FIRE & MOVEMENT
FOLIO STANDARD RULES

1.0 INTRODUCTION

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

2.0 GAME EQUIPMENT

This game should include the following components:

1 Standard Rules booklet
1 Exclusive Rules booklet
1 Map
1 Counter sheet of playing pieces

If any parts are missing or damaged, please write to:

Decision Games
P.O. Box 21598, Bakersfield, CA 93390-1598
You can also register this game purchase online at: www.decisiongames.com
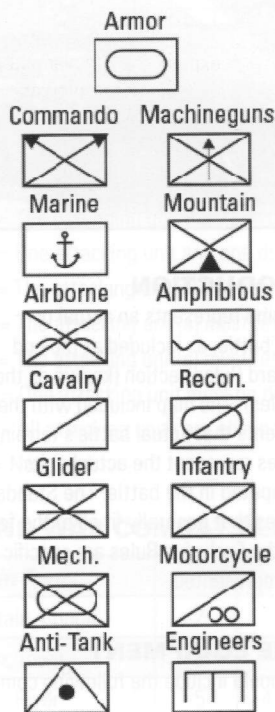
2.1 The Game Map

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

2.2 Charts & Tables

Various visual aids are provided for the players to aid, simplify and illustrate certain game functions. They are the Combat Results Table, the Terrain Key, and the Turn Record/Reinforcement Track. Some Exclusive Rules will occasionally mention additional charts.

2.3 The Playing Pieces

The cardboard pieces represent the actual military units that took part in the battle. The numbers and symbols on the pieces represent the strength, movement capability, and type of unit represented by each piece. Those pieces will hereafter be referred to as "units."

Armor

Commando   Machineguns

Marine   Mountain

Airborne   Amphibious

Cavalry   Recon.

Glider   Infantry

Mech.   Motorcycle

Anti-Tank   Engineers

2.3.1 How to Read Units

Most units contain identifiers or names, and sizes. The identifier or name of a unit generally has no bearing on play, except as part of some set-up and reinforcement rules. An identifier that lists two numbers separated by a slash represents the battalion # and then the regiment # from which that battalion derives (though that parent regiment may or may not be included in the game). For example, a unit printed with 4/47 is referring to the 4th Battalion of the 47th Regiment. A single # identifier typically refers to a single formation of its type (for example, 9 could refer to the 9th Division). Unit sizes are identified by a roman numeral:

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

2.3.2 Definition of Terms

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

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

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

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

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

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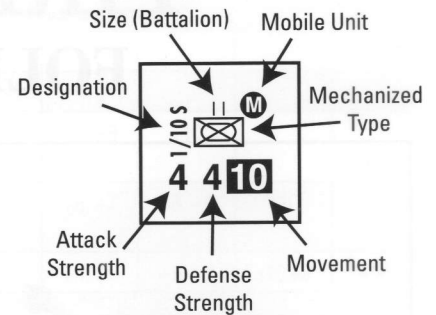
2.4 Game Scale

Each hexagon on the mapsheet represents from several hundred to several thousand yards from side to side. Each game turn is equivalent to one or many days of real time.
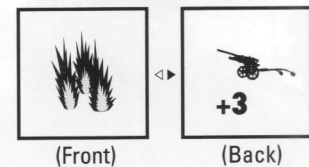
3.0 SETTING UP THE GAME

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

For example, a 5-6-8 is a unit whereby "5" is the unit's attack strength, "6" is the unit's defense strength, and "8" is the unit's movement allowance.
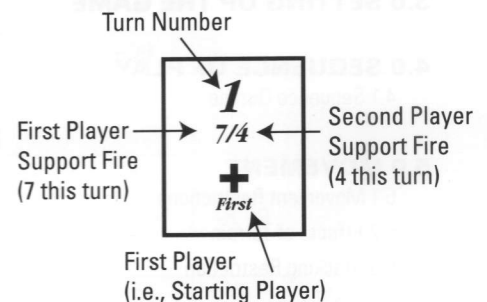
COMBAT UNIT

Size (Battalion)   Mobile Unit

Designation   Mechanized Type

4 4 10

Attack Strength   Defense Strength   Movement

SUPPORT FIRE MARKER

(Front)   +3 (Back)

Support fire markers simply list a single modifier (such as the "+3" above).

Units may be assigned specific set-up hexes, or the players may be instructed to choose the set-up hexes for their units, in which case one player or the other will be instructed to deploy his units first. Units specified as reinforcements are to be placed in a space on the Turn Record Track / Reinforcement Track. The Exclusive Rules for each battle will specify the quantity of reinforcement units that arrive and on which game turn. Other information printed on the Turn Record Track/ Reinforcement Track appears as follows.

Turn Number

First Player Support Fire (7 this turn)   1 / 7/4   Second Player Support Fire (4 this turn)

+ First

First Player (i.e., Starting Player)

The support fire # is the allotment of support fire markers (not points) per game turn. Generally, the support fire allotment represents such things as naval gunfire from ships far offshore, or bombers flying in from distant bases or aircraft carriers, as well as artillery units of all types and sizes (which are not represented as units in the game). The support fire allotment number equals the total number of support fire markers a player will receive at the beginning of that current game turn.

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

4.0 SEQUENCE OF PLAY

This game is played in successive game turns, each of which is composed of alternate player turns. During each game turn the players maneuver their units and resolve combat according to the sequence outline and within the limitations provided by the rules. At the conclusion of the last game turn the victory conditions are consulted and a winner is determined.

4.1 Sequence Outline

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

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

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

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

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

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

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

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

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

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

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

5.0 MOVEMENT

During the movement phase, the current player may move as many or as few of his units as he wants. The units may be moved in any direction or combination of directions (into non-prohibited terrain) up to the limits of each unit's printed movement allowance. Units are always moved one at a time, tracing a path of contiguous hexes through the hex grid. As each unit enters a hex, it pays one or more movement points (MP) from its movement allowance (MA).

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

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

5.1 Movement Restrictions

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

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

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

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

5.1.1 ZOC Movement Effects

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

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

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

A mobile unit does not expend half its MA to leave an EZOC, but would be required to expend half of its MA if it then entered another EZOC during that same movement (as well as the normal cost of terrain in each entered hex).
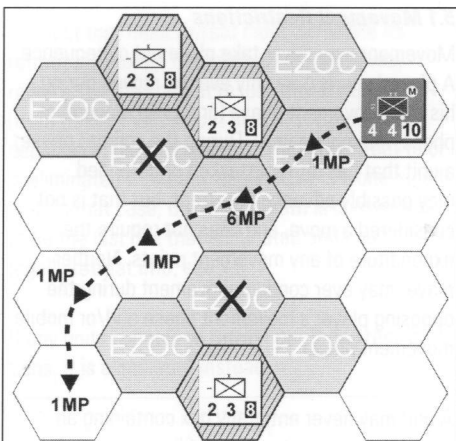
At the start of its move, a 4-4-10 mobile unit enters an enemy 2-3-8 leg unit's EZOC hex (paying 1 MP for clear terrain). That mobile unit continues to move by exiting that EZOC hex (paying 5 MP, half of its printed MA, because it did not start its movement in that EZOC hex) and entering a different adjacent EZOC hex (paying 1 MP for clear terrain, for a total of 6 MP). Then that mobile unit enters an empty hex (paying 1 MP for clear terrain), and then another empty hex (paying 1 MP for clear terrain), and finally the last empty hex (paying 1 MP for clear terrain), where it must stop after expending its entire printed MA.

Note that after moving into the second hex, the 4-4-10 could not move directly into the "X" hexes because of the half MA cost for leaving an EZOC directly into another EZOC.

5.1.2 Infiltration

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

Any mobile unit that begins its move already adjacent to any enemy unit (in an EZOC) may move into one adjacent EZOC hex if it expends half of its printed MA (rounded down) plus the normal terrain movement cost of the hex it enters. It may continue moving if it has MPs remaining.

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

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

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

5.2 Effects of Terrain

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

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

5.2.1 Road Movement

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

5.2.2 Trail Movement

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

5.3 Stacking Restriction

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

6.0 ZONES OF CONTROL

The six hexagons surrounding each hex constitute the zone of control (ZOC) of any unit in that hex. Hexes into which a unit exerts a zone of control are called zone of control hexes. All units exert a zone of control at all times, regardless of the phase or the player turn, during the entirety of every game turn.
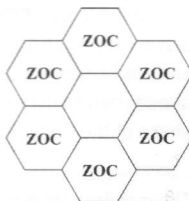
Zones of control extend into all types of terrain and across all types of terrain hexsides. How-

ever, some fortifications (for example, the West Wall) will negate enemy zones of control into the fortification's hex.

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

6.1 Effects on Movement

Zones of control inhibit the movement of enemy units, as explained under 5.1.1.

6.2 Effects on Retreat & Advance After Combat

Units retreating after combat are prohibited from retreating into hexes in an enemy ZOC (see 7.2). Units advancing after combat ignore enemy ZOC (see 7.9).

7.0 COMBAT

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

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

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

7.1 Which Units Attack

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

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

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

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

7.2 Combat Parameters

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

7.3 Combat Differential

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

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

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

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

7.4 Effects of Terrain

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

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

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

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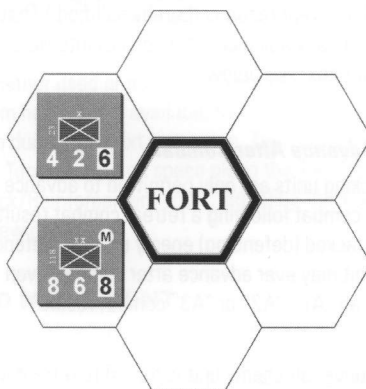
7.5 Fortifications

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

7.6 Combat Resolution

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

De = The defending unit is entirely eliminated.

D3 = The defending unit must retreat three hexes.*

D2 = The defending unit must retreat two hexes.*

Ex = One attacking unit and the defending unit must be flipped to their depleted side (or eliminated if already depleted). Among multiple attacking units, the attacker chooses which unit becomes depleted.

A1 = The attacking unit(s) must retreat one hex.*

A2 = The attacking unit(s) must retreat two hexes.*

A3 = The attacking unit(s) must retreat three hexes.*

(A) = One attacking unit must be depleted (or be eliminated if already depleted, of the attacker's choice among multiple units).

Ae = All attacking units are eliminated.

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

NOTE: A dot combat result is no effect.

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

7.7 How to Retreat

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

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

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

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

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

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

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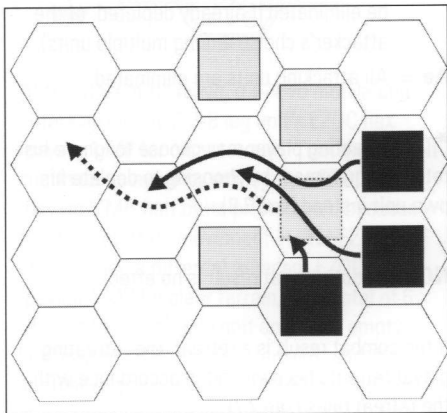
7.7.1 Bombardment Retreat

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

7.7.2 Displacement

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

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

result), and is thus ineligible to conduct any attack during that turn.

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

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

7.8 Stiff Resistance

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

7.9 Advance After Combat

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

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

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

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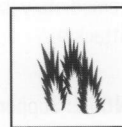
8.0 SUPPORT FIRE

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

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

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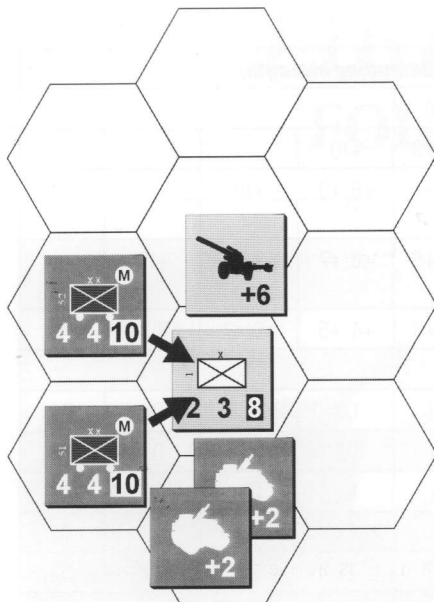
8.1 Allotted Support Fire Markers

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

8.2 Support Fire Limitless Range

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

marker, his opportunity is forever lost during that announced combat.

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

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

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

8.4 Bombardment Support Fire

Prior to resolving any announced combats, Support Fire markers may be used alone to attack enemy units (that is, not in concert with any actual ground attack), in a process known as a "bombardment." To conduct a bombardment, the current player may select any enemy unit(s) anywhere on the map as the target of each bombardment (only during his own combat phase and prior to the resolution of the first regular ground attack). He then conducts each bombardment exactly as if a normal attack using the Support Fire marker's "+" value ("combat modifier") to calculate the differential (minus the targeted unit's defense strength). In such a case, a bombardment is resolved like normal combat, except "Ex" results only affect the target never the bombarding marker. Further, an A1, A2 or A3 result is always ignored.

Each Support Fire marker may only target one enemy occupied hex. Further, a maximum of two markers may be used to bombard the same hex during the same player turn, though both the markers may be of any value from among the markers drawn from the chit pool. Once a marker is used, it's returned to the chit pool where it's eligible for reuse as described in 8.1.

8.4.1 Counter-Battery Fire

A player may also add (a maximum of two) support fire markers (per the same alternating pro-

cedure as 8.3) to the defense of any friendly unit that is the target of a bombardment. The value of the defending player's own support fire marker(s) thus simply reduces the bombarding player's total bombardment value by an equivalent amount.

For example, if the bombarding and the defending player's support fire markers are each "+6," then the bombardment value is thus "0."

8.4.2 Friendly Fire

After resolving a bombardment, if the Combat Results Table indicates any type of "(A)" result, the bombarding player must apply that result to a single friendly unit that is closest to that originally targeted enemy unit. If there are multiple friendly units equidistant to that enemy unit, the bombarding player may choose which of his own friendly units is affected by the "(A)" result.

8.5 Terrain Effects

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

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

8.6 Support Fire Restrictions

Combat results have no effect on the allotment of support fire markers during the current or any future game turn, except when stipulated differently by the Exclusive Rules.

A player may not divide or split the "+" value of any support fire marker among different targets. Each support fire marker must be applied to one particular target hex only.

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

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

9.0 SUPPLY

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

8.3 Support Fire Application

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

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

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

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

COMBAT RESULTS TABLE

Terrain Type	Combat Differential (attacking strength minus defending strength)											
Mountain, Mines	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10				
City, Rough, River	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10			
Broken, Marsh, Ferry, Town, Stream, Escarpment	-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10		
Bridge, Woods, Ditch, Grove, Mixed	-4	-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10	
Clear, Desert	-5	-4	-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10
Die Roll	Result											
1	(A)	A3	A2	•	Ex	Ex	D2	D2	D2	D3	De	De
2	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2	D2	D3	De
3	(A)	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2	D2	D3
4	(A)	(A)	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2	D2
5	Ae	(A)	(A)	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2
6	Ae	Ae	(A)	(A)	(A)	(A)	(A)	A1	•	Ex	Ex	Ex

De = The defending unit is eliminated.

D3 = The defending unit must retreat three hexes (or deplete one unit of the defending player's choice, instead; see 7.8).

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

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

A1 = The attacking unit(s) must retreat one hex (or deplete one unit of the attacking player's choice, instead; see 7.8).
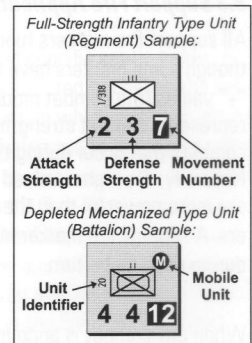
A2 = The attacking unit(s) must retreat two hexes (or deplete one unit of the attacking player's choice, instead; see 7.8).

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

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

Ae = All attacking units are eliminated.

• = No effect.

Full-Strength Infantry Type Unit (Regiment) Sample:

Attack Strength | Defense Strength | Movement Number

2 3 7

Depleted Mechanized Type Unit (Battalion) Sample:

Unit Identifier | Mobile Unit

4 4 12

ISLAND WAR COMBAT RESULTS TABLE

Terrain Type	Combat Differential (attacking strength minus defending strength)											
Mountain, Rough	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10			
Broken, Town	-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10		
Jungle, River	-5	-4, -3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10	
Clear, Sea	-7	-6, -5	-4, -3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10
Die Roll	Result											
1	(A)	A3	A2	•	Ex	Ex	D2	D2	D2	D3	De	De
2	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2	D2	D3	De
3	(A)	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2	D2	D3
4	Ae	(A)	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2	D2
5	Ae	Ae	(A)	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2
6	Ae	Ae	Ae	(A)	(A)	(A)	(A)	A1	•	Ex	Ex	Ex

De = The defending unit is eliminated.

D3 = The defending unit must retreat three hexes (or deplete one unit of the defending player's choice, instead; see 7.8).

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

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

A1 = The attacking unit(s) must retreat one hex (or deplete one unit of the attacking player's choice, instead; see 7.8).

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

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

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

Ae = All attacking units are eliminated.

• = No effect.

Note: Combat differentials greater than +10 are resolved on the +10 column while differentials less than the lowest (left most) differential use the left most column.

Fire & Movement Standard Rules