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## CREDITS

**Design:** Ty Bomba

**Development:** Eric R. Harvey

**Final Rules Editing:** Eric R. Harvey

**Rules Copy Editing:** Lewis Goldberg & Steve Levan

**Playtesters:** Phil Menton, David Tal, Peter Martinson, Chris Cox, Dave Grogan, Tom Switajewski, Eric R. Harvey, Joe Youst & Mark Goss

**Map Graphics:** Joe Youst

**Counter Artwork:** Larry Hoffman

**Production:** Callie Cummins and Lisé Patterson

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## 1.0 INTRODUCTION

*War by Television: If The US & NATO Had Invaded Serbia (WbT)* is a "what-if" simulation of the fighting that might have occurred across rump-Yugoslavia in the late summer or early autumn of 1999 if the Western alliance had decided on a ground war to settle the Kosovo crisis.

*WbT* is a two-player wargame of low-to-intermediate complexity that posits this might-have-been war lasting about a month. We believe that's about the maximum time before the invaders' diminishing supplies, and their loss of the political will necessary to continue the fighting, would force a truce if victory had not already been achieved in the field. In all probability, had this war been fought, secondary and tertiary campaigns would also have been waged along the Montenegro coast by NATO navies against the Yugoslav base at Bar, and in the Bosnian interior, where the Bosnian-Croats, Bosnian-Moslems and elements of the Croatian army would have moved to crush the Bosnian-Serb enclave. The outcomes of those fights, however, would be foregone conclusions compared with the struggle in the main theater, and would not have significantly affected the course of events there.

### 1.1 Game Scales

Each hexagon equals 7.5 miles (12 km) from side to opposite side. Each game turn represents two days. The units of maneuver are mostly brigades and divisions-size groupings for the Serbians, each with about 2,000 to 5,000 men, and about 25 to 50 armored fighting vehicles in the tracked mechanized units. On the NATO side, units are divisions, corps and armies, each containing about 9,000 to 25,000 men, and up to 350 or so armored fighting vehicles. The invaders' air supremacy is built into several aspects of the rules (such as the CRT) and therefore is not represented by separate aircraft unit-counters.

### 1.2 Definitions

If a rule is said to apply to all NATO units, that means it applies to all units in the game opposed to the Serbs, including those of the US. If a rule applies to only one or some of the nationalities opposing the Serbs, the specific names of those nationalities will be used in that rule.

Rump-Yugoslavia (or simply Yugoslavia) consists of the provinces of Vojvodina, Serbia, Kosovo and Montenegro.

### 1.3 NATO Order of Battle

The Czech, Hungarian and Polish units in the game are actually agglomerations of five or so mechanized brigades and various supporting units. We figured, however, that those countries would probably reactivate the higher-level headquarters shown on the counters in order to aid in maximizing the post-war estimate of their contributions to this fight. The German "EuroCorps" would likely have been centered around that nation's 4<sup>th</sup> (or possibly 1<sup>st</sup>) *Corps* headquarters, and would probably have contained their 1<sup>st</sup> or 10<sup>th</sup> *Panzer Division* (or possibly their 14<sup>th</sup> *Panzer Grenadier Division*), along with the German-Danish-Polish *Mechanized Infantry Brigade*, 1<sup>st</sup> *Netherlands Panzer Division*, and possibly also the *Franco-German ("Charlemagne") Mechanized Infantry Brigade*. We chose this organization to put in the game because German domestic politics would no doubt have required their participation in such a ground war be camouflaged behind the fig leaf of a multinational unit.

We believe the US 1<sup>st</sup> *Allied Air Assault Corps*, or something like it, would have been created in order to maximize the alliance's great tactical advantage of air mobility. It would have been centered on the headquarters of the US 18<sup>th</sup> *Airborne Corps*, and would likely contain the US 101<sup>st</sup> *Air Assault Division*, the Polish 25<sup>th</sup> *Air Cavalry Division*, the British 24<sup>th</sup> *Airmobile Brigade*, and possibly also the airmobile battalion from the Croatian 8<sup>th</sup> *Guards "Eagles" Brigade*.

### 1.4 The 82<sup>nd</sup> Airborne ("Truckborne") Division

Several of the active duty Army officers who took part in the final play testing of this simulation felt it was incorrect to give the US 82<sup>nd</sup> *Airborne Division* an initial combat rating of eight. My rationale for doing so was that sub-divisional units, particularly armored cavalry units, would likely be broken up

and parceled out to the US divisions to give them all more or less equal combat power at the start of the campaign. But those who objected continued to sniff at the idea the *82<sup>nd</sup>* could ever, under any circumstances, wield the same power as the *1<sup>st</sup> AD* or *1<sup>st</sup> Mech Inf*. Players sharing their sentiment should therefore reduce the *82<sup>nd</sup>* to a 6-9 at the start of play.

## 2.0 GAME COMPONENTS

The components to a complete game of *WbT* include these rules, the mapsheet and 176 die-cut counters (also called “units” and “unit-counters”). Players must provide themselves with a standard (six-sided) die to resolve combat and other probabilistic events that occur during play.

### 2.1 The Game Map

The game map represents the militarily significant terrain across rump-Yugoslavia and its environs when portrayed at this scale. A hexagonal (“hex”) grid is printed over it to regulate unit placement and movement similar to the way squares are used in Chess and Checkers. A unit is always in only one hex at any one instant. Each hex contains natural and/or man-made terrain features that may affect movement and combat.

The map’s terrain representations have been altered slightly from their real-world configurations in order to make them conform to the hex-grid. But the terrain relationships from hex to hex are accurate to the degree necessary to present players with the same space/time dilemmas that would be faced by their real-world counterparts if this war were to actually take place.

Each hex on the map has a unique four-digit number printed in it. They are provided to help you find specific locations referred to in the rules (for example, the city of Novi Sad is in hex 1708), and to allow you to record unit positions if a match has to be interrupted and taken down before it can be completed.

*Errata: The two references to “12.6” under the Combat Effects column for Bridges and River should actually be “12.3.”*

### 2.2 The Counters

There are 176 counters in the game, most of which represent combat units; others are provided as informational markers and memory aids. After reading through these rules at least once, carefully punch out the counters. Trimming the “dog ears” from their corners with a fingernail clipper greatly facilitates handling and stacking during play and also enhances their appearance. Each combat unit-counter displays several pieces of information: nationality, type, combat strengths, reinforcement status, specific identification and mobility class.

### 2.3 Sample Combat Unit

This unit is the Serbian **Task Force Drina**. It has an attack factor of two, a defense factor of three, and a movement factor of six. Because it has printing on both sides, it is said to be a “two-step” unit (see 2.9).

*Note: Most NATO counters have only a single combat factor, whether attacking or defending, representing a totality of the maximum firepower they could bring to bear. Unlike other nationalities, a NATO unit’s firepower factor is not presumed to fluctuate whether attacking or defending.*

### 2.4 Sides & Abbreviations

Unit nationality, and therefore the side each is on, is indicated by their color schemes and abbreviations to the left of their unit-type-boxes. Other abbreviations, used to facilitate the specific identifications of some units, also appear to the right of the unit-type-boxes.

#### NATO Color Schemes:

**Croatia**—white on black

**Czech Republic**—white on dark blue  
**France**—white on light blue  
**Germany**—black on gray  
**Hungary**—black on yellow  
**Italy**—black on leaf green  
**Kosovars**—black on gold  
**Poland**—black on light red  
**United Kingdom**—black on tan  
**USA**—black on olive drab

**Serbian Color Scheme:**

**All Serbian units**—white on scarlet red

**Abbreviations:**

**AAA**—Allied Air Assault Corps  
**AT**—Arkan's Tigers  
**C**—Croatia  
**CZ**—Czech Republic  
**EC**—Euro Corps  
**F**—France  
**G**—Guards  
**GR**—Germany  
**H**—Hungary  
**IT**—Italy  
**KO**—Kosovo  
**KLA**—Kosovo Liberation Army  
**L**—Light  
**MEF**—Marine Expeditionary Force  
**P**—Poland  
**POM**—Pomorski (Pomeranian)  
**S**—Serbia  
**TFD**—Task Force Drina  
**TFT**—Task Force Timok  
**UK**—United Kingdom  
**US**—United States

**2.5 Unit Types & Mobility Classes**

All ground combat units are either Mechanized ("Mech") or Non-Mechanized ("Non-Mech") or Airmobile ("heliborne"). Mechanized units are those whose primary means of moving is provided by wheeled or tracked motorized vehicles. Non-Mechanized units' primary means of locomotion is provided by legs. This distinction is important for movement and combat (see sections 10.0 and 11.0). Airmobile units move about the theater of operations and enter combat in helicopters.

**2.6 Unit Sizes**

Units' organizational sizes are indicated by the symbol atop their unit-type boxes. From largest to smallest they're as follows:

**XXXX**Army  
**XXX**Corps  
**XX**Division  
**X** Brigade  
**III** Regiment

If the size symbol of a unit is bracketed, that formation is *ad hoc* or irregular, meaning it's not normally a part of its army's order of battle and was organized specifically for this campaign.

**2.7 Attack & Defense Factors**

These numbers, referred to collectively as "combat factors," are measures of each unit's relative

ability to attack and defend (see section 11.0). If a unit has three numbers across its bottom edge, the first number is always its attack factor, followed by its defense factor, followed by its movement factor. Units with only two numbers across their bottom edges have identical attack and defense factors; thus the first number on such units is the combat factor and the second is the movement factor.

### ***2.8 Movement Factor***

This is a measure of each unit's ability to move across the hex field printed on the map. Units pay different movement costs to enter or cross the different types of terrain in and around the hexes into which they move (see section 10.0).

### ***2.9 Step Strength***

All ground units in the game contain one or more "steps" (also called "strength steps"). That's an arbitrary term used to show the ability of units to absorb certain amounts of casualties and equipment losses before becoming entirely ineffective. Those ground units with printing on only one side of their counters are "one-step" units; those with reduced combat factors printed on their reverse sides are said to be "two-step" units. On the Serbian side, all but three units (TFD, TFT and 585L) are one-steppers.

On the NATO side, all units except the KLA (which is a one-stepper) begin play with four or more steps. The steps beyond two are represented by extra substitute counters. Substitute counters are easily recognized from those representing units at full strength by the fact they (the substitute counters) each have a black dot (or white dot on the French units) in their upper-left corners on both sides. Only one of each multi-step unit's counters may be in play on the map at any one time. The lower-step-value counters are substituted in-place for the higher-valued ones as those units take step losses in combat. (See section 11.0 for more details on combat and step losses.)

### ***2.10 Other Counters***

The uses of the following counters are explained at appropriate points throughout the rest of the rules:

**Game Turn Indicator** (see section 5.0)

**NATO Control Markers** (see 3.4)

**Media Perception Point Markers** (MePPs, see section 4.0)

**Bridge Repaired Marker** (see 10.19)

**Weather Indicator** (see 5.3)

**NATO Aerial Supply Marker** (see 8.14)

## **3.0 SET UP**

### ***3.1 Choose Sides & Set Up***

Players first choose which side each will control, the NATO side or the Serbian side. That choice having been made, the player commanding the NATO side sets up his units first. With two exceptions (see 3.2 & 4.8), all units of both sides are available at the start of play and begin at their

full step-strength. Stacking rules (see section 6.0) must be observed by both players when setting up.

### **3.2 NATO Set Up & Restrictions**

The NATO player may always set up his units in the territory of Albania, Bosnia, Hungary and Macedonia. He may also choose to set up in the territory of one, two or all three of Croatia, Romania and/or Bulgaria. The decision whether to include those last three countries within the area of active operations is made solely by the NATO player before he starts his set up, and once made can't be changed for the rest of that match. The NATO player should simply announce to his opponent which, if any, of those otherwise neutral countries will be included in the play of that match. Note, though, that each inclusion carries with it a MePPs (Media Perception Points) penalty (see 4.2).

If Croatia is brought into play by the NATO player, that nation's *Guard Corps* becomes part of the NATO order of battle. When Croatia is put in play by the NATO player, the *Guard Corps* must always start play in Croatia. Polish, Hungarian and Czech units may only begin play in Hungary. The KLA may only start play in Albania or Macedonia. The Italian *4<sup>th</sup> Corps* must always start play in either Albania or Macedonia. Understand, however, that none of those restricted-set-up units need remain in their original country locations once play has begun. After that, they're free to make their way across the entire in-play portion of the board just like other NATO units.

Countries not chosen to be part of the starting alliance are considered neutral territory by both players for the rest of the game. Neither side's units may enter, trace supply or attack into the hexes of neutral countries.

The NATO player may not use the UK 3<sup>rd</sup> Division unless he decides to make a MePPs check for it (see 4.8).

**Designer's Note:** *Other than as described above for Croatia, the NATO player need not set up any units in neutrals he's brought into play according to 3.2, though it will usually make sense for him to do so. He might, for instance, want to bring Romania into play simply to gain the use of the supply source hexes in that country (see 8.7). Note, too, the NATO player can make use of all active-country supply source hexes even if he doesn't start any actual combat units there.*

### **3.3 Serbian Set Up & Restrictions**

After the NATO player has completed his set up, the Serbian player sets up his side's units. All Serbian units are set up anywhere in the rump-Yugoslavia provinces of Vojvodina, Montenegro, Serbia and Kosovo. Serbian units are always free to move and attack anywhere inside rump-Yugoslavia. They may attack into, but not move into, the territory of other in-play nations; they may never move or attack into the territory of neutrals.

**Designer's Note:** *That last rule isn't because the Serbs have suddenly become sticklers about international law; it's just that: 1) the nations surrounding rump-Yugoslavia have mobilized territorial defense units that aren't represented by counters but are nonetheless enough to prevent large-scale incursions; and 2) the Serbian logistical ability to project operations outside their own territory has by this time been seriously degraded by the preparatory NATO air campaign.*

### **3.4 Hex Control**

Hex control is the term used to describe which side is "in control" of particular hexes at particular times during play. In this game, hex control is only important when considering city hexes inside rump-Yugoslavia (see section 4.0). At the start of the game the Serbian side controls all city hexes inside rump-Yugoslavia. The control status of a city hex changes the instant a ground unit of the other side enters it. The status of each city hex may change any number of times during a match as units of the two sides enter and reenter the various city hexes.

At the start of play it's obvious which side controls which city hexes simply by looking at the borders on the map. But as the game progresses and the NATO invasion makes headway, use the control markers provided to show which specific city hexes have passed into (and perhaps out of again) the alliance's control.

## 4.0 HOW TO WIN

### ***4.1 In General***

Given the preponderance of military force enjoyed by the NATO side, there's little doubt the Serbs will suffer defeat in this war in the classic military sense of that term. Despite that fact, however, it's still possible the NATO player may "lose" the war—in so far as it's reported in the western news media and perceived by the electorates of the alliance countries—by not conducting his advance fast enough, suffering too many casualties, etc.

This overall media perception of how the war is going for the NATO side is measured and kept track of during play as "Media Perception Points" (or simply "MePPs," pronounced "meps"). At the start of each match the NATO side has 50 MePPs. That amount should be recorded on the MePPs track printed on the mapsheet by placing both the "MePPs x 10" in its "5" box.

Once play begins, the NATO player never gains MePPs; his total will never go higher than 50; it will only decrease (as described below) from there. The Serb player neither gains nor loses MePPs for his own side; but he should conduct his operations so as to maximize the NATO MePPs loss rate.

The NATO player wins the game by causing the collapse of the Milosevic regime (see 4.9) before his MePPs total reaches zero or the end of Game Turn 14, whichever comes first.

### ***4.2 Losing MePPs for Croatia, Romania & Bulgaria***

At the start of the game, if the NATO player decided to bring Croatia into play, he rolls a die and halves the result (rounding up remainders). That final number, from one to three, represents the MePPs he must immediately deduct from his total (corresponding to future political and economic costs of the rolled-for action). The same procedure is also followed for Romania and/or Bulgaria (a halved die roll for each) if one or both are activated into play by the NATO player. Thus the NATO player may start play already down three to nine MePPs, depending on which neutrals he brought into the alliance and their resultant die rolls. When the NATO player declares the countries he'll bring in, he must do so all at once and before he rolls the die for any one of them (see 3.2). Each decision, once declared and rolled for, cannot be undone for the rest of the game.

### ***4.3 Losing MePPs for NATO Casualties***

Every time any NATO units suffer a step loss (see 2.10) deduct one MePP from the total. That's one MePP automatically deducted for each NATO step lost.

### ***4.4 Losing MePPs for Serb Attacks***

Every time Serbian units launch an attack and one or more of the involved Serbian units survives that battle, the NATO player should roll the die and halve that result, rounding up any remainder. That final result of one, two or three is deducted from his MePPs total. Make just one such MePP-loss check for each Serbian attack with one or more survivors, no matter how many Serbian units actually survive in each such battle.

### ***4.5 MePP Loss for Failed NATO Attacks***

Whenever NATO forces make an attack that fails to entirely clear the attacked hex of all-Serbian units, the NATO player should make a MePP-loss check as described in 4.4 above. Make one such check per failed NATO attack.

### ***4.6 MePP Loss for Serb Recapture of City Hexes***

If the Serbian player regains control of a rump-Yugoslav city hex that had been under NATO control, the NATO player should make a MePP-loss check as described in 4.4 above. Make one such check for each NATO-controlled rump-Yugoslav city hex that's lost back to Serb control (potentially any number of times for each of the nine rump-Yugoslav city hexes on the map).

### ***4.7 MePP Loss for Time Passing***

As the last step in every game turn (see section 5.0) the NATO player must deduct from his MePPs total the number of points equal to that turn's number. That is, for example, at the end of Game Turn 1 the NATO player will deduct one point from his MePP total; at the end of Game Turn 2 he'll deduct two points; at the end of Game Turn 3 he'll deduct three points, etc.

#### **4.8 The UK 3rd Division**

The United Kingdom's 3<sup>rd</sup> (mechanized infantry) Division does not become part of the starting NATO order of battle unless that player is willing to make a MePPs-loss check for it (just as in 4.2). The decision to use or keep back the 3<sup>rd</sup> is made just once, at the start of play, and can't be taken back or changed afterward. If the unit is brought into play, it functions just like the other British division and there are no further special rules or penalties concerning it.

**Designer's Note:** *In real life, during the run-up to what would've been the start of this war, it was the British government who were among those most ardently pushing for a ground solution. That being the case we can imagine, had the policy been adopted, London would've been called on to 'pony up' accordingly. Hence the commitment into this war of what amounts to the UK's last ready reserve would be certain to bring with it future political costs.*

#### **4.9 NATO Victory Checks**

Every game turn ends with a NATO Victory Check Phase. To check to see if he's won the game at those times, the NATO player should add up the number of rump-Yugoslav city hexes he controls in overland supply and then consult the Victory Determination Table below.

##### **NATO Victory Check**

##### **NATO-controlled City Hexes in Yugoslavia**

0-3  
4  
5  
6  
7  
8  
9

##### **Die Roll Needed for NATO Victory**

No chance of a NATO victory  
Roll of 1  
Roll of 1 or 2  
Roll of 1, 2 or 3  
Roll of 1, 2, 3 or 4  
Roll of 1, 2, 3, 4 or 5  
Automatic NATO victory

#### **4.10 Ending the Game**

A match of *WbT* is over when the NATO player has caused the collapse of the Milosevic regime as described above, or when the end of Game Turn 14 is reached without that regime having been collapsed, or when the MePP total reaches zero, whichever comes first. If the game is ended by the collapse of the Milosevic regime (represented by sufficient victory points), the NATO player is declared the winner. If the game is ended by either of the other two criteria, the Serbian player is declared the victor. No draws are possible.

### **5.0 THE TURN SEQUENCE**

#### **5.1 In General**

After choosing sides and setting up as described in section 3.0, place the Game Turn marker provided in the counter mix in the "1" box of the Game Turn Record Track printed on the mapsheet. At the end of every complete game turn, advance the marker one space along the track toward 14.

Every game turn of *WbT* is divided into two "player turns." Each player turn is further divided into a series of steps (or "phases"). Every action taken by a player must be carried out in the appropriate phase as described below. Once a player has finished a particular phase he may not go back to perform some forgotten action or redo a poorly executed one unless his opponent graciously permits it.

#### **5.2 The Turn Sequence**

The game turn sequence is given below in outline. The rest of the rules are organized, as much as possible, to explain things in the order they're encountered as you go through each turn's sequence.

### **I. NATO Player Turn**

- A. Weather & Reconstitution  
Determination Phase**

B. NATO Movement or Combat Phase

C. NATO Combat or Movement Phase

## II. Serbian Player Turn

A. Serbian Combat Phase

B. Serbian Movement Phase

## III. NATO Victory Check Phase

A. NATO Victory Check

B. MePPs Game Turn Deduction

### ***5.3 Weather***

At this scale, weather and its effects can be put into two broad categories: good and bad. These rules are written assuming good weather; bad weather is taken as a temporary condition that alters some normal play procedures. The weather for the Game Turns 1 and 2 is always automatically good. Beginning with the start of Game Turn 3, the NATO player should roll a die to check for that game turn's weather status. Weather is bad on a roll of six. If, however, the weather was bad on the previous game turn, then weather will be bad during the new game turn on a roll of five or six. (**But don't look for a roll of four, five or six if the weather was bad on two consecutive game turns; the die roll needed for bad weather is never more than five or six**).

During bad weather all non-mechanized units have one subtracted from their movement factors and all mechanized units have a two subtracted from their movement factors. Further, bad weather causes all NATO attacks on such turns to suffer one-column-leftward odds shifts, and that side's aerial supply marker is unavailable. Further, no bridge repair takes place during bad weather.

### ***5.4 NATO Player Turn Sequencing***

Except for the weather checks starting on Game Turn 3, which always come first, the NATO player may decide the sequence of the phases within his turn sequence. That is, immediately after making the weather check (or at the very start of his Game Turn 1 and 2 player turns), the NATO player should announce whether he will use a combat/movement or movement/combat sequence that turn.

The sequencing choice is always up to the NATO player, decided on a turn by turn basis. Note, though, that during player turns in which he chooses a movement/combat sequence, Czech, Hungarian and Polish units are considered to have attack factors of just one. (Their defense remains unaffected.) Also, on turns he chooses the combat/movement sequence, all NATO attacks gain a one column rightward odds shift.

The Serbian player turn is always second in every game turn; and that side's phase sequence is always combat/movement.

### ***5.5. NATO Victory Check Phases***

At the end of every game turn in which the NATO player holds four or more rump-Yugoslav city hexes in overland supply, that player should make a victory check (see 4.9). If there is no victory check, or if there is one but the die roll for it fails to end the game, the NATO player must then deduct the number of points from his MePPs total equal to that game turn's number (1 through 14).

***Old Hands Note:*** No victory checks are made at the end of reconstitution game turns, no matter if it was mandatory or discretionary (see section 9.0).

### ***5.6 Serbian Maximum Effort Player Turn***

Once per game, but never during Game Turn 1, the Serbian player may declare, at the very start of

his player turn, that turn will be his "maximum effort" turn. Procedures remain the same except for one important change: the Serbian player turn's sequence is move/fight rather than the normal fight/move.

## 6.0 STACKING

### **6.1 In General**

"Stacking" is the term used to describe the piling of more than one unit into a hex at the same time.

### **6.2 Limited NATO Stacking**

There is hardly any stacking allowed on the NATO side. That is, except for the KLA, the NATO player may never have more than one of his units in the same hex at the same time. The KLA may stack and move with any other NATO units in the game; it does not count for stacking in any way. Thus other NATO units may also freely enter and/or move through a hex containing only the KLA.

### **6.3 Serbian Stacking**

The Serbian player may stack up to six of any of his units in the same hex at the same time. Note, however, that the three Serbian "Task Force" units (TFD, TFT and 585L) each count as three units for stacking purposes.

### **6.4 Stacking & Movement**

The stacking rule is in effect at all times throughout the game turn. That means players must pay attention to the sequence in which they move their units or risk having early moves block units moved later in the phase (especially on the NATO side). Note, though, beyond the six Serbian units or one NATO unit per-hex stacking limit at anyone instant, there is no limit on the number of units that may enter and pass through a given hex over the course of a movement phase.

Serbian units beginning a movement phase stacked together need not remain together simply because they were stacked; they might be moved off individually or in smaller groupings.

Check both players' units at the end of every phase in the turn sequence. If any are found to be over-stacked, the owning player must eliminate the excess units of his choice.

### **6.5 No Fog o' War**

Both players are free to examine the units beneath the top units of his opponent's stacks at any time.

### **6.6 Free Stackers**

None of the counters illustrated in rule 2.10 have any stacking value. That is, each may be added to any stack according to the specific rules governing their uses.

## 7.0 NATO ZONES OF CONTROL

### **7.1 In General**

"Zones of Control" are an abstraction used to show how the large-size NATO units, by using computerized artillery and aerial support systems, can project their power, inhibiting Serbian movement, into areas adjacent to them.

All NATO ground units, except the KLA, exert "Zones of Control" (or "ZOC") into the six hexes surrounding their location hexes at all times. There is no difference in effect between a hex containing ZOC exerted there by one unit and a hex containing ZOC exerted there by more than one unit. Serbian units never exert ZOC.

### **7.2 No Mechanized ZOCs in Mountains**

With one exception, NATO ZOCs extend both into and out of all kinds of terrain. The exception is ZOCs of mechanized units never extend into mountain hexes, even if the mechanized unit being considered is in a mountain-road hex. A mechanized unit in a mountain road hex, though, does project ZOCs normally into all surrounding non-mountain hexes. Non-Mechanized, dismounted mechanized and airmobile ZOCs are unaffected by all kinds of terrain.

### **7.3 ZOC Effects**

All Serbian units must stop their movement for that movement phase in the first hex they enter containing a ZOC; they may not move any farther that phase. Moreover, Serbian units that begin their side's movement phase already in a ZOC may not move at all that phase, though they can still attack (and may possibly advance after combat, see 11.23).

### **7.4 ZOC Loss**

Out of Supply (OOS) NATO units do not project ZOC. They also lose their ZOC during mandatory reconstitution game turns (see section 9.0).

### **7.5 No ZOC Negation by Units**

The presence of a Serbian unit in a hex containing a NATO ZOC in no way negates that ZOC for any other Serbian units. Thus, once in a ZOC a Serbian unit may only escape it by destroying the ZOC-projecting NATO units, or by waiting until the ZOC-projecting NATO units are OOS or going through a mandatory reconstitution turn.

Note that the movement-inhibiting effects of *ZOC* work only against Serbian units and never against NATO units. That is, a NATO unit beginning its side's movement phase with Serbian units in its *ZOC* isn't pinned by their presence. Such NATO units may move, provided only that one or more adjacent hexes is empty of Serbian units.

## **8.0 SUPPLY**

### **8.1 In General**

Units of the NATO side require supply to operate at their full (printed-on-the-counter) potentials for movement and combat. There are no counters representing the supplies actually consumed by NATO units; instead, that process is represented abstractly, through "supply line tracing."

*Old Hands Note: Serbian units are entirely freed from supply rules in the game because, by NATO standards, they are already modeled in their movement and combat capabilities as if they were permanently and unalterably OOS.*

### **8.2 Supply States**

There are two supply states and every NATO unit in the game always exists in one or another of them.

A NATO unit is "in supply" if it can trace a supply line to an appropriate supply source hex. A NATO unit is "out of supply" (OOS) whenever it is unable to trace a complete supply line. NATO units may exist indefinitely in the OOS supply state; no unit is ever eliminated simply for being OOS.

### **8.3 Willful OOS**

It is permitted for the NATO player to deliberately move his units into hexes where they will, or likely will, become OOS.

### **8.4 Checking Supply State**

The NATO player should check the supply state of each of his units at the start of its movement. Units found to be OOS at that instant have their movement factor halved (round down all remainders) for that phase.

The NATO player should again check the supply state of all of his units involved in a battle, either offensively or defensively, at the instant their battle resolution process is begun. NATO units found to be OOS at that time have their appropriate combat factor (attack or defense) halved. Again, round down all remainders.

### **8.5 Tracing Supply Lines**

Each NATO unit's supply line has two portions: a non-road/non-highway portion and a road/highway portion. The non-road/non-highway portion extends back from the unit's location hex a maximum of four hexes to a road or highway hex. From that road or highway hex the path is traced along the course of the transport line, never again leaving the contiguous road/highway path, over distances of

any length, back to a friendly NATO supply source.

Units located in road or highway hexes are not required to make use of a non-road or non-highway supply line portion; they may simply trace directly back along the road and/or highway to their supply source. Similarly, units within four hexes of a friendly supply source need not make use of a road or highway supply line portion; they may simply trace directly to their supply source.

### **8.6 Tracing Limitations**

When counting the four-hex, non-road/non-highway portion of a supply line, count from the unit back to the road or highway. Don't count the hex the unit is in; do count the hex in which the road or highway being traced to is located.

*Note: For supply tracing purposes, roads and highways are the same thing and may be mixed as needed. Also note, though, once a supply line has jumped onto its road/highway portion, it may not leave it again to go across a second non-road/non-highway portion.*

No portion of any supply line may ever be traced into or through hexes containing enemy ground units. The non-road/non-highway portion of a supply line may be traced across river hexsides, both bridged and without bridges; but the road/highway portion of a supply line may only cross river hexsides on intact bridges (see 10.19).

Only mountain infantry units and NATO dismounted mechanized units (see 10.21) may trace the non-road/non-highway portion of their supply lines into or across mountain hexes.

Neither portion of a NATO supply line may be traced into or through a Yugoslav city hex unless that hex is already NATO controlled at the instant of tracing.

*Note: such places need not actually be garrisoned, only under NATO control from previous NATO unit entry, see 3.4.*

### **8.7 NATO Supply Source Hexes**

All map-edge hexes in countries actively part of the anti-Serb alliance (see 3.2), and that have roads or highways running through them and off the map, are NATO supply source hexes. [For example, hex 3239 is a NATO supply source because it has a highway in it that runs off the map edge and Macedonia is always an active part of the anti-Serb alliance.](#) Similarly, the road hex in 4029 is also a NATO supply source hex. Further, both map-edge hexes that are city hexes (2000 and 3039) are also NATO supply source hexes.

### **8.8 Supply Line & Supply Source Capacity**

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

### **8.9 Albanian & Macedonian Supply Sources**

If one or more NATO units (which also includes the KLA) in a NATO attack are drawing their supply from source hexes located in Albania or Macedonia, and those attacking units are themselves not located in hexes in either of those countries, then that attack suffers a one column leftward odds shift. (NATO defenses in such situations remain unaffected by this rule.)

### **8.10 NATO Aerial Supply**

Once per each good weather game turn, at any time during the game turn sequence, the NATO player may declare one hex anywhere on the map to be receiving aerial supply. A NATO unit in a hex so supplied is considered to be fully supplied for the rest of that game turn, but only while in the aerially supplied hex. The aerial supply marker may not be placed on bad weather game turns, but is otherwise indestructible. (And, yes, aerial supply may be used to escape the strictures of 8.6).

### **8.11 NATO In-Country Supply**

NATO units located in hexes within the territories of supply source countries are always in supply there; no tracing of supply is necessary.

## 9.0 NATO RECONSTITUTION

### ***9.1 In General***

The overall 14 game turn limit approximates the maximum amount of time before the NATO forces engaged here would have to pause to conduct general rest and regrouping efforts that would mark the end of the war or at least its initial campaign. But current US Army doctrine also calls for tactical pauses at the end of individual battles, which are referred to in game terms as “reconstitution phases. Since the US Army would be providing the single largest component of the entire NATO force, it’s likely its approach to these matters would also come to govern the pace of the entire NATO campaign. Accordingly, all NATO units must pause for occasional reconstitution turns throughout the game, either at that player’s discretion or when mandated by die roll.

### ***9.2 Procedure***

At the start of play put the “Reconstitution” counter on the Game Turn Record Track in the box for Game Turn 3. As the last step of Game Turn 3’s Weather & Reconstitution Determination Phase (see 5.2), the NATO player rolls a die. If the result is a five or six, Game Turn 3 becomes a mandatory reconstitution game turn. In that case immediately move the reconstitution marker forward three boxes on the Turn Record Track to Game Turn 6. The NATO player will not make another reconstitution check until the start of Game Turn 6.

On a die roll of one through four, there is no mandatory reconstitution that turn; so only move the marker ahead on the track just one box. In that case the NATO player will have to check for mandatory reconstitution again at the start of the that next game turn (4). When a reconstitution turn is mandated by die roll, move the marker ahead three turns from there, and make no more checks until the start of that game turn.

### ***9.3 Mandatory Reconstitution Effects***

When a reconstitution turn has been mandated for NATO forces by die roll—which in reality would mean it’s been “mandated” by the growing lack of supply and the fatigue of the soldiers in the field—the resultant turn of inactivity is called a “mandatory reconstitution game turn.” On such game turns no movement or attacking is allowed for any NATO units. Further, all NATO units exert no ZOC for the entire game turn and no NATO bridge building or bridge destroying may take place. NATO units still defend normally (taking supply into account, etc.), and there is no direct effect on Serbian operations.

**Designer’s Note:** *Yes, in reality, Serbian units also become disorganized and tired; but it’s NATO that’s setting the tempo of this war. The greater restrictions on Serbian mobility built into their turn sequence, weak step-counts and lesser mobility already account for those forces’ always slower pace of operations.*

### ***9.4 Discretionary Reconstitution***

On any game turn during which the NATO player is obligated by the rules above to make a reconstitution die roll check, he may instead announce—prior to rolling that die—that he will instead call a “discretionary reconstitution.” In that case move the marker ahead three turns on the track. A discretionary reconstitution is the same as a mandatory one except NATO units still can—within normal terrain-prohibition and turn sequence rules—move one hex, and they also retain their ZOC if in supply (still no attacking, no bridging or unbridging, but they do defend normally). Again, Serbian operations are unaffected.

**Designer’s Note:** *The advantages of calling a discretionary reconstitution turn are twofold: 1) the NATO player can use the ZOC-retention and limited movement it allows to ensure, in most situations, the Serbs won’t be able to take advantage of the reconstitution to launch powerful attacks; and 2) in picking an opportune time to reconstitute, two turns of uninterrupted operations are guaranteed during a period of his own choosing.*

## 10.0 MOVEMENT

### **10.1 In General**

Every ground unit in the game has a “Movement Factor” printed in its bottom-right corner. That movement factor is the number of “Movement Points” (also referred to as “MPs” and “MFs”) available to the unit to use in moving across the map during its side’s movement phase every game turn.

### **10.2 Movement Strictures**

MPs may not be accumulated from turn to turn or phase to phase, nor may they be loaned or given from one unit to another. A player may move all, some or none of his units in each of his movement phases throughout the game, within the limits given in this section and the rules above, at his own discretion. Units that move are not required to expend all their MPs before stopping. The movement of each individual unit or stack must be completed before that of another is begun. A player may only change the position of an already moved unit or stack if his opponent agrees to allow it.

Units move from hex to adjacent hex—no “skipping” of hexes is allowed—and they pay varying costs to do so depending on the terrain in the hex being entered and along its hexsides. The movement of your units takes place only during your own player turn; no enemy movement takes place during your player turn.

### **10.3 No Minimum Movement Ability**

No unit may enter a given hex unless it has available sufficient MP to pay for all the involved movement costs.

### **10.4 Serbian Stack Movement**

To move together as a stack, Serbian units must begin their movement phase already stacked together. But Serbian units are not required to move as a stack simply because they started their movement in the same hex. In such situations those units might be moved together, individually or in smaller sub-stacks.

### **10.5 Splitting Serbian Stacks**

When moving a Serbian stack, that player may halt it temporarily to allow a unit or sub-stack to split off and move away on a separate course. The units left behind in the original (or “parent”) stack may then resume their own movement, even splitting off more sub-stacks and lone units if desired. But once the Serbian player begins moving an entirely different parent stack, he may no longer resume the movement of earlier stacks without his opponent’s permission.

### **10.6 Serbian Stack MF**

If Serbian units with different movement factors are traveling together in a stack, the stack must use the movement factor of the slowest unit. Of course, as the slower units exhaust their MPs, the Serbian player may leave them behind to continue moving with the faster units.

### **10.7 Enemy Units**

It’s not permitted for your units to enter hexes occupied by enemy units.

### **10.8 Terrain**

There are two general classes of terrain on the map: natural and man-made. Each class is divided into several different types (see below). There is never more than one type of natural terrain in any one hex, but more than one type of man-made terrain may exist in one hex along with the natural stuff.

### **10.9 Natural Terrain**

There are six types-of natural terrain: clear, forest, hills, mountains, marsh and rivers. The effects these various terrains have on the movement of ground units are described below and are also summarized on the Terrain Effects Chart (see the map) for quick reference.

### **10.10 Clear**

Clear terrain is the “base” terrain of the game; it contains no elevations over 500 feet or slopes over 10 percent. That is, hexes with *only* clear terrain in them represent areas devoid of any natural

features that would significantly enhance defense or slow movement at this scale of simulation. Each clear hex costs all units one MP to enter.

For a hex to be considered clear terrain, that must be the only kind of natural terrain shown within it.

For example, hex 3225 is clear terrain. Hexes containing natural terrain types other than clear, or in addition to some clear terrain, are identified by the predominant terrain pictured within them. That is, for instance, hex 1006 is marsh; hex 1514 is hills; hex 2826 is mountain; and 3330 is forest. All cities are considered to exist in clear terrain hexes.

#### **10.11 Forest**

All forested hexes cost non-mechanized units one MP to enter, while mechanized units pay two MP to enter.

#### **10.12 Hills**

Hill hexes represent topographically more rugged areas with elevations varying from 500 to 2,000 feet above the surrounding base terrain and containing slopes of between 11 and 30 percent. As with forests, all non-mechanized units pay one MP to enter each hill hex, but mechanized units pay three MP.

#### **10.13 Mountains**

Mountain hexes are topographically the most rugged areas on the map, projecting more than 2,000 feet above surrounding base areas and containing slopes of more than 30 percent. Non-mechanized units pay two MP per to enter mountain hexes; mechanized units may not enter mountain hexes except when using road movement. A hex that has both hills and mountain terrain in it is considered a mountain hex.

*Old Hands Note: See section 12.0 for movement costs as they pertain to the 1<sup>st</sup> AAA Corps in your play and for an exception to 10.14 below.*

#### **10.14 Marsh**

Marsh exists in only one hex on the map (1006), and that hex is unplayable for all purposes.

#### **10.15 River Hex Sides**

Rivers run between hexes, along the hexsides, rather than lying in-hex. Units crossing river hexsides on intact bridges (see 10.18 below) do so without having to pay any extra movement costs. Units of either side, other than the US MEF, which are attempting to cross an unbridged river hexside must pause temporarily in their movement before doing so. The owning player rolls a die, and that result is the number of extra MP the unit must pay to make the crossing. The MEF may cross unbridged rivers without making a penalty check die roll by simply always paying one extra MP to cross.

If a unit has insufficient MP remaining in its movement factor at the time of an attempted crossing to pay the rolled penalty, it may not cross that phase, nor may it move off in any other direction; it's stalled in the attempted-crossing hex for the rest of that phase.

When moving Serbian stacks across a river, make just one die roll per stack. Make one die roll check for each NATO unit attempting an unbridged river crossing, even through the same hexside during the same phase.

#### **10.16 Man-made Terrain**

Man-made terrain exists in four types: roads, highways, cities and international borders.

#### **10.17 Road & Highway Movement**

Roads and highways can be used to enhance movement and negate normal terrain effects on movement. Roads allow mechanized units to move along their paths, from road hex to contiguous road hex via the exact course of the road, at a cost of only one-half (0.5) MP per hex, no matter what other terrain types are in the hexes. When moving along road paths in that same way, non-mechanized units pay one MP per road hex, no matter what other terrain types are in the hexes.

Highway travel is the same as road travel, except mechanized units pay only 0.25 (one-quarter) movement point per hex.

It's permitted for units to combine road, highway and cross-country movement during the same movement phase, in any combinations within the limits of the traveling unit's overall movement factor.

### ***10.18 Bridges & Roads/Highways***

Bridges occur across every hexside over which a road or highway crosses a river. All bridges are destroyed at the start of play except for the one lying completely inside Hungary between hexsides 1900/2000. Every demolished bridge remains that way until such time as the NATO player decides to have one of his units attempt to rebuild it. Use the bridge markers printed on the reverse sides of the NATO control markers to indicate rebuilt bridge hexsides.

The NATO player may try to rebuild demolished bridges next to which he has one or more of his side's ground units. All rebuilding attempts are declared and resolved, one at a time, at the very start of his movement phases in good weather. No more than one rebuilding attempt may be made per phase for any single bridge. Note too that any given bridge may go up and down any number of times per game. Units that attempt bridge repair may not move or attack that player turn. (Thus NATO stacking rules will pretty much work to prohibit a bridge being used during the player turn it's built.) No bridge rebuilding takes place during bad weather or during reconstitution (either kind) turns. To check for a rebuilding effort's success, roll a die and consult the following chart.

#### **Bridge Repair Table**

##### **Die Roll**

##### **Repair Attempt Result**

0-2

Repair attempt fails

3-7

Bridge is repaired

#### **Bridge Repair Die Roll Modifiers (Cumulative):**

+1 = If the NATO unit attempting the repair is US, UK, German or French.

-1 = If the NATO unit attempting the repair is OOS.

-1 = If the NATO unit attempting the repair is located directly across the river hexside from one or more Serbian units.

### ***10.19 Demolishing Bridges***

The Serbian player may try to demolish any bridge next to which he has one or more ground units. All demolition attempts are declared and resolved by each player, one at a time, at the very start of his movement phases, but no more than one demolition attempt may be made per phase for any single bridge. Serbian units that attempt bridge demolition may not move or attack that player turn. To check for demolition success, roll a die and consult the following chart.

#### **Bridge Demolition Table**

##### **Die Roll**

##### **Demolition Attempt Result**

1-2

Demolition attempt fails

3-6

Bridge is demolished

The NATO player may demolish any number of bridges automatically at the start of all of his good

weather player turns. He simply announces which bridges are going down, then removes their intact bridge markers. During bad weather turns, the NATO player may only demolish bridges next to which he has one or more units. In such cases, demolition is again automatic. No NATO bridge demolitions may take place during reconstitution (either kind) turns.

### **10.20 Cities & Towns**

Units entering city hexes when not using road or highway movement do so at the cost of one MP per city hex. Units entering hexes containing a town have their movement costs determined by the other terrain features in that hex. Towns by themselves have no effect on unit movement.

### **10.21 Dismounting NATO Units**

The NATO player may use the following procedures to temporarily dismount one, some or all of his US, UK, Croatian, French and/or German mechanized units (most likely in order to campaign in mountains):

1. At the start of each of his movement phases throughout the game, the NATO player may declare he's converting any of his US, UK, Croatian, French and/or German mechanized units into non-mechanized infantry.
2. The unit(s) selected must be in overland supply and not adjacent to any Serbian units at that instant.

Immediately reduce any converted unit's step strength by half (round down remainders), and note that it's "dismounted" on a piece of scrap paper. Such units may not move or attack in any way that turn.

3. A dismounted unit is considered non-mechanized infantry with a movement factor of four (4). It may operate in the dismounted mode as long as the NATO player desires.
4. Remounting (converting back to mechanized status) takes places as in step two above, except at the end of the chosen movement phase double the remounting unit's step strength. Units may not move or attack during the player turn of remounting.

**Designer's Note:** *Serbian, Polish, Hungarian and Czech units never dismount; likewise, the US 1st AAA Corps never dismounts.*

## 11.0 COMBAT

### **11.1 In General**

During your side's combat phase you can attack all enemy units adjacent to your units across playable hexsides. The player whose player turn it is, is considered "the attacker," and the other is "the defender," no matter what the overall situation across the map. Attacking is always voluntary.

### **11.2 Multi-Hex Attacks**

An enemy-occupied hex may be attacked in one battle by as many of your eligible units as you can bring to bear from the surrounding hexes; however, no single attack may have as its objective more than one hex. All units that attack together must combine their collective attacking firepower as a grand total, which is then compared—as a ratio—to the combined grand total of collective defending firepower that is being attacked in the same hex during the same turn.

### **11.3 Indivisibility of Units**

No single attacking unit may have its combat factor divided and applied to more than one battle.

Likewise, no defending unit or stack may have part of its defense strength attacked by one or a few attackers while another part is attacked by others. Defending units stacked together may only be attacked as if they constituted one combined unit. No attacking unit may attack more than once per combat phase and no defending unit may be attacked more than once per combat phase.

#### **11.4 Attack Sequencing**

Aside from the restrictions described above, there is no artificial limit on the number of attacks each player may set up during his combat phase. The attacker need not declare all his attacks beforehand, and he may resolve them in any order he wishes, as long as the resolution of one is completed before that of the next is begun.

#### **11.5 Combat Procedure**

Normally the attacking player should strive to have more attack factors involved in a given battle than the defender has defense factors. Such attacks are called "high odds attacks." To resolve them, the attacking player must first calculate his "odds." Do that by adding up the combat factors of all the attacking units involved in a battle; then determine the combat factors of the enemy units defending in the battle. Divide the attacker total by the defender total and round off (down) any remainder.

**Example:** 26 attack factors versus 7 defense factors yields an odds ratio of 3:1. That is: 26 divided by 7=3.71, which rounds down to 3. To turn that "3" into a ratio, you must set a "1" next to it on the right. Thus "3" becomes "3:1" (which is read "3-to-1"), which corresponds with a column on the Combat Results Table printed on the mapsheet.

#### **11.6 Poor Odds Attacks**

Battles in which the attacking force has fewer combat factors than the defender are called "poor odds attacks." Procedures are modified in that now you divide the defender's total by the attacker's; round remainders up, and set the "1" on the left side.

**Poor Odds Example:** A force with 5 attack factors is attacking a force with 11 defense factors. Divide 11 by 5 (11 divided by 5=2.2), and round up (2.2 becomes 3), then set the "1" on the left of that "3", yielding odds of 1:3.

**Designer's Note:** "High Odds" and "Low Odds" attacks are simply terms of convenience, good for nothing more than indicating which of the two odds calculating procedures you'll use for a given battle. It's possible to have successes with low odds attacks, and fiascos at high odds. In general, though, the higher your combat odds, the better the chances for success in any attack. That is, you want to be attacking on the right side of the CRT. And, of course, in situations where the two sides have precisely the same amount of combat factors involved, no mathematics are necessary; odds will be 1-to-1.

#### **11.7 Odds Limits**

Note that the column headings on the CRT range from 1:4/1:3 to 6:1/7:1. If the combat ratio (after calculating all shifts, if any) obtained for a given battle is 1:4/1:3 or lower, that battle receives automatic results of 3/0; no die roll is made. If the combat ratio (after calculating all shifts, if any) obtained for a given battle is greater than 6:1/7:1, that battle receives automatic results of 0/6; no die roll is made. Shifts that exceed the CRT range are always adjusted from the maximum possible ratio on the CRT, not the actual ratio beyond the CRT.

**Note:** The CRT has two rows of odds-ratio column headings. The row labeled "NATO" is used by that player for all his side's attacks; the row labeled "Serbs" is used by that player for all his side's attacks.

#### **11.8 Combat Resolution Die Roll**

To resolve a battle, find the odds column of the CRT corresponding to its odds ratio and roll a die. Look down the proper odds column on the CRT until you cross-index with the number you just rolled. That is your "combat result" for that battle. For example, if you're the Serbian player and you're attacking at 2:1 and roll a "3," your result is "1/2".

#### **11.9 Numeric Combat Results**

Numeric results to the left of the slash apply to the attacker; those to the right apply to the defender. All results are given in terms of step losses to the forces involved. That is, each whole-number increment of the combat result means one step of the affected side must be eliminated. Combat results are applied by the players among their own involved units as each sees fit.

**Old Hands Note:** For exceptions to that last statement, see 11.21 and 11.24.

#### **11.10 Zero Combat Results**

A zero (0) combat result means the involved forces of the side receiving that result are entirely unaffected; there is no step loss for that side.

#### **11.11 Terrain Effects on Combat**

Both natural and man-made terrains have effects on combat. It is always the terrain in the defender's hex and along its hexsides that determines die roll modifiers; the terrain in the attacker's hex(es) has no bearing on odds shifting.

#### **11.12 Roads & Highways, & Bridges**

Roads, highways, and bridges in general don't work to negate any of the combat effects of man-made or natural terrain; they affect only movement, not combat. Note, though, that mechanized units may only attack into or out of a mountain hex if they do so along the course of a road running from their location hex into the hex being attacked (see 11.14 below).

#### **11.13 Cities & Towns**

Units defending in a city hex gain a two-column leftward odds shift. [For example, what would otherwise be a 4:1 attack into clear terrain would be changed to 2: 1 if the defending force were in a city hex.](#) Additionally, all step losses mandated by the combat result for both sides on the CRT are doubled (zeroes become ones). Note, though, if a NATO attack into a city hex is made with final odds greater than 6:1, or if a Serbian attack into a city hex is made with final odds greater than 7:1, then the attacker's zero-result for that battle does not become a one; it remains a zero.

Units defending in a town hex gain a one-column leftward odds shift. [For example, what would otherwise be a 4:1 attack into clear terrain would be changed to 3:1 if the defending force were in a town hex.](#)

#### **11.14 Mountains**

Units defending in a mountain hex gain a two-column leftward odds shift. [For example, what would otherwise be a 4:1 attack would be changed to 2:1 if the defending force were in a mountain hex.](#) Mechanized units may only attack into mountain hexes when located on a road hex that runs from their location hex into the mountain hex being attacked, and even then their combat factor is halved (round up remainders) for all such attacks.

#### **11.15 Hills**

Units defending in a hill hex gain a one-column leftward odds shift. For example, a 4:1 attack into would be changed to a 3:1 attack if the defending force were in a hill hex.

#### **11.16 Marsh**

No unit may attack into a marsh hex; but the 1<sup>st</sup> AAA Corps may trace its range over that hex (see 12.3).

#### **11.17 Clear & Forest**

Clear and forest hexes have no combat effects in and of themselves.

#### **11.18 River Hex Sides**

Units other than the US MEF that are attacking across river hexsides, no matter if bridged, have their attack factor halved (round down all remainders). The MEF's attack strength is never affected by river hexsides.

**Old Hands Note:** The 1<sup>st</sup> AAA Corps is an exception to many of the rules presented above and elsewhere in this section, see section 12.0.

#### **11.19 The Milosevic Line**

As the KFOR units discovered when they moved into Kosovo at the time of the crisis' diplomatic settlement, the Serbian army had begun entrenching the Albanian/Macedonian border zone.

Therefore all Serbian units defending in border hexes between 2034 and 3835, inclusive, gain a one-column leftward odds shift.

### **11.20 Serbian Artillery**

Treat Serbian artillery units as normal combat units with the exception that in any given battle no artillery unit may be given up by to satisfy combat loss requirements until all involved non-artillery factors present have first been given up. Further, the attack factor of a Serbian artillery unit is never known until the combat odds calculation process is begun for the battle in which one or more happens to be involved. At that time the Serbian player should roll one die for each involved artillery unit; the result is the rolled-for artillery unit's attack factor for that one battle.

*Note: However, the Serbian player may never add more artillery factors into a battle than he has non-artillery factors involved there, no matter what the die roll(s). Note, too, these artillery units are not ranged; they merely attack into adjacent hexes as do non-artillery units.*

### **11.21 Serbian Anti-Tank**

Serbian anti-tank units may never attack; they only defend. Further, the defense factor of a Serbian anti-tank unit is never known until the combat odds calculation process is begun for the battle in which one or more happens to be involved. At that time the Serbian player should roll one die for each involved anti-tank unit and then halve that result (round up remainders). That final result of one, two or three is the rolled-for anti-tank unit's defense factor for that one battle. Note, though, if every NATO unit attacking a Serbian force containing one or more anti-tank units is heliborne, non-mechanized or dismounted mechanized, then the anti-tank unit's defense factor is automatically a one.

### **11.22 Cumulative Modifiers & Odds Shifters**

In every battle, all applicable modifiers and odds shifters are cumulative in their effect.

### **11.23 Advance After Combat**

Whenever the defender's hex is cleared of all units by that fight's combat result, the victorious attacking units may advance-after-combat into that hex (stacking limits must be observed). Such advances are not considered part of normal movement and they don't cost any MPs, but advancing units must still observe normal terrain movement prohibitions. Victorious attackers may advance across unbridged river hexsides.

Advancing is an option; it is never mandatory, but the decision to advance or stay must be made immediately after the battle is resolved and before that of any other is begun. Furthermore, it's not necessary for an advancing attacker to try to stack-full the newly won hex; he may send just one or a few units, if he wishes, rather than a full stack. There is never any defender advance-after-combat; victorious defenders simply hold their ground.

*Old Hands Note: An important exception to the above is given in 12.1 and 12.4.*

### **11.24 Great Power Loss Requirements**

Whenever an attacking NATO force contains US, UK, French or German units and it suffers step loss in combat, at least the first one of the steps removed must come from one of those involved nationalities listed here. Any step losses after that first one may come from any other involved units the NATO player chooses (including more Great Powers' units).

### **11.25 Enveloping Attack**

When a defender hex is attacked by units from hexes directly opposite each other, or by units in three hexes with one hex between each and the next, or by units from more than three hexes, shift those odds one-column rightward. The presence of other defender-side units in the hexes next to the defender hex being enveloped in no way serves to negate this shift. In the diagram, the defending unit is undergoing an enveloping attack.

*Old Hands Note: For more on enveloping attacks, see 12.6 below.*

## 12.0 1<sup>ST</sup> ALLIED AIR ASSAULT CORPS

### **12.1 In General**

The 1<sup>st</sup> Allied Air Assault Corps (1<sup>st</sup> AAA) is unique in that: 1) it is the only unit in the game that is not allowed to both move and fight during the same player turn; 2) it never advances after combat; 3) it is always automatically supplied; 4) it can attack enemy units up to 10 hexes away from its location hex; 5) when it attacks in concert with one or more NATO units, that attack is thereby automatically considered enveloping; 6) it suffers unique effects during bad weather; 7) it can give defensive support to other NATO units being attacked up to 10 hexes away from its location hex; and 8) it defends at half-factor when attacked by adjacent Serbian units.

### **12.2 Move or Fight**

The 1<sup>st</sup> AAA is the only unit in the game that can't both move and fight (or fight and move) during a single player turn. It can do one or the other, but never both during the same player turn. It's the NATO player's choice, decided on a turn-by-turn basis.

### **12.3 No Terrain Costs**

When the 1<sup>st</sup> AAA is moved, the unit (called the "base element") is understood to be "rebased" by flying, in its organic air transport, to its new location hex. During such moves the 1<sup>st</sup> AAA may enter all hexes at the cost of only one MP per hex, and it also ignores rivers. While rebasing it may fly over all terrains and even over enemy units; but it may never end its moves in city, marsh or mountain hexes, even if those hexes contain roads or highways; nor may it end a move in any hex containing any enemy units.

### **12.4 No Advance After Combat**

The 1<sup>st</sup> AAA never advances after combat, even if the enemy force it attacked was in a hex immediately adjacent to its location hex.

### **12.5 Auto Supply**

The 1<sup>st</sup> AAA is always considered to be fully supplied, with no supply line tracing involved. Note, though, the 1<sup>st</sup> AAA cannot by itself gain control of a Yugoslav city hex in such a way as to have that hex count toward the NATO player's victory check total

### **12.6 Combat**

The 1<sup>st</sup> AAA defends normally, except that its combat factor is halved (round up all remainders). When attacking, it is unique in that it may project its combat factor against enemy units in hexes up to nine hexes away from its base element's location hex. (Count from the base element's hex; don't count the base element's hex; do count the enemy occupied hex.) When tracing this attack range, you may go over all terrain types and other enemy occupied hexes; but you may not go over any neutral nation's territory (see 3.2).

When the 1<sup>st</sup> AAA attacks, all terrain effects are still taken into account, except that the heliborne unit's attack factor is never-affected by river hexsides. The 1<sup>st</sup> AAA suffers combat losses in the same way as normally attacking units, and that's true in both ranged and adjacent attacks.

Whenever the 1<sup>st</sup> AAA attacks an enemy occupied hex in concert with one or more other NATO units, that attack is thereby automatically considered to be an enveloping attack.

The 1<sup>st</sup> AAA may attack into cities and mountains even though its base element may not be brought to rest in such hexes.

### **12.7 Defensive Support**

Provided the 1<sup>st</sup> AAA neither moved nor attacked during that game turn's NATO player turn, and provided no Serbian units are located in any hexes adjacent to its base element at that instant, the NATO player may commit the 1<sup>st</sup> AAA to provide defensive support to any other defending NATO unit within its 10 hex range. To do so, the NATO player simply announces the defensive commitment of the 1<sup>st</sup> AAA after the Serbian player has declared an attack, and then adds in its combat factor when calculating the defense strength of the hex being attacked. When making such a defensive support, the combat factor of the 1<sup>st</sup> AAA is not halved.

### **12.8 Bad Weather & 1<sup>st</sup> AAA**

During bad weather turns the attack and defensive support strength of the 1<sup>st</sup> AAA is halved (round up remainders). Its range is also affected: roll one die; that result is its range for that bad weather game turn.

*Note: The base element's defense strength of its own hex when attacked there is unaffected by weather.*

### **12.9 1<sup>st</sup> AAA ZOC**

The 1<sup>st</sup> AAA base element does project ZOC normally into the hexes immediately around it, including mountain hexes.

### **13.0 CIVILIAN CASUALTIES**

If any NATO land attack die roll into any city hex is a "6", regardless of the odds ratio, the NATO player must next immediately roll another six-sided die and then deduct that die roll result from the total quantity of game turns on the turn track, thereby potentially reducing the total length of the game and ending the game early.

In such a case, the game is played as if there are only nine game turns if the deduction die roll is a "6", or ten game turns if the deduction die roll is a "5", or 11 game turns if the deduction die roll is a "4", and so on in that fashion. If the current game turn is already after that adjusted game length, that current game turn is to be played out to conclusion, but as if it's the last game turn instead.

The NATO player's die roll is modified, however, by "-1" if only one nationality of units conducted the attack that resulted in the die roll of "6" (this represents the idea that any vociferous anti-war factions will be primarily limited to the country that is "implicated" in the vicious street fighting and the resulting civilian losses, but not so much abroad).

Deduction die rolls are cumulative with previous deduction die rolls, but the original attack die roll into any particular city is not otherwise relevant to subsequent attack die rolls into cities.