See rule (19.0).

19.0 AIR DEFENSE UNITS
The circled number on an air defense counter is the air defense radius. Air defense units are treated as ground units with the following special rules.

19.1 Anti-Aircraft
Air strikes conducting attacks within the air defense radius of enemy air defense units have their combat strength cut in half, rounding up any fraction (on a marker-by-marker basis). This halving occurs only once, regardless of the number of Air Defense units involved.

Example: Two airstrike points would equal one point; three airstrikes would equal two points.

19.2 Anti-Helicopter
Helicopters are affected by enemy air defense ZOCs for movement and retreat penalties.

Note: This is just the six hexes around the Air Defense unit, not the full air defense radius.

Also, if any units in an attack are helicopters, and they are within the radius of enemy air defense units, then the attack is shifted a further one column to the left (helicopter defense is not affected, however).

20.0 ENGINEERS
Engineer units have the following special abilities.

20.1 Assault Pioneering
If an engineer unit is involved in an attack against a hex containing any kind of defensive terrain, the attack is shifted one column to the right, cumulative with other offensive and defensive shifts (that is, an attacking engineer negates one column shift for defending terrain).

20.2 Bridge Building
An engineer unit can create a temporary bridge across a minor or major river hexside. To do so, it must start a friendly Movement Phase adjacent to that river hexside, and it does not move for the remainder of that Movement Phase. The engineer therefore "bridges" all adjacent river hexsides. Friendly units may cross those hexsides at no additional movement point cost. Those "temporary bridges" remain in place judged on a Movement Phase by Movement Phase basis.

Also, if an engineer unit is adjacent to a major river during a combat phase, then friendly units may retreat and advance across those hexsides.

Engineers may build bridges even if they are untried (see 21.0). The presence of enemy units on the other side of the river does not affect this.

21.0 UNTRIED UNITS
Certain units are "untried." They are indicated by a question mark printed on their reverse sides in place of combat factors. When initially deployed on the map, they are placed with their untried side showing (face up).

21.1 Combat Experience
Units remain in their untried status until the first time they engage in combat. They are then flipped up after all attacking units have been declared and committed to combat. That also applies to any untried Fire Support markers engaging in any kind of ranged or adjacent combat, as well as to units being targeted by ranged combat.

21.2 Fog o' War
Neither player may examine the hidden side of units. Once an untried unit has been revealed, it remains face up for the remainder of the game.

21.3 ZOC
Untried units have normal ZOC and otherwise operate according to the standard rules.

21.4 Dummy Units
Zero defense factor units (if any) are eliminated when revealed. Zero attack factor units remain in play.

Designer's Note: This rule reflects the fact many of the units committed to these battles were unknown quantities. On the other hand, some units proved better than expected in combat.

22.0 FOG OF WAR
Generally, you can examine all units on the map, friendly and enemy. You may not examine untried units on either side. You may not examine enemy units in the various displays or pools off the map.

23.0 VICTORY CONDITIONS
Each scenario has its own victory conditions. In general, players accumulate victory points (VP) for fulfilling certain objectives during the course of the game, and also for occupying certain terrain features at the end of the game. The player who has more VP at the end of play wins (usually). Players should

keep track of their VP on a separate sheet of paper or by using a spare marker and index.

23.1 Level of Victory
At the end of the game, the player whose side has fewer VP subtracts his total from his opponent's total to determine the extent of the victory (if any). In the table below, tactical victories are the least and strategic victories are the greatest kind of victory.

Difference in VP Amounts
Level of Victory

0-9	Draw
10-19	Tactical Victory
20-29	Operational Victory
30+	Strategic Victory

23.2 Boots on the Ground
To receive VP for occupying a hex, you must have at least one friendly unit occupying that hex. ZOC of either sides' units are irrelevant.

Occupying an airport requires you to have at least one unit in each contiguous hex of that airport, with no enemy units adjacent to it.

24.0 ULAN BATOR SCENARIO
24.1 Briefing
The government of Mongolia is shaken by a coup and rioting in the streets of its cities. There are allegations of foreign incitement. Both Moscow and Beijing send military forces into Mongolia to back up the faction they support and secure valuable mineral resources. The two armies meet at the Mongolian capital of Ulan Bator.

24.2 Players & Sides
In *Ulan Bator*, one player controls the Russians (and their Mongolian allies); the other the Chinese (and their Mongolian allies).

24.3 Nationalities
The following nationalities are in play:
Russia = Blue
Pro-Russian Paramilitaries = Light Blue
Chinese = Red
Pro-Chinese Paramilitaries = Light Red
Mongolian Government (may be either side) = Brown

24.4 Commands
The Russian player controls all Russian units, and all pro-Russian paramilitary units. The Chinese player controls all Chinese units, and all pro-Chinese paramilitary units. Additionally, the First Player controls Mongolian government units.

24.5 Game Scale
Each hex is two kilometers across. Each turn represents anything from 12 hours to three days, depending on the intensity of the fighting.

24.6 Game Length
The game is a minimum of six turns. Starting with Turn 7, during the Game Turn Interphase the First Player must roll one die. If the result is within the range stated on the Turn Record Chart, the game immediately ends; otherwise, continue play. The game automatically ends at the end of Turn 12.

24.7 Victory Points

VP for Elimination of Enemy Units (received at end of game)
Each enemy Command Node eliminated: **+2**
Each enemy Hyperwar unit eliminated: **+1**
All other enemy units eliminated: **0**

VP for Occupation of Hexes
(received at end of game)
Each Objective hex: **+2**
Each peak hex: **1 VP**
Each Monastery hex occupied by a Mongolian Government or Paramilitary unit: **3 VP** (0 VP for other units).
Both airport hexes occupied and no enemy units adjacent to them: **7 VP** (otherwise, airport hexes count as **1 VP** each).

Other VP (received immediately)
For monastery hex turned into rubble by the enemy: **+2**
For each other urban hex turned into rubble by the enemy: **+1**

24.8 Deployment
Units placed on the map during initial setup must be within stacking limits. Untried Units are placed face down. A player may examine them only under the conditions of the fog of war rule. Other units are face up (obviously).

24.9 Set-up
Players set up units in this order.

24.10 Determine the First Player
1) Each player rolls one die. The higher side is the first player. In the event of a tie, re-roll.
2) The first player controls the Mongolian Government forces. The first player rolls one die and picks at random that number of Mongolian Government units (without examining them) and places them on the map. The player places the remaining Mongolian Government units in his

Mongolian Reinforcement Pool. The first player also places all "Pro-(his side)" Paramilitaries in his Reinforcement Pool.
3) The first player places all of his national (Russian or Chinese units in their Reinforcement formations (see below). The first player places all Airstrike markers in a second Reinforcement Pool.
4) The second player rolls one die. He picks at random that number of "Pro-(his side)" paramilitary units (without examining them) and places them on the map. They may be placed in any hexes other than those occupied or adjacent to Mongolian Government units. The player places the remaining "Pro-(his side)" paramilitary units in his Reinforcement Pool.
5) The second player places all of his national (Russian or Chinese) units in their Reinforcement formations (see below). The second player places all Airstrike markers in a second Reinforcement Pool.

24.11 First & Second Player initial Forces
1) Each player rolls one die, divides by two, and rounds up any fraction (to get a number from "one" to "three"). This is the number of formations (defined below) a player receives for his initial forces. When a player selects a formation, he receives all units in it, plus any Fire Support markers.
2) The second player selects one additional formation and adds it to his Initial Forces. (So the second player will start with two to four formations.)
3) Each player rolls a second die. This is the number of army level units the player receives for his initial deployment.

> *Note: Armies are operational command for the Russians and 38th Army for the Chinese. If a player selects a HQ, he also receives the corresponding Fire Support marker at no extra cost.*
> *Note: Players roll dice publicly, but select initial formations in secret. Do not reveal those formations until they enter the map.*
> *Note: The first player will have something of an edge in moving onto the map first, possibly seizing objectives and the airport. Also, the first player will get airpower in his first reinforcement phase while the second player will have to wait for his game turn.*

24.12 Russian Formations
106 Air Assault (Airborne) Division
5 Guards Tank Brigade
36 Guards Mechanized Brigade
37 Guards Mechanized Brigade
11 Airborne Brigade
24 Spetsnaz Brigade

Operational Command (this is treated slightly differently, see below).

24.13 Chinese Formations
6 Armored Division
112 Mechanized Division
113 Mechanized Division
43 Airborne Division
7 Armored Brigade
190 Mechanized Brigade
38 Army

> *Note: Airstrikes and Netwar markers are not part of formations.*
> *Note: Russian Operational Command, and Chinese 38 Army are army level formations and are treated differently (see below).*

24.14 Reinforcements
Reinforcement procedure
Each player has a Reinforcement Table (see page 19). During each Reinforcement phase, the player rolls one die on his Reinforcement Table for each of the three columns (Units, Air, Netwar markers) and receives the forces indicated.

> *Note: You roll once for each column.*
> *Note: Players roll for reinforcements starting on Turn 1. This is in addition to any forces received owing to initial setup.*

Reinforcement Pools: Each player has three groups of potential reinforcements.
Formations: These are defined above. Place each formation's units in the boxes on the map.
Friendly Airstrike Pool: This is used solely for friendly Air Strike reinforcements. (artillery markers are placed with their respective formations.)
Friendly Mongolian Pool: This is used solely for Mongolian reinforcements.
Note: Russian and Chinese ground units enter per the instructions below.
Formations: When you select a formation, you receive all units in it (including any Fire markers).
Army Level units: When the Reinforcement Table instructs you to pick army Level units, roll one die and this is the number of units you receive from that army. Select the units you want. If you select a HQ, you also get its Fire Support marker.
Mongolians: When the Reinforcement Table instructs you to pick Mongolian units, roll one die and this is the number of units you pick randomly from the friendly Mongolian Pool.

Note: the first player's Mongolian reinforcement pool will contain both government and paramilitary units.

Limits: If there are no more units or formations of the formations indicated by the Reinforcement Table, no additional units are received.

Entry of Forces
Russians: These enter from west and north map edges marked "Russian Entry."
Chinese: These enter from south and east map edges marked "Chinese Entry."
Both players: Units capable of airborne and airmobile movement may enter using those forms of movement. Airborne units may land anywhere. Airmobile units fly in from the friendly "entry" map edges.
Mongolian Government: Whichever side controls the Mongolian Government enters its forces (if any) from the friendly map edge entry hexes.
Mongolian Paramilitaries: Place these anywhere on the map not in the same hex as or adjacent to enemy units.
Air and Netwar markers: Place in the Available box.
Replacements: Whenever a Mongolian Paramilitary unit is eliminated, place it back in the pool. All other units, when eliminated, are out of the game permanently

Note: Air strikes when used are returned to the friendly Air Strike Reinforcement Pool. Netwar strikes can also be reused.

25.0 SCENARIO SPECIAL RULES
25.1 Stacking
Russian: Russian National units may stack up to two units per hex. The Russians can also stack two helicopter units per hex (for a maximum of two helicopter plus two non-helicopter units per hex).
Chinese: Chinese units stack one unit per hex. The Chinese can also stack one helicopter unit per hex (for a maximum of one helicopter plus one non-helicopter unit per hex)
Mongolian: Mongolian government and paramilitary stack one per hex.
Interoperability: Units of different nationalities on the same side may not stack together. Units may otherwise participate in combat together.

25.2 Fire Limits
These apply to both players; generally, a player may use a maximum of two Fire markers against a single hex for any type of fire.

25.3 Paratrooper Operations
Each player can conduct a limited number of airborne (paratrooper) operations per turn. Only airborne units which enter the map as reinforcements can utilize airborne operations (once on the map they cannot). Follow the airborne procedure (17.0).

Capacity
The Russians can airborne land up to five airborne units per turn.
The Chinese can airborne land up to two airborne units per turn.

Delay
If a player decides to delay airborne unit reinforcements, they may employ airborne landing on the turn of arrival within capacity. Airborne units can also enter the map via normal land (or airmobile) movement.

Mongolian Airborne
A player can make airborne landings with friendly Mongolian government airborne units. These count against their capacity for the turn.

Airmobile Operations
All friendly helicopters are capable of airlifting one friendly airmobile qualified unit each. These can only be units of the same nationality.

Russian airmobile units: All Russian units with an "airborne" symbol; all marines, special operations, engineer and security units.
Chinese airmobile units: All Chinese units with an "airborne" symbol; all armored recon, special operations, engineer and security units.

Note: Mongolian units may not conduct airmobile movement.

Airfield Landings
A player controls the airport for purposes of airlanding if the following are in effect: the player's units occupy both airport hexes; and there are no enemy units adjacent to that hex; and there are no enemy Air Defense units within their air defense radius of either airport hex.

If the player controls the airport, then the player can enter reinforcements via it. At the start of each friendly Movement phase, the Russians can airland up to four reinforcement units via airlanding; the Chinese can airland two. This may be in excess of stacking limits, but stacking limits must be observed by the end of the Movement phase. Players can place the units on either or both airport hexes. Units which enter via airfield landings can move a maximum of one hex in that movement phase.

25.4 Peak Advantages
If a player's units (any nationality) occupy any two peak hexes on the map, then he adds "one" to the number of Airstrikes he picks each turn (but no more than are in the Pool).

Designer's Note: This represents additional effectiveness of airpower owing to forward observers.

25.5 Ulan Bator Abbreviations

Russian
  Aslt: Assault
  G: Guards
  FSS: Federal Security Service
  OC: Operational Command
  Mar: Marine
  MD: Military District
  ODON: Division of Special Purpose
  R: Reserve

Chinese
  DS: Divine Sword
  SLCU: Snow Leopard Commando Unit

26.0 KIEV SCNEARIO
26.1 Briefing
Civil war has broken out in Ukraine. Both Russia and NATO send forces to back the faction they support. The race is on for the capital at Kiev.

26.2 Players & Sides
In *Kiev* one player controls the Russians and any pro-Russian Ukrainian paramilitaries; the other the Coalition (NATO, the Ukrainian Government forces, and Pro-Coalition paramilitaries).

26.3 Nationalities
The following nationalities are in play:
Russia = Blue
Pro-Russian Paramilitaries = Light Blue
NATO = Yellow
Ukraine Government (controlled by NATO) = Beige

26.4 Commands
The Russian player controls all Russian units, and all pro-Russian paramilitary units. The Coalition player controls all NATO, Ukrainian Government, and Pro-Coalition paramilitary units.

26.5 Game Scale
Each hex is three kilometers across. Each turn represents anything from 12 hours to three days, depending on the intensity of the fighting.

26.6 Game Length

The game is a minimum of six turns. Starting with Turn 7, during the Game Turn Interphase the First Player must roll one die. If the result is within the range stated on the Turn Record Chart, the game immediately ends; otherwise, continue play. The game automatically ends at the end of Turn 12.

26.7 Victory Points

VP for Elimination of Enemy Units (received at end of game)
Each enemy Command Node eliminated: **+2**
Each enemy Hyperwar unit eliminated: **+1**
All other enemy units eliminated: **0**

VP for Occupation of Hexes
(received at end of game)
Each Objective hex: **+2**
Independence Square hex occupied by a Ukrainian Government or Paramilitary unit: **4** (1 VP for other units).
For each airport: both airport hexes occupied and no enemy units adjacent to them: **6** (otherwise, airport hexes count as 1 VP each).
Russians: each road hex within the Coalition reinforcement map edges): **+1**
Coalition: each road hex within the Russian reinforcement map edges): **+1**

Other VP (received immediately)
For each urban hex turned into rubble by the enemy: **+1**
For Golden Gate hex turned into rubble by the enemy: **+2**

26.8 Deployment

Units placed on the map during initial setup must be within stacking limits. Untried Units are placed face down. A player may examine them only under the conditions of the fog of war rule. Other units are face up (obviously).

26.9 Set-up

Players set up units in this order:
1) The Russians are the First Player. NATO is the Second Player.
2) The Coalition player rolls **1Dr/2** (rule 2.13), and then selects that number of Ukrainian Formations. Place them anywhere on the map.
3) The Coalition player rolls **1Dr** (rule 2.13), then picks at random that number of Ukrainian paramilitary units (without examining them) and places them on the map. The player places the remaining Pro-NATO paramilitary units in his Paramilitary Reinforcement Pool.
4) The Coalition player rolls **1Dr** (rule 2.13), then selects that number of Ukrainian

8 Corps units and places them on the map. The player places the remaining 8 Corps units in the 8 Corps box.
5) The Coalition player randomly selects one NATO formation . This is an automatic reinforcement for Turn 1. (Mix up the NATO A RR, B RR, US 2nd and JSOC HQs, pick one at random, and that is the unit you get.)
6) The Coalition Player places all his remaining NATO and Ukrainian units in their Reinforcement formation boxes (see below). The Player places all NATO and Ukrainian Airstrike markers in a second Reinforcement Pool.
7) The Russian player rolls **1Dr** (2.13), then picks at random that number of Ukrainian paramilitary units (without examining them) and places them on the map in hexes not containing or adjacent to Ukrainian units. The player places the remaining Pro-Russian paramilitary units in his Paramilitary Reinforcement Pool.
8) The Russian player rolls **1Dr/2**, adds "one" to it (to get a number from "two" to "four"), and then selects that number of Russian Formations. These are the initial Russian reinforcements (they enter on Turn 1).
9) The Russian player rolls **1Dr** (rule 2.13), then selects that number of Russian Operational Command units and places them on the map. The player places the remaining Operation Command units in the Operation Command box.
10) The Russian player places all his national units in their Reinforcement formations (see below). The Russian player places all Airstrike markers in a second Reinforcement Pool.

26.10 Russian & Coalition Player Forces

1) When a player selects a brigade or division Formation, he receives all units in it, plus any Fire Support markers.
2) Army echelon units are Operational Command for the Russians, * Corps for Ukrainians and Reserves for NATO. If a player selects a HQ, he also receives the corresponding Fire Support marker .
3) Players roll dice publicly, but select initial formations in secret. Do not reveal those formations until they enter the map.
4) Airstrikes and Netwar markers are not part of formations

Russian Formations

98 Air Assault (Airborne) Division
4 Guards Tank Brigade
6 Guards Tank Brigade
9 Mechanized Brigade
27 Mechanized Brigade
16 Spetsnaz Brigade

Operational Command

Coalition Formations

Ukrainian 1 Armored Brigade
Ukrainian 30 Mechanized Brigade
Ukrainian 72Mechanizred Brigade
Ukrainian 95 Airmobile Brigade
Ukrainian 8 Corps

NATO Rapid Reaction Airmobile Brigade
NATO Rapid Reaction Mechanized Brigade
US 2nd Stryker (Armored Cavalry) Regiment
US Joints Special Operations Command
NATO Rapid Reaction Corps

Note: *Russian Operational Command, Ukrainian 8 Corps and NATO Rapid Reaction Corps are army level formations and are treated differently (see below).*

26.11 Reinforcements

Reinforcement procedure
Each player has a Reinforcement Table (see page 20). During each Reinforcement phase, the player rolls one die on his Reinforcement Table for each of the three columns (Units, Air and optional Netwar markers) and receives the forces indicated.

Note: *You roll once for each column. Players roll for reinforcements starting on Turn 1. This is in addition to any forces received owing to initial setup.*

Reinforcement Pools
Each player has three groups of potential reinforcements.

Formations: These are defined above. Place each formation's units in the boxes on the map.
Friendly Airstrike Pool: This is used solely for friendly Air Strike reinforcements. (artillery markers are placed with their respective formations.)
Friendly Ukrainian Paramilitary Pool: This is used solely for Paramilitary reinforcements.
Note: *Russian, Ukrainian Government and NATO ground units enter per the instructions below.*
Formations: When you select a formation, you receive all units in it (including any Fire markers).
Army Level units: When the Reinforcement Table instructs you to pick army level units, roll one die and this is the number of units you receive from that army. Select the units you want. If you select a HQ, you also get its Fire Support markers.
Paramilitaries: When the Reinforcement

Table instructs you to pick paramilitary units, roll one die and this is the number of units you pick randomly from the friendly Paramilitary Pool.

Limits: If there are no more units or formations of the formations indicated by the Reinforcement Table, no additional units are received.

Entry of Forces
Russians: These enter from east and north map edges marked "Russian Entry."

NATO/Ukrainian Government: These enter from south and east map edges marked "Ukrainian Entry."

Both players: Units capable of airborne and airmobile movement may enter using those forms of movement. Airborne units may land anywhere. Airmobile units fly in from the friendly "entry" map edges.

Paramilitaries: Place these anywhere on the map not in the same hex as or adjacent to enemy units.

Air and Netwar markers:
Place in the Available box.

Replacements
Whenever a Paramilitary unit is eliminated, place it back in the pool. All other units, when eliminated, are out of the game permanently.

Note: Air strikes when used are returned to the friendly Air Strike Reinforcement Pool. Netwar strikes can also be reused.

27.0 KIEV SCENARIO SPECIAL RULES
27.1 Stacking
Russian: Russian National units may stack up to two units per hex. The Russians can also stack two helicopter units per hex (for a maximum of two helicopter plus two non-helicopter units per hex).

Ukrainian Government: Ukrainian units stack one unit per hex. The Ukrainians can also stack one helicopter unit per hex (for a maximum of one helicopter plus one non-helicopter unit per hex).

NATO: NATO units may stack up to two units per hex. NATO can also stack two helicopter units per hex (for a maximum of two helicopter plus two non-helicopter units per hex).

Paramilitary: Paramilitary units stack one per hex.

Interoperability
Units of different nationalities on the same side may not stack together. Units may otherwise participate in combat together.

Note: Ukrainian paramilitary units can stack with Ukrainian Government units. The only time this would occur is with a helicopter unit, per above.

27.2 Fire Support Limits
Russia: The Russians may utilize a maximum of two Fire markers against a single hex for any type of fire.

Ukraine: The Ukrainians may utilize a maximum of one Fire marker against a single hex for any type of fire. Ukrainian fires may not be mixed with NATO fires.

NATO: NATO may utilize a maximum of three Fire markers in a hex. However, if all firing markers are Hyperwar, then NATO may utilize an unlimited number of Fire markers against a hex.

27.3 Paratrooper Operations
Each player can conduct a limited number of airborne (paratrooper) operations per turn. Only airborne qualified units which enter the map as reinforcements can utilize airborne operations (once on the map they cannot). Follow the airborne procedure (17.0).

Capacity
The Russians can airborne land up to five airborne units per turn. The Coalition can airborne land up to four airborne units per turn.

Delay
If a player decides to delay airborne unit reinforcements, they may employ airborne landing on the turn of arrival if within capacity. Airborne units can also enter the map via normal land (or airmobile) movement.

Airmobile Operations
All friendly helicopters are capable of airlifting one friendly airmobile qualified unit each. These can only be units of the same nationality.

Russian airmobile units: All Russian units with an "airborne" symbol; all marines, special operations, engineer and security units.

Coalition airmobile units: All Coalition units with an "airborne" symbol; all airmobile infantry, special operations, engineer and security units.

Airfield Landings
A player controls the Airport for purposes of airlanding if the following are in effect: the player's units occupy both airport hexes; and there are no enemy units adjacent to that hex; and there are no enemy Air Defense units within their air defense radius of either airport hex.

If the player controls the Airport, then the player can enter reinforcements via it. At the start of each friendly Movement phase, a player can airland up to four reinforcement units via airlanding. This may be in excess of stacking limits, but stacking limits must be observed by the end of the Movement phase. Players can place the units on either or both airport hexes. Units which enter via Airfield Landings can move a maximum of one hex in that movement phase.

27.4 NATO Forward Operations Base (FOB)
The Coalition FOB unit is not part of any reinforcement groups. The Coalition player can build the FOB by having a combat effective engineer unit in a hex for an entire Coalition movement phase. The unit cannot move nor be adjacent to an enemy unit during that phase. At the conclusion of the phase, place the FOB in the space.

FOB Effects
The FOB is a static unit. It has a command radius which can be used in the same manner as that of Command Nodes. The FOB is always in supply.

If the FOB is eliminated, it may be rebuilt. Any VP given to the Russians for its elimination are kept.

27.5 NATO HQ Networking
Each NATO Hyperwar Command node can call in one Artillery marker from the NATO Reserve formation. This is in addition to any Formation fire marker for that node.

27.6 Kiev Abbreviations
Russian
Aslt: Assault
G: Guards
FSS: Federal Security Service
MD: Military District
OC: Operational Command
ODON: Division of Special Purpose
Mar: Marine
R: Reserve
Coalition
A: Airmobile Brigade
JSOC: Joint Special Operations Command
M: Mechanized Brigade
MP: Military Police
NG: National Guard
PK: Peacekeeping
PMC: Private Military Contractors
RRC: Rapid Reaction Corps
2S: 2nd Stryker

KIEV RUSSIAN REINFORCEMENT CHART

Die roll =	1	2	3	4	5	6
Ground Forces	-	-	**1dr** Paramilitaries	Russian Formation (all)	**1dr** Operational Command units	Formation (all) + **1dr** Operational Command
Airstrikes	Turns 1-6: **1dr** Air; Turns 7-13: **1dr/2** Air					
Netwar (optional)	Turn 1: **1dr** Netwar; Turns 2-13: **1dr/2** Netwar					

Kiev Coalition Reinforcement Chart

Die roll =	1	2	3	4	5	6
Ground Forces	-	**1dr** Paramilitaries	Ukrainian Formation (all)	NATO Formation (all)	**1dr** Ukrainian 8 Corps units	**1dr** NATO RRC units
Airstrikes	**1dr** Air					
Netwar (optional)	**1dr/2** Netwar					

Ulan Bator Russian Reinforcement Chart

Die roll =	1	2	3	4	5	6
Ground Forces	-	-	**1dr** Paramilitaries	Formation (all)	**1dr** Operational Command units	Formation (all) + **1dr** Operational Command
Airstrikes	**1dr** Air					
Netwar (optional)	Turn 1: **1dr** Netwar; Turns 2-13: **1dr/2** Netwar					

Ulan Bator Chinese Reinforcement Chart

Die roll =	1	2	3	4	5	6
Ground Forces	-	-	**1dr** Paramilitaries	Formation (all)	**1d**r 38 Army units	Formation (all) + **1dr** 38 Army units
Airstrikes	**1dr** Air					
Netwar (optional)	Turn 1: **1dr** Netwar; Turns 2-13: **1dr/2** Netwar					

Explanation

"-": No reinforcements received.

1dr Paramilitaries: Roll one die, then pick at random that number of Paramilitaries (in Ulan Bator, Mongolian Government units are also part of the Paramilitary pool for the First player).

1dr Air: Roll one die, then pick at random that number of Airstrikes.

1dr/2 Air: Roll one die, divide by "two", round up any fractions, and pick at random that number of Airstrikes.

1dr/2 Netwar: Roll one die, divide by "two", round up any fractions, then pick that number of Netwar markers.

Formation (all): Receive all units in one brigade, division or special operations command formation.

1dr Army/Corps/Operational Command: Roll one die, then select that number of Army, Corps or Operational Command units (depending on the force).

Formation (all) + 1dr Operational Command: Apply both results.

AIRBORNE LANDING TABLE

Die Roll	Outcome
≤ 1	Land
2	Land
3	Land
4	Land
5	Land
6	Scatter
7	Scatter
8	Abort
≥ 9	Elim

Airborne Landing Table Die Roll Modifiers (use all that apply)

-1: Unit is landing on an airfield/airport.
0: Unit is landing in clear terrain
+1: Unit is landing in any other type of terrain.
+1: Unit is landing in the ZOC of one or more enemy units (maximum of +1 regardless of number of ZOC).
+1: Unit is landing in the Air Defense Radius of one or more enemy air defense units (maximum of **+1** regardless of number of air defense units).

Airborne Landing Table Results

Land: unit lands without adverse effect.
Scatter: Roll one die; a result of "1" means the unit is placed one hex east of the intended landing hex; a "2" means it's placed one hex southeast of the intended landing hex, etc. If the unit lands atop an enemy unit, in prohibited terrain, over-stacked or off map, it's eliminated.
Abort: Landing is canceled. Place the unit back in the Available Reinforcements box.
Elim: Unit is eliminated.
Reinforcement Charts (see scenarios)

KIEV & ULAN BATOR RANDOM EVENTS CHART

Die Roll	Event
1- 3	No Event
4	**Friction**: this turn, all Hyperwar units lose their Hyperwar capabilities. Optional rules: Instead, Players lose all accumulated Air and (optional) Netwar markers.
5	**Accelerated Reinforcements**: each player immediately rolls on the Reinforcement Table; any reinforcements received enter during the player's ensuing movement phase.
6	**Morale Check**: Each player counts the Objective, Airfield, Monastery, and Peak hexes their forces occupy (depending on the scenario). If one side occupies at least five more hexes than the other, the side with the higher total gains an additional one column shift when attacking for the remainder of this Game Turn.

New World Order Battles Terrain Effects Chart

Terrain Type	Movement Cost	Combat Effects	Notes
Clear	1	NE	-
Urban	2	2L	-
Suburban, Town	2	1L	-
Objective	2	3L	Units in Objective hexes can ignore Retreat results (attacking and defending).
Yurt	2	1L	-
Monastery	2	See note	For combat, treat as objective for Mongolian government and paramilitary units; for other nationalities, treat as Yurt.
Airport	1	NE	See Airborne and Airlanding rules
Square / Park	1	NE	For future games in the series.
Woods	2	NE	-
Rough	3	2L	-
Peak	3	3L	Combat effective command nodes on Peak hexes have their Command Radii increased by "two." See also scenario rules.
Coastal	OTiH	OTiH	For future games in the series.
Lake/Sea	prohibited	prohibited	Airmobile and Airborne movement can fly over. See SOF amphibious rule. For future games in the series.
Road	0.5	OTiH	-
Trail	1	OTiH	For future games in the series.
Railroad	0.5	OTiH	Treat as trail for movement.
Minor River Hexside	+2	1L	1L only if all adjacent attackers are coming across such hexsides.
Major River Hexside	all	3L	3L only if all adjacent attackers are coming across such hexsides. Advancing and retreating units may cross only if bridged or a friendly engineer bridge is adjacent to the hexside.
Bridged Minor River	Negates crossing cost	1L	1L only if all non-artillery attackers are coming across such hexsides.
Bridged Major River	Negates crossing cost	2L	2L only if all non-artillery attackers are coming across such hexsides.
Rubble Marker	3	4L	Negates roads and/or bridges in that hex or hexside. Defensive shift is in place of other terrain in hex.

Notes

NE = No Effect.

OTiH = Cost is determined by the **O**ther **T**errain **i**n (that) **H**ex.

1L, 2L, 3L, 4L = Shift combat differential that number of CRT columns to the left. Defender always receives only the single best terrain or water barrier shift available.

Adjacent Combat Results

A1, A2 = All involved attacking units retreated the indicated number of hexes. The attacking player retreats his units in accordance with the retreat rules. The defender may advance one hex.

AB = **Attack Breakdown**: Eliminate one attacking unit; retreat surviving non-Hyperwar attackers; Hyperwar attackers stay in place; no advance. (note: the attacker chooses the unit to be eliminated—it may be Hyperwar or Non-Hyperwar.)

AE = Eliminate all attacking units. The defender may advance into the attacker's hex.

AX = **Attacker Exchange**. All defending units are retreated one hex, then one attacking unit is eliminated. Surviving attackers may advance into the defender's hex.

BR = Both attacker and defender retreat one hex. The defender retreats first, followed by the attacker. There is no advance after combat. A BR retreat is otherwise treated as a normal retreat result. Note that if a defending unit is surrounded by enemy units or ZOC, it is eliminated, even if the surrounding units then retreat due to the same result.

D1, D2, D3, D4 = Defender retreats the indicated number of hexes. The defender retreats his units in accordance with the retreat rules. The attacker may advance one, two, three or four hexes, respectively.

DE = Eliminate all defending units. The defender may advance up to two hexes.

EX = **Exchange**. The defender eliminates one unit. Then the attacker eliminates one unit. If all defending units are eliminated, the attacker may advance after combat into the defender's hex. The converse is not true—the defenders may never advance even if they are the only surviving units.

Designer's Note: The "AB" result reflects the breakdown in an attack when high-tech units attempt to coordinate with low-tech units owing to networking shortfalls, etc; see the opening attack of 2003's Operation Anaconda.

Ranged (Bombardment and FPF) Combat Results Explanations

D1, D2 = Retreat targeted unit that number of hexes.

D3, D4 = Retreat targeted unit that number of hexes. **Optional rules:** At the completion of retreat, Crash the targeted unit.

DE = Eliminate targeted unit. **Optional rules:** also, check for Rubble.

EX = Same as "DE" plus Friendly Fire. If there are any attacking units in a hex adjacent to the target of the Fire, the defending player selects one of them and applies a "**D1**" against it. **Optional rules:** also, check for Rubble.

All other results = No effect.

CONVENTIONAL COMBAT RESULTS TABLE

Combat Differentials

Die Roll	-7	-6,5	-4,3	-2	-1	0	+1	+2, 3	+4, 5	+6, 7, 8	+9, 10, 11	+12	Die Roll
1	AE	AE	AE	AE	A2	A2	A1	BR	BR	EX	EX	EX	1
2	AE	A2	A2	A2	A1	A1	A1	BR	EX	EX	EX	D1	2
3	A2	A2	A2	A1	A1	A1	BR	EX	AX	D1	D1	D2	3
4	A2	A1	A1	A1	A1	BR	EX	AX	D1	D1	D2	D2	4
5	A1	A1	A1	A1	BR	EX	AX	D1	D1	D2	D2	DE	5
6	A1	A1	A1	BR	EX	D1	D1	D2	D2	D2	DE	DE	6

HYPERWAR COMBAT RESULTS TABLE

Combat Differentials

Die Roll	-7	-6,5	-4,3	-2	-1	0	+1	+2, 3	+4, 5	+6, 7, 8	+9, 10, 11	+12	Die Roll
1	AE	AE	A2	A2	A2	A2	A1	AB	AB	D1	D2	D2	1
2	A2	A2	A2	A2	A1	A1	AB	D1	D1	D2	D2	D3	2
3	A2	A2	A1	A1	A1	AB	D1	D1	D2	D3	D3	D4	3
4	A1	A1	A1	A1	AB	D1	D1	D2	D3	D4	D4	DE	4
5	A1	A1	A1	AB	D1	D2	D2	D3	D4	DE	DE	DE	5
6	A1	A1	AB	D1	D1	DE	DE	DE	DE	DE	DE	DE	6

Attacker shifts

+1: Engineer unit involved in attack against Complex terrain
+1: Any defending unit "Crashed" (optional rules)

Defender shifts

-?: Complex terrain; see Terrain Effects Chart
-1: Helicopters attacking within air defense unit radius
-1: Any attacking unit "Crashed" (see optional rules)

Note: Final differentials greater than +12 are resolved at +12. Final differentials less than –7 are resolved at –7.

CRASH RECOVERY TABLE (OPTIONAL)

Die Roll	Chinese, Russians	Ukrainians, Mongolian, Paramilitaries	NATO
1(-)	NE	NE	NE
2	NE	NE	NE
3	NE	NE	Recover
4	Recover	NE	Recover
5	Recover	Recover	Recover
6(+)	Recover	Recover	Recover

Die roll modifiers

-1: unit is in an enemy ZOC
+1: unit is within command radius of a friendly combat effective Command node

Results

NE: No effect, unit remains Crashed
Recover: Remove Crash marker

OPTIONAL RULES

NETWAR
Players can use Netwar markers to take special Netwar Actions.

Netwar Marker Reinforcements
Netwar markers are received via Scenario instructions. You keep Netwar markers off map in the Available box and play them when using them for a Netwar Op. Upon completion of their play, remove the Netwar marker from the Available box. They may be received again as reinforcements later in the game. You can accumulate unused Netwar markers and play them later in the game.

Netwar Op Hyper Attack
Play prior to any ground attack by non-Hyperwar units. That attack becomes a Hyperwar attack. All units making this attack must be in command radius of a friendly Command Node or Nodes.

Note: this may not be used to make a non-Hyperwar Artillery or Air marker into a Hyperwar attack.

Netwar Op Rolling Attack
Play during the friendly Rolling Attack phase. All units within command radius of a friendly Command Node or Nodes can make a Rolling Attack. (One Netwar marker is required per each such attack.)

One Op, One Netwar Marker
You need expend only one Netwar marker per Hyper Attack or Rolling Attack, regardless of the number of units or headquarters used above. Also, Hyperwar qualified units do not require this expenditure . Effectively – this makes non-Hyperwar units Hyperwar qualified for one Attack.

Full Spectrum Attack
Declare this at the start of any friendly movement phase. Commit any number of Netwar markers. Roll one die for each. On a roll of "5-6" select any one enemy combat effective Command Node and place a Crash marker on it.

Crash Removal
Declare this during any Recovery phase. For each Netwar marker expended, remove one Crashed marker from any friendly unit. This is done before rolling any die for that unit.

CRASH & RECOVERY
Units are in one of two states; they are either combat effective or crashed. "Combat effective" units become crashed due to Full Spectrum Attacks. "Crashed" units regain combat effectiveness via "recovery." All units of both sides always start each scenario in combat effective status unless otherwise specified.

Hyperwar Bombardment
If a Hyperwar Strike Bombardment or FPF causes a D3 or D4 result, then also place a Crash marker on the unit (after it retreats). Close Support does not cause a Crash.

Crash Effects
Crashed units lose their ZOC.
A crashed unit engages in combat normally, but any combat in which there are one or more crashed units is shifted one in the enemy's favor (left if you're attacking, right if defending). If both sides have crashed units, this effect is negated.

Crashed units retreat normally; they cannot advance after combat.

A crashed Command node unit has its command rating reduced to zero ("0') and may not use its Command Radius to initiate any action (command shifts for combat, Artillery attacks or other game function).

A crashed Hyperwar unit loses its Hyperwar ability.

If an already crashed unit receives another Crash, there is no further effect.

Crashed Air Defense units lose their special Air Defense ability.

Crashed Engineer units cannot perform their special functions.

All adverse effects of Crash are removed when the unit recovers.

Since crashed units have no ZOC, adjacent enemy units are not required to attack them, though they do so.

Note: since Crashed units lose their ZOC, there is no obligation for adjacent units to attack them, though they may do so at the attacking player's option.

Recovery
A player attempts to restore his crashed units to combat effective status during his own side's Recovery Phase. For each such unit, roll one die and consult the Scenario Recovery Table for the results.

Recovery
Units within command radius of a friendly combat effective Command Node may receive a die roll modifier when attempting recovery See the Recovery table.