

MODERN AMERICAN CIVIL WAR 12/5/2001

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1.0 Scale

The game map is divided into hexes. Each hex is 13 miles across. Each turn represents 3.5 days. All units are represented by counters. There are also informational counters that do not represent units. Each land unit is a brigade. Each air unit represents 50 aircraft.

2.0 Fractions

All fractions are rounded off to the nearest integer. For example, a combat strength of 2.5 is rounded off to 3.0. When rounding off the combat strength of a unit, first add up the combat strength of all units taking part in a combat & then perform the rounding.

3.0 Ground Units

All ground combat units have the following ratings:

Armor- A combat factor representing the combat power of the unit's fighting vehicles.

Infantry- A combat factor representing the combat power of the unit's infantry assets.

Readiness- A factor representing the troop quality, training, & morale.

Movement- The number of movement points the unit may expend in one movement phase.

Noncombat ground units have no combat strength but may have a movement rating. Noncombat units have no zone of control.

4.0 Sequence of Play

The following sequence should be followed each turn. No actions may be taken out of sequence.

****Production Phase-** Performed every fourth turn

****Naval Phase-** Performed every other turn

****Air Phase-** Performed every other turn

Fighter Combat Segment

Mission Determination Segment

Player A

****Reinforcement Phase**

****Supply Phase**

1. Supply Convoy Mode Determination Segment

2. Mobile Supply Depot Placement Segment

3. Air Supply Segment

4. Supply Determination Segment

5. Fort/Airfield Construction Segment-

****Air Reconnaissance Phase**

****Prepared Assault Phase**

****Movement Phase**

****Combat Phase**

****Reserve & Rail Movement Phase**

****Cleanup Phase**

Player B

Repeat the above phases.

5.0 Stacking

Units are subject to a limit as to how many may be in one hex. Up to 6 air units & 4 brigades of ground units may stack in a single hex. Note that air units may only be in air bases. MSU's, ASD's, Beachhead, Logistics centers, & SCM's do not count for stacking. Note that all noncombat units do not count against the stacking limit.

Up to 6 Naval units may stack in a port.

6.0 Ground Movement

All ground units move from hex to adjacent hex. They expend movement points (MP) as they move. Units must cease movement when they have expended all of their movement points. Leg units have 8 MP. Units with vehicles for transportation have 16 MP.

Terrain Effects Chart

Vehicle			
Terrain	Transport	Leg	Combat Effects
Clear	2	2	
Rough	4	4	1 left, armor x .5
Woods	3	3	1 left, armor x .5
Rgh/Wds	10	5	2 left, armor x .5
Mountain	16	8	2 left, armor x .5
Swamp	6	5	1 left, armor x .5
Town	2	2	1 left
Major City	2	2	2 left
Road	2	2	
Rail	2	2	
Fort	Other terrain		1 left, armor x .5
Enter ZOC	+3	+2	
Exit ZOC	+3	+2	
Hexside			
River	+3	+2	Attacker x .5
Major River	+6	+3	Attacker x .5, Engineers required
Coastal	P	P	No Combat or ZOC (See Marine units)
All Water	P	P	No Combat or ZOC (See Marine units)
Mountain	P	P	No combat or ZOC (See Mtn units)

Any ground unit with 8 or fewer MP's uses the Leg column. If a unit is not in an enemy ZOC then it may always move one hex regardless of the MP cost.

Both attacking & defending armor are affected by terrain. The defender's terrain determines the terrain type of the combat. When halving the combat strength of armor in a combat, first add up all of the combat factors before halving. See Combat for a full explanation.

During the Movement Phase all ground units that did not attack in the Prepared Assault Phase may move. During the Reserve & Rail Movement Phase all ground units may move so long as:

- they are in supply
- they did not attack in the Prepared Combat Phase
- they did not attack in the Combat Phase
- they did not start in an enemy ZOC
- they do not enter Mountain or Swamp hexes

Units that begin the phase on a rail hex may move by rail. They may move as far as they wish so long as they move only through rail hexes. They may not exit or enter an enemy zone of control. SCM's, ASD's, & MSU's may move by rail. They each count as a brigade for rail movement.

7.0 Zone of Control (ZOC)

All brigade level ground combat units have a ZOC that extends into all surrounding hexes that they are not prohibited from entering. One half brigades (Rangers & AntiTank units) do not have a ZOC.

ZOC's never extend across major rivers, coastal hexsides, or mountain hexsides. Friendly ground combat units negate enemy ZOC's for purposes of retreat and when determining supply, but not for movement.

There is a movement point penalty for entering or exiting enemy ZOC's.

Note that ZOC's block supply lines. A City or Logistics Center that is in an enemy ZOC may not serve as a supply source.

MSU's, ASD's, & SCM's do not have a ZOC. Any ground unit that has a combat strength of zero (noncombat units) has no ZOC.

8.0 Supply

Combat units may be in Attack Supply, General Supply, or out of supply. To be in Attack supply a ground combat unit must be able to trace a line of communications (LOC) of 8 MP (Leg movement rate) or less to:

- a supply convoy marker (SCM) in convoy mode which is in supply,
- a major supply source (MSS)

A LOC is a series of connected hexes that is free of enemy units & terrain that is impassable to ground units. A LOC is only blocked by enemy units, enemy ZOC, impassable hexes, & impassable hexsides. Friendly units negate enemy ZOC when checking supply. When counting LOC MP's use the cost for Leg units. Count back from the unit seeking supply to the supply source. Do not count the hex occupied by the unit seeking supply, but do count the hex occupied by the supply source. Ignore the MP cost for entering a ZOC.

Major supply sources are:

- A friendly home country city (not a town) not in an enemy ZOC
- A Logistics Center not in an enemy ZOC
- A friendly unblockaded port not in an enemy ZOC
- A beachhead marker that is in supply (may be in an enemy ZOC)

A Logistics Center (LC) is a fixed installation that may be built in the pregame setup or during a Production Phase. Generally each player will be assigned a fixed number of Logistics Centers to start with. An LC is placed into a friendly town hex. Once placed it may never be moved. A LC will be destroyed if an enemy combat unit enters its hex.

A friendly port will count as a supply source if it is not in an enemy ZOC & if the adjacent naval zone is not blockaded by the enemy.

A unit may also draw Attack supply from a mobile supply depot (MSU) or an air supply depot (ASD). See the sections below which explain these units.

Supply is only checked in the player's friendly Supply Phase. The supply status determined at this time will last until the players next Supply Phase.

A unit will be in General Supply if it can trace a line of communications (LOC) of 8 MP (Leg movement rate) or less to a road or rail line that then leads to a Major Supply Source. Once the LOC is traced to a road or rail hex it must continue its trace only through road or rail hexes.

A unit will be out of supply if it is not in Attack Supply or General Supply.

9.0 Supply Convoy Markers (SCM)

A supply convoy marker represents a unit of trucks & tracked supply vehicles. They do not count for stacking & are noncombat units. These units have two modes:

Truck Mode- may perform movement. Has 16 MP. May not provide supply.
Convoy Mode- may not move. May provide supply to units within 8 MP (Leg movement rate.)

They may only change mode during the Supply Convoy Mode Determination Segment of the Supply Phase.

In general SCM's are used to construct supply lines. A chain of such markers in convoy mode & within 8 MP of each other may provide supply to units at a great distance from a major supply source.

10.0 Mobile Supply Units (MSU's)

Players may purchase MSU's. They may only be placed on the map during the Mobile Supply Depot Placement Segment of the Supply Phase. A MSU must be placed on either a SCM which is in convoy mode & is in supply, or a MSS.

A MSU has a movement allowance of 16 MP. A MSU does not count for stacking. During the Supply Determination Segment a MSU may be expended to supply all units that it is stacked with & all adjacent units. Remove an expended MSU from the map.

11.0 Air Supply Depots (ASD's)

ASD's may be transported by air transport units. They must be purchased & will be expended when they are used. They will supply all units in the hex they occupy & in all adjacent hexes.

When an ASD is purchased it must be placed on the map in an airfield that is in supply. It may be moved elsewhere only by air transport. It may remain on the map till it is used.

12.0 Out of Supply

A unit in Attack supply will suffer no penalties.

A unit in General Supply will have its readiness level reduced by one level. It will suffer no other penalties & will otherwise count as being in supply.

A unit that is out of supply will have its readiness level reduced by 2, may not move in the Rail & Reserve Movement Phase, & motorized/mechanized units will have their movement reduced to only 8 MP's.

13.0 Ground Combat

All combat is voluntary. Combat may occur in the Prepared Assault Phase & in the Combat Phase. Overrun combat may only occur in the Movement Phase. See Overrun Combat.

Add up the attacking armor combat points & the attacking infantry combat points separately. Modify the totals for terrain & then add them together for the total attacking strength. The terrain of the combat is determined by the defender's location. Next total the readiness factors of all attacking units, divide the total by the number of units & round to the nearest integer. Do the same for all defending units. Divide the attackers combat strength by the defenders combat strength & round the result down to the closest column on the combat table. Next subtract the defenders average readiness from the attackers average readiness. The result is the number of columns shifted on the combat result tables. Shift right (attacker's favor) for a positive result & left (defender's favor) for a negative result.

Roll 1D10. Add the attackers DRM's & subtract the defenders DRM's. Look up the modified result on the Ground Combat Table under the appropriate column.

Attackers receive a +1 DRM for attacks performed in the Prepared Assault Phase.

14.0 Armor Effects

Determine the ratio of the total attacking armor strength to the total defending armor strength. The strengths are modified for terrain effects. The attacker will receive a +1 DRM if the ratio is greater than or equal to 3:1 & a -1 DRM if the ratio is less than or equal to 1:2.

15.0 Advance or Retreat after Combat

If attacking combat units either eliminate all defending units or cause all defending units to retreat then the attacking units may advance into the hex vacated by the defender. Units advancing after combat ignore enemy ZOC's & terrain costs.

Units advancing after combat must stop in the first mountain, swamp, or enemy controlled city hex they enter. They must also stop after advancing only one hex if they cross a major river. All attacking units with 8 MP's may advance 1 hex. Mechanized infantry, armor, & armored cavalry units may advance 3 hexes. Other units such as motorized infantry & engineers may only advance 2 hexes after combat.

Retreating units will withdraw 2 hexes with a "R" result or 3 hexes with a "RR" result. A retreating stack may be split up if absolutely necessary to meet the stacking rules limitations. When choosing the hex to retreat to the retreat route priorities are (in order):

1. Avoid enemy units (may not enter enemy hexes)
2. Avoid enemy ZOC (may not enter enemy ZOC)
3. Retreat directly away from attacking units
4. Retreat to the hex with the lowest MP cost
5. Retreat along a road
6. Attacker's choice

Units that cannot retreat the full distance required are eliminated. Units may retreat more than the required number of hexes if necessary to meet the stacking requirements. Units defending in a fort will ignore retreat results.

16.0 Overrun Combat

The only time a combat unit may enter a hex occupied by an enemy combat unit is during overrun combat. Overrun combat may be performed by moving combat units. Air support may not be used by the attacker in overrun combat. Overrunning runs may receive a DRM for armor effects.

Overrun combat will cost leg units 2 MP & armor units 4 MP plus the cost of terrain in the attacked hex. ZOC costs for entering the enemy occupied hex are ignored. A unit may not perform an overrun combat if it does not have enough MP. All overrunning units must be in the same hex at the moment of overrun & they must have started movement stacked together.

Units may engage in as many overrun combats in a single Movement Phase as their movement point allowance allows. Overrun combat is resolved on the Ground Combat Table. Overrunning units will receive a shift of one column to the left on the Ground Combat Table. If the defender does not retreat or is not destroyed then the attacker must end its movement in the hex it attempted the overrun from (even if he has MP remaining.)

Hexes occupied only by enemy noncombat units (SCM's, ASD's, & MSU's) may be entered as a part of normal movement. No additional MP penalty is incurred & no combat occurs.

17.0 Engineers

Engineers may build forts & airbases. To build a fort an engineer unit must begin a turn stacked in the construction hex with a MSU. The MSU marker is expended & a F3 marker is placed. In the Fort/Airfield Construction Segment of each subsequent friendly turn the F marker is replaced with a marker that has a number one less. When the F1 marker is removed a fort marker is placed. Engineer units may not move until all construction is completed. If they move prior to completion then the construction must start over.

Engineers may also build airbases. The procedure is the same except an A2 marker is initially placed with the engineer.

An engineer is necessary in order to attack across a major river. All of the units stacked with an engineer may conduct an assault across a major river.

If an engineer is adjacent to a major river or river hexside, then a supply line may be traced across that hexside at a cost of only +1 MP.

18.0 Special Ground Units

Antitank units are of $\frac{1}{2}$ brigade size. Their combat strength is only used when defending & is placed in parentheses to represent this fact.

Marine units may invade any coastal hex at full strength. Marine units may cross a coastal hexside by expending all of their movement. They must begin their movement adjacent to the coastal hexside to be crossed.

Paratroop units may be air dropped. No other units may be air dropped.

Mountain units may attack across a mountain hexside. They may move across a mountain hexside if they begin their movement adjacent to the hexside & expend all of their movement points to cross the hexside. They do not exert a ZOC across mountain hexsides.

Rangers are $\frac{1}{2}$ brigade size units. They have all of the abilities of Marines, Paratroops, & Mountain units.

Each side may start with militia ground units. These must be placed in a friendly city. They may not leave their home country & enter enemy territory.

19.0 NonCombat Unit Damage & Destruction

ASD's, MSU's, SCM's, forts, & airfields will be captured when an enemy combat unit enters their hex.

Refit centers, logistics centers, & beachhead markers are destroyed when an enemy combat unit enters their hex.

A player may voluntarily destroy any MSU, ASD, or SCM that is stacked with a friendly combat unit any time during his turn. A player may voluntarily damage an airfield or fort that is stacked with a friendly combat unit any time during his turn. Replaced a damaged fort by a F1 marker & a damaged airfield by an A1 marker. Neither may be damaged any further & neither will function till repaired. Both may be repaired by being stacked with an engineer during the Construction Segment of the Supply Phase.

20.0 Forts

Units defending in forts may ignore retreat results. All armor factors defending in or attacking a fort are halved. This halving of

armor is not cumulative with any halving for terrain effects. Units attacking a fort receive a column shift of one to the left. Forts may be built in any terrain. They may not be built in a hex that contains a major city.

21.0 Weather

The player who moves first rolls for weather at the beginning of each turn. The weather is automatically clear on the first 2 turns. Roll 1D10 & consult the Weather Table.

Die	Result
Roll	
1-4	Clear
5-7	Same
8-9	Overcast
10	Storms

"Clear" has no effect on any game actions. "Same" results in the same weather for the current turn as existed in the previous turn. In overcast weather there is a -2 DRM when rolling on the Air Mission Table. In storms there is a -4 modifier & the maximum missions allowed in any air zone (even uncontested zones) is 6. Storms also reduce the MP allowance of all units with more than 8 MP by 4 MP. Note that this not effect leg units but will effect all tracked/motorized units. Units may not enter or attack into swamp hexes on storm turns (they may, however, exit swamp hexes.)

22.0 Air Units

Each air unit represents 50 planes. The following classes of air units exist:

Short Range Air Units

Fighter short range (FSR)- May fly air superiority missions.

Tactical Bomber (TB)- May fly tactical bombardment. Level 1 units give a one column shift in ground combat & level 2 units give a 2 column shift. All short range air units have a range of 15 hexes.

Long Range Air Units

Fighter long range (FLR)- May fly air superiority missions.

Transport (T)- May fly transport, air drop, or air supply missions.

Recon- May fly recon missions.

All long range air units have a range of 25 hexes.

The range of an air unit is the number of hexes it may fly from a base to perform a mission. It represents a "radius of action." After performing a mission an air unit may fly back to an airbase with in its range.

23.0 Air Zones

The map is divided into air zones. Air superiority is determined by air zone. Air superiority determines how many air missions a player may fly in an air zone.

24.0 Air Missions

Each air mission (except for Air Superiority Missions) is flown by a single air unit. All air missions must originate from an airbase. When flying an air mission count the number of hexes from the airbase the air unit is based at to the mission hex. The mission hex must be within the range of the air unit performing the mission (15 hexes for short range

units & 25 hexes for long range units.) Then directly move the counter to the destination hex. Do not move the counter one hex at a time till it reaches the destination hex. The limited sighting game options of ADC2 will be used with opponents units revealed during movement. Allowing movement of air units one hex at a time would allow too much reconnaissance. Unless otherwise stated, only one air mission of each type may be flown against each target hex. Air units may fly the following missions:

1. Air Superiority

This mission may only be flown by fighters. The air superiority level achieved will determine the number of other missions that may be flown in that air zone. Short range Fighters may only fly air superiority in the air zone that their air base is in. Long range fighters may fly missions into their own zone or into any adjacent zone.

2. Transport

The air units carry land units. They must land & takeoff at an airbase. The transport unit need not start at the same airbase as the unit to be transported. Each transport unit may carry 1 infantry (mountain, paratroop, marine, reserve, militia, ranger, antitank, regular) brigade, or MSU. Armor, mechanized, & motorized infantry brigades may not be air transported. Any land unit that is transported must begin the Reserve Movement Phase stacked on an airbase. Transport missions may only occur in the Reserve Movement Phase. Multiple transport missions may be flown to each hex.

3. Air Drop

Only paratroops may be air dropped. Each transport unit may carry one paratroop brigade (or 2 ranger $\frac{1}{2}$ brigades). Units may not be air dropped into a mountain, swamp, city, or enemy occupied hex. If when an air drop arrives at its drop hex, it finds the hex occupied by enemy combat units, then it must immediately abort & return to its base. The air mission will have been expended & must check for attrition. Units may be air dropped onto enemy noncombat units only if they are not stacked with a combat unit.

All units to be air dropped must begin the turn stacked at an airbase with the air transport units that will carry them. Air drops are performed during the Movement Phase. Units have no ZOC (even in the hex they occupy) & may make no other movement on the turn that they are dropped. Their ZOC will return in the opponents next phase after the opponent has checked for supply. Units are automatically in supply on the phase that they are dropped. They will also automatically be in supply in the next phase that they check supply. In all following phases they must check supply normally. Example: Player B moves second and air drops paratroopers on his turn 2. They will be in supply when player A moves in turn 3 & when player B checks supply in turn 3. When player B checks supply in turn 4 then the paratroopers must follow all of the usual supply rules.

They may participate in combat on the turn of air drop.

4. Air Supply

Supplies are either dropped in a hex or unloaded at an airbase. Each transport unit may carry one ASD. Supplies may be dropped into any hex.

5. Transfer

Air units may transfer to a different air base. Short range air units may transfer to a base within 30 hexes & long range air units may transfer to a base within 50 hexes. Transfer missions are performed in

the Reserve Movement Phase. Multiple transfer missions may be flown to a hex. Transfer missions do not count against the mission limit.

6. Bombardment

All bombardment missions are performed in the Combat Phase.

a. Tactical bombardment

Tactical bombers attack ground units in support of a ground combat attack. A tactical bomber will provide the attacker with a column shift to the right. Place the tactical bomber on the defending stack. Only one tactical bomber may participate in each combat. Tac 1 units provide 1 column shift & tac 2 units provide 2 column shifts.

b. Supply Interdiction

Tactical bombers may attack major supply sources, supply convoy markers or beachhead markers. Roll on the Supply Interdiction Table. The combat result indicates the number of MP's added in tracing supply from the interdicted hex. Place the appropriate supply interdiction marker on the target hex. Enemy supply interdiction markers are removed in the friendly Cleanup Phase.

Only one air unit may make a supply interdiction attack against a single hex.

c. Movement Interdiction

Tactical bombers may bomb hexes to slow enemy movement. Roll on the Movement Interdiction Table. The combat result indicates the number of MP's added in moving through the interdicted hex. Place the appropriate interdiction marker on the target hex. Enemy movement interdiction markers are removed in the friendly Cleanup Phase.

d. Defense Support

A player may place a tactical bomber on one of his stacks of friendly units to provide defensive support. This is done anytime during the players turn. Any such units are removed from the map at the beginning of the players next turn & placed in the active air box. Roll for attrition if these units took part in combat.

7. Reconnaissance

Only recon air units may fly this mission. It is performed during the Air Reconnaissance Phase. Place the air unit on the hex to be reconned. Remove all friendly recon units during the Cleanup Phase.

25.0 Airbases

Airbases are represented on the map. Each city contains an airbase. Towns do not have airbases. Airbases may also be built by engineers. Airbases may be captured. Only airbases built by engineers may be destroyed.

Air units must be stacked at an airbase. If an air unit cannot return to an airbase with the capacity to hold it then it is immediately destroyed. All air missions must originate from a friendly airbase. Up to 3 air units may stack at or fly from each airbase and up to 6 units from a city. The number of bases a player has in an air zone can potentially limit the number of fighters sent up to fly air superiority (or other missions.)

When an airbase is captured the side losing the airbase will automatically lose $\frac{1}{2}$ of all air units based at the captured base (round fractions up). The owning player may choose the units to be lost.

26.0 Air Zone Boxes

Each air zone will have an Air Superiority air box for each player. In addition there is a box which will be used to keep track of the number of available air missions as determined by the die roll on the Air Mission Table.

Each air zone will have an Air Superiority Box. Every other turn, when air superiority is determined each player will place all air units performing an air superiority mission into the appropriate Air Superiority Box. After air superiority is determined, in the next Reinforcement Phase, all remaining short range fighters will be returned to friendly airbases within the air zone they flew air superiority in. Long range fighters may return to an airbase in an adjacent air zone.

27.0 Air Sequence of Play

Air Phase

Fighter Combat Segment

Mission Determination Segment

The Air Phase will only occur every other turn (every 7 days.) Air missions will be performed during each player's Prepared Assault, Movement, & Combat Phases.

28.0 Fighter Combat Segment

Air combat is performed to determine air superiority in each Air Zone. Each player totals the number of fighter units that he has in a given air zone & rolls on the Air Combat Table. The number of enemy casualties inflicted is determined by the combat results. The air combat results are applied only after both players have made their air combat DR.

A separate air combat is fought in each contested air zone.
Example: Player A has 20 fighters & player B has 10 fighters. Player A rolls a 9 yielding 40%. He then inflicts $20 \times .4 = 8$ casualties on Player B. Player B rolls a 5. He inflicts $10 \times .2 = 2$ casualties on Player A. At the end of the combat Player A has 18 fighters remaining & player B has 2 fighters remaining.

For air combat, one player should actually be rolling the die for both players. This will serve to speed up play.

29.0 Mission Determination Segment

An air zone is contested if both players have air units flying air superiority missions in the zone. After air combat is fought in each contested air zone each player will determine how many air missions he may fly in each air zone. Divide the number of friendly fighter units in the air zone by the number of enemy fighter units in the air zone. DR on the appropriate column on the Air Mission Table (round the ratio down to the nearest listed ratio on the table.) The result listed is the number of missions the player may fly in that air zone. Place a counter with the number of missions obtained into the appropriate air zone box. As each mission is performed the counter will be "flipped" to indicate that there is one less mission remaining.

A player may fly an unlimited number of missions in any air zone that no enemy air units flew an air superiority mission in & in which he has an air base. Remember that only a limited number of air missions may be flown from one airbase.

Missions flown from an airbase into an adjacent air zone count against the zone of the target hex. Simple air transfer missions in which no cargo is carried, do not count against the mission limit.

30.0 Air Mission Attrition & Return to Base

Immediately before an air unit is returned to the Used Air Units Box a DR is made to determine if it returns safely. Roll on the Air Mission Attrition Table. (Note as each air mission is flown by only 1 air unit it will be an "all or nothing" die roll.) If the unit is not lost then place it the Used Air Units Box.

Air units flying air superiority need not check for air attrition.

31.0 Naval Rules

Naval movement occurs every other turn (even numbered turns only.) Naval combat is abstracted. Instead of units each player has naval points. Instead of using hexes the ocean is divided into 3 naval zones. Naval points are assigned to each naval zone & naval combat is then fought during the Naval Phase. The outcome of combat in each zone will determine whether a player may perform any naval missions in that zone.

32.0 Naval Points

Naval points represent combat ships. They may be built in the usual fashion. Each point costs 5 production points.

33.0 Naval Air

Fighters & tactical bombers may be assigned naval missions. To be assigned a naval mission they must be based in an airbase or city that is within 2 hexes of the ocean. They may then fly a naval mission in the Naval Zone which contains the ocean hex that is within this range.

Air units which fly a naval mission are removed from the map & placed in the appropriate naval box. They must remain there till the beginning of the next Naval Phase. At that time they must return to an airbase within 2 hexes of their naval zone. If no airbases are within range then they are destroyed. They may then be assigned to another naval mission or they may remain on the board to fly land missions.

Fighters & Tac 1 count as 1 naval point each. Tac 2 count as 2 naval points each.

34.0 Naval Zones

There are 3 naval zones on the map: the Northeast, the Southeast, and the Gulf. Separate naval combats are fought in each zone.

35.0 Naval Combat

During each naval phase naval combat is fought. Each player totals the naval points he has committed to each naval zone. Each player then rolls 1D10 on the Naval Combat Table. After both players have rolled then apply the results. The result on the table is a percentage. It represents the % of the players naval points that scored a hit on the enemy. Each hit destroys 1 naval point.

Example: Player A has 30 naval points in the Northeast. He rolls 1D10 & obtains a result of 5. 15% of his points have scored a hit. 15% of 30 is 4.5 which rounds to 5. Therefore 5 enemy naval points based in the Northeast Naval Zone are destroyed.

36.0 Naval Mission Determination

After naval combat is resolved in each zone then determine the ratio of friendly naval points to enemy naval points in each zone. Roll 1D10 in each zone & look up the result on the Naval Mission Table. A "Yes" indicates that the player may perform naval missions in that zone.

37.0 Naval Missions

Players may perform the following naval missions:

Transport- Ground units may be moved from one friendly port to another friendly port. If the ports are in different naval zones then the player must be able to perform naval missions in both zones.

Amphibious Assault- Ground units may land at any coastal hex. If the

coastal hex is occupied by enemy combat units then a combat must be fought. The enemy unit must be forced to retreat or the assault fails. See amphibious assaults.

Blockade- A blockade may be announced in any naval zone in which the player may perform naval missions & at least 1.5 times as many naval points as his opponent. See Blockade.

38.0 Amphibious Assaults

When making an amphibious assault against a nonoccupied coastal hex then the assaulting units may simply be moved into the assaulted hex & then advanced up to one more hex.

When assaulting an occupied hex then all of the assaulting units must be stacked in adjacent sea hexes observing all of the usual stacking rules.

Tactical air may take part in an amphibious assault. They will, however, have to fly from a land airbase that is within range of the combat.

Marines & Rangers make amphibious assaults at full strength. All other ground units attack at $\frac{1}{2}$ strength. Armor, & armored cavalry may not take part in amphibious assaults. Note that light armored cavalry & mechanized infantry are allowed to take part in such attacks.

If an assaulted hex is vacated by enemy units, then the attacking units may advance up to 2 hexes. If the hex is not vacated then the attacking units suffer 1 additional brigade loss & are immediately returned to the nearest friendly port in which they may stack.

39.0 Blockades

A player may declare a blockade in any enemy naval zone in which he may perform naval missions & has at least 1.5 times as many naval points (after naval combat) as his opponent. The blockaded player will lose production points in the accompanying production phase as listed below:

Naval Zone	USA	CSA
	Loses	Loses
Northeast	10	0
Southeast	0	7
Gulf	0	7

In addition a player will immediately lose 2 political points for each blockaded naval zone in which he lost production points.

40.0 Beachhead Marker

Beachhead markers may serve as a major supply source. To function as such they may be in an enemy ZOC, but the adjoining Naval Zone may not be blockaded by the enemy.

Beachhead markers may be placed in any friendly port or in any coastal hex that is occupied by friendly ground combat units. Once placed they may not move. They may be placed or removed during any friendly Supply Convoy Mode Determination Segment.

41.0 Transport Capacity

Each side has naval transport points (NSP). One NSP can transport 1 brigade, or 1 noncombat unit from a port to a port. Any unit that is loaded or unloaded at a nonport hex or that takes part in an amphibious assault costs 2X the usual NSP to move.

42.0 Units

Ground

Unit Type	Size	Armor	Infantry	Readiness	Movement
Armor	Brig	10	2	4	16
Armored Cavalry	Brig	12	3	5	16
Light Armored Cav	Brig	10	2	5	16
Mechanized Infantry	Brig	6	4	4	16
Motorized Infantry	Brig	2	4	4	16
Infantry	Brig	2	4	4	8
Unit Type	Size	Armor	Infantry	Readiness	Movement
Reserve Infantry	Brig	1	4	3	8
Militia	Brig	1	4	2	8
Marines	Brig	1	5	6	8
Paratroops	Brig	1	5	6	8
Mountain Infantry	Brig	0	6	5	8
Engineers	Brig	3	3	5	16
Rangers	Brig	0	3	6	8
Anti-tank	Brig	(2)	0	4	16
Headquarters (Optional)	Brig	0	6	4 or 5	16

43.0 Production

During each Production Phase certain units may be produced. The number of units which a player may produce, is determined by his number of production points. Produced units will either be placed on the map in a supplied home country city that is not in an enemy ZOC or will be placed in a training force pool. Cadres must be placed into a training force pool.

Each friendly city will produce 2 production points each production phase. Captured cities do not produce points for either player.

Unit	Cost
MSU	4
ASD	3
SCM	3
Infantry cadre	3
Armor cadre	6
Air cadre	5
Naval cadre	5
Beachhead marker	7
Logistics Center	30
Fort	12 (Initial setup only)
Airfield	9 (Initial setup only)
Headquarters	15

Each player receives 50 production points for each Production Phase. A player loses 5 production points for each of his friendly cities (towns do not yield production points) that he no longer controls. Unused production points may be saved. Production points are not gained from captured cities.

The Production Phase occurs every forth turn, just before the Air Phase.

44.0 Training Force Pools

Newly produced cadres are placed into Training Force Pool 1 (TFP1). During the next Production Phase they may be moved into the next TFP if the production point cost to promote them is paid. When moved into TFP2 they are converted into one of the next unit types in the production flow chart. They may remain in a TFP indefinitely till the cost is paid to promote them.

Instead of being moved into the next TFP, a unit may be placed on the map as a reinforcement. Reinforcements must be placed in home country cities/towns that are not in an enemy ZOC & that can trace a path of road hexes free of enemy ZOC to another friendly home country city.

Level Two Units

Unit	Cost	Required Unit
Fighter SR	1	Air Cadre
Transports	1	Air Cadre
Recon	1	Air Cadre
Tac 1 bomber	2	Air Cadre
Naval transport	1	Naval cadre
Naval point	2	Naval cadre
Motorized Inf Brig	3	Infantry cadre
Infantry Brig	2	Infantry cadre
Reserve Inf Brig	1	Infantry cadre
Militia Infantry	0	Infantry Cadre
Anti-tank ½ Brig	0	Infantry cadre
Ranger cadre	1	Infantry cadre
Armor Brig	3	Armor cadre

Level Three Units

Unit	Cost	Required Unit
Fighter LR	1	Fighter SR
Tac 2 bomber	1	Tac 1 bomber
Armored Cav Brig	6	Armor Brig
Lgt Armored Cav Brig	3	Armor Brig
Mech Inf Brig	5	Infantry Brig
Marine Inf Brig	2	Infantry Brig
Mountain Inf Brig	2	Infantry Brig
Para Inf Brig	2	Infantry Brig
Engineer Brig	2	Infantry Brig
Ranger ½ Brig	2	Ranger cadre

45.0 Political Points

Each player starts with 50 political points. Players may gain or lose political points each turn. Points are gained when an enemy hex is captured. Points are lost when a friendly hex is captured. Points are also lost if a captured enemy hex is lost. The following hexes/units are worth political points:

<u>Hex/Unit</u>	<u>Points</u>
Capitol	30
City	15
Town	2

Cities & towns that are located in a border hex are worth ½ of the usual # of political points.

A player is immediately declared the victor if he reaches 100 political points or if his opponent's political points fall to zero.

A player will receive a production bonus when his political points exceed 65. He will receive 1 extra production point for every 2 political points that he has over 65.

46.0 Headquarters

Headquarters (HQ's) are optional. If they are used then count as brigade sized units. They will have 6 infantry combat points & will have a readiness rating of 4 (USA) or 5 (CSA.) They have 16 movement points.

HQ's will function as a SCM at all times. They do not need to be flipped to a special condition but will always function as a SCM. Any stack taking part in combat that has a HQ stacked with it may modify the die roll by +1. This applies to both attackers & defenders.

Units that are stacked with or adjacent to a HQ's may move without restrictions in the Reserve Movement Phase if the HQ passes a Command Test. If passed then these units may move under the same rules used in the Movement Phase. If the test is failed then the units may not move at all. The player may choose to move any units stacked with or adjacent to the HQ under the usual restrictions of the Reserve Movement Phase before performing the HQ's Command Test.

Roll 1D10. If the die roll is < the HQ's command rating then the Command Test is passed.

Campaign Scenario One

The game begins with a Prewar Turn. The only Phases in the Prewar Turn are the Movement Phase & the Reserve & Rail Movement Phase. Both sides may move their forces but they may not engage in land, air, or naval combat. They may not enter enemy or neutral territory. The USA moves first.

Kentucky is neutral. When invaded Kentucky joins the opponent. The invader must place 2 enemy reserve infantry brigades in each town & city hex in Kentucky, prior to moving any troops into Kentucky.

Each side will start with the units listed below. Only the units listed below will appear on the board at the start. Certain units will be in the Off Board Force Pools. These should be placed on the map during the players Prewar Turn. The weather will be clear on the first 2 turns.

This scenario is set sometime in the 1950's.

Unit	CSA	USA
MSU	2	6
ASD	2	4
SCM	13	16
Logistics Center	6	6
Airfields	2	3
Fort	4	2
Beachhead marker	1	2
Naval Points	20	25
Naval Transport	6	10
Fighter SR	12	8
Fighter LR	4	8
Tac 1 bomber	8	5
Tac 2 bomber	2	5
Air Recon	3	3
Air Transport	3	3
Headquarters	3	2
Armor Brig	0	15
Armored Cav Brig	10	0
Lgt Armored Cav Brig	5	0
Mech Inf Brig	5	25
Motorized Inf Brig	30	30
Infantry Brig	0	0
Reserve Inf Brig	30	20
Militia Inf Brigade	30	20

Anti-tank Brig	10	0
Engineer Brig	4	6
Marine Inf Brig	4	8
Mountain Inf Brig	6	0
Para Inf Brig	4	2
Ranger Brig	6	2

Both sides may perform amphibious invasions. An invasion may not be performed till the 4th turn.

The USA may move 6 brigades by rail each turn. The CSA may move 3 brigades by rail each turn.

Both sides begin with 50 Political Points & both receive 50 Production Points each Production Phase.

Each Production Phase a player may produce a maximum of one each of the following units:

- Headquarters
- Ranger Cadre
- Paratroops
- Marines
- Naval Cadre
- Beachhead Marker
- Logistics Center

Neither side may have more than 4 headquarters on the map at any time. When Headquarters are produced they are selected from the Headquarters Pool randomly. Destroyed HQ's are placed back into the HQ's Pool.

Sequence of Play

****Production Phase-** Performed every fourth turn

****Naval Phase-** Performed every other turn

****Air Phase-** Performed every other turn

Fighter Combat Segment

Mission Determination Segment

Player A

****Reinforcement Phase**

Return fighters to airbases.

****Supply Phase**

1. Supply Convoy Mode Determination Segment- Flip SCM's to their Convoy or Truck side.

2. Mobile Supply Depot Placement Segment

6. Air Supply Segment- Fly air supply missions.

7. Supply Determination Segment- Determine the supply status of all phasing units. Expend depots to supply out of supply units. Mark any units that are out of supply.

8. Fort/Airfield Construction Segment- Advance any fort or airfield construction markers.

****Air Reconnaissance Phase**

Perform air recon missions.

****Prepared Assault Phase**

Units that attack in this phase may not move or attack in any subsequent phase. Combat will be resolved on the Ground Combat Table. It must however, be in supply to attack.

****Movement Phase**

All units may move (except those that attacked in the Prepared Combat Phase.) Overrun combat may occur. Air drop missions are flown.

****Combat Phase**

Any units that did not attack in the Prepared Combat Phase may attack. Perform air bombardment missions.

****Reserve & Rail Movement Phase**

All units in supply may move (even if they have already moved) so long as:

they did not attack in the Prepared Combat Phase

they did not attack in the Combat Phase

they did not start in an enemy ZOC

they do not enter Mountain or Swamp terrain hexes

Overrun combat may not occur in this phase. Air transport & transfer missions are performed. Units that begin the phase on a rail hex may move by rail.

****Cleanup Phase**

Remove any enemy interdiction markers. Remove any friendly air recon missions.

Player B

Repeat the above phases.

Terrain Effects Chart

Terrain	Transport	Leg	Combat Effects
Clear	2	2	
Rough	4	4	1 left, armor x .5
Woods	3	3	1 left, armor x .5
Rgh/Wds	10	5	2 left, armor x .5
Mountain	16	8	2 left, armor x .5
Swamp	6	5	1 left, armor x .5
Town	2	2	1 left
Major City	2	2	2 left
Road	2	2	
Rail	2	2	
Fort	Other terrain		1 left, armor x .5
Enter ZOC	+3	+2	
Exit ZOC	+3	+2	
Hexside			
River	+3	+2	Attacker x .5
Major River	+6	+3	Attacker x .5, Engineers required
Coastal	P	P	No Combat or ZOC
Mountain	P	P	No combat or ZOC

GROUND COMBAT TABLE

DR	1:3	1:2	1:1	1.5:1	2:1	3:1	4:1	5:1	6:1
1	3/-	3/-	2/-	2/-	2/-	2/-	1/-	1/1	-/R
2	3/-	2/-	2/-	2/-	2/-	1/-	1/-	1/1	-/R
3	2/-	2/-	2/-	2/-	1/-	1/-	1/1	1/1R	-/R
4	2/-	2/-	1/-	1/-	1/-	1/1	1/1	-/1R	-/1R
5	2/-	1/-	1/-	1/-	1/1	1/1	1/1R	-/1R	-/1R
6	1/-	1/-	1/-	1/1	1/1	1/1R	-/1R	-/1R	-/2R
7	1/-	1/-	1/1	1/1	1/1R	-/1R	-/1R	-/1R	-/2R
8	1/-	1/1	1/1	1/1R	-/1R	-/1R	-/1R	-/2R	-/3RR
9	1/1	1/1	1/1R	-/1R	-/1R	-/1R	-/2R	-/2RR	-/3RR
10	1/1	1/1	-/1R	-/1R	-/1R	-/2R	-/2R	-/3RR	-/E
11	1/1	1/1	-/1R	-/1R	-/2R	-/2R	-/3RR	-/E	-/E
12	1/1	-/1R	-/1R	-/2R	-/2R	-/2RR	-/3RR	-/E	-/E

attacker/defender

= Brigades lost by all participating combat units

R = retreat 2 hex RR = retreat 3 hexes

E = All units eliminated - = No effect

DRM's	Headquarters	+1
	Armor Effects	+1
	Prepared Assault	+1

Column Shifts

Difference in Readiness

Tac Air 1 or 2

AIR MISSION TABLE

DR	1:4	1:3	1:2	1:1	1.5:1	2:1	3:1	4:1	5:1
1						1	3	4	5
2					1	3	4	5	6
3				1	2	3	4	5	6
4			2	2	2	4	5	6	7
5		1	2	2	3	4	5	6	7
6	1	2	2	3	3	5	5	6	8
7	2	2	3	3	4	5	6	7	8
8	2	3	3	4	4	6	6	7	9
9	3	3	4	4	5	6	7	8	9
10	3	4	4	5	5	7	7	8	10

= the number of missions that may be flown

AIR MISSION RESOLUTION TABLE

Supply		Movement	
DR	Interdiction	DR	Interdiction
1-3	-	1-2	0
4-5	1*	3-5	1*
6-8	1	6-7	1
9-10	2	8-10	2

* result if attacking unit is a level 2 tactical bomber, otherwise the result is -

AIR MISSION ATTRITION TABLE

Roll 1D10

Mission type:

Tactical Bombardment
Supply Interdiction
On a DR of 1, 2, or 3
the unit is Destroyed

Mission type:

Recon
Movement Interdiction
Air Drop
Air Supply
On a DR of 1 or 2, the unit is
Destroyed

AIR COMBAT TABLE

DR	% Lost	DR	% Lost
1	0	6	20
2	0	7	30
3	10	8	30
4	10	9	40
5	20	10	50

rolling player causes casualties = % times (number of attacking air units)

NAVAL COMBAT TABLE

DR	% Lost	DR	% Lost
1	0	6	15
2	10	7	20
3	10	8	20
4	10	9	25
5	15	10	25

rolling player causes casualties = % times (number of attacking air units)

NAVAL MISSION TABLE

1:2		1:1		1.5:1		2:1	
DR 1-9	No	DR 1-6	No	DR 1-4	No	DR 1-2	No
DR 10	Yes	DR 7-10	Yes	DR 5-10	Yes	DR 3-10	Yes