

I.C.B.M.

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TABLE OF CONTENTS

- 1.0) Introduction
- 2.0) Game Equipment
 - 2.1 Parts Inventory
 - 2.2 The Game Map
 - 2.3 The Playing Pieces
- 3.0) Preparations for Play
 - 3.1 Forming Missile Bases
 - 3.2 Soviet
 - 3.3 U.S.A.
 - 3.4 Alaskan Setup
 - 3.5 ABM Deployment
- 4.0) Starting the War
- 5.0) Sequence of Play
 - 5.1 Turn Sequence
 - 5.2 Activation
 - 5.3 Movement
- 6.0) Missile Movement
 - 6.1 Range
 - 6.2 Movement Costs
 - 6.3 Movement Procedure
- 7.0) ABM's
 - 7.1 Range
 - 7.2 Procedure

7.3 Allowances

7.4 Restrictions

8.0) Missile Impact

8.1 Effect of Impact:

ABM Sites

8.2 Effect of Impact:

Cities

8.3 Cities

9.0) Victory Conditions

9.1 Victory Points

9.2 Victory Levels

1) Introduction

ICBM is a quick playable game representing a possible thermonuclear exchange between the superpowers of the U.S. and Soviet arsenals. Each player launches his missiles at his opponent's cities while trying to defend himself with his Anti-Ballistic Missile System (ABM).

2) Game Equipment

2.1 Parts Inventory

Provided: one 17 x 21 game map

one sheet of 108 die cut counters

one rules booklet

one 9 x 6 plastic ziplock bag

one catalog sheet

Additional Equipment Needed:

one six-sided die

paper and pencils

2.2 The Game Map

The 17 x 21 map is a polar projection with its center at the North Pole and covering the countries of the United States, the Soviet Union and Canada, as well as several oceans. The hexagonal grid has been superimposed over the map to regulate position, movement, and combat.

There are forty seven cities on the map, each with a number printed by it, representing the size and importance of the city. The total point value of the cities in the United States and Canada is 110; the total of the cities in the U.S.S.R. is 125.

2.3 The Playing Pieces

The 108 cardboard playing pieces represent the ABM and ICBM capabilities of the U.S. and the U.S.S.R. The U.S. pieces are blue; those of the U.S.S.R. are red.

Missile Counter

Type of Missile — Movement Factor — Strength Factor

ABM Site Counter

ABM — Site Designation — Silhouette

3) Preparations for Play

The players should decide who is to play the respective sides. They should then deploy all their units by placing the ABM sites and missile bases on the map.

3.1 A missile base is formed by placing two or more missiles together in the same hex. There is no limit to the number of missiles that may be placed together to form a base. Missiles are placed face down.

3.2 The U.S.S.R. player sets up first. Then the U.S. player sets up.

3.3 After the U.S. player sets up, the U.S.S.R. player may move one missile base for each U.S. missile placed in Alaska.

3.4 Missile bases and ABM sites must be set up on any land hex. Sites may be in hexes that are created as if they are a full land hex. The U.S. player may, however, place units in Alaska. Missile bases may not be placed in city hexes. ABM sites may be placed in city hexes.

3.5 Each player should at this point write down secretly the number of ABM rounds he wishes to allocate to each ABM site for each ABM round he builds (allocates), the player loses two ABM rounds at the site are unexpended ABM rounds at any time a missile is moved within three hexes of an ABM site during a turn, the non-launching player may attempt to shoot it down by expending one or more ABM rounds from one or more sites, so long as there are unexpended ABM rounds at the site.

Duration: the number of turns the missile may remain in the air.

Movement Factor: the maximum number of hexes the missile may move in one turn.

Strength Factor: the amount of damage inflicted upon missile sites.

Site Designation: a letter to distinguish between individual sites.

4) Starting the War

Inexperienced players should roll a die to determine who launches his missiles first. The higher roll goes first and the other player receives ten victory points.

More experienced players may wish to bid for the first launch. Both players write down the number of victory points they would be willing to award to their opponent in order to move first. The higher number launches first; the other player receives the number of points that his opponent bid.

5) Sequence of Play

The light roller (or winning bidder) begins the game by making the first launch (see 5.1 below). After the first player has launched and moved his missiles, the players continue launching and moving missiles alternately. The game ends when there are no missiles in the air and neither player can or wishes to launch any more.

5.1 The launching player rolls one six-sided die and consults the Missile Activation Chart to determine the number of missiles shown on the Missile Activation Chart may be activated. On only the first turn, the U.S.S.R. may launch twelve missiles without consulting the Missile Activation Chart.

5.2 The launching player may flip up missile counters up to the number of missiles shown on the Missile Activation Chart, which may be activated. All of the missiles in an activated missile base that cannot be activated are lost and their counters are removed from the map. The launching player need not activate all the missiles indicated on the chart, but may not accumulate the right to activate from one turn to another.

6) Missile Movement

The launching player must move one activated missile at a time. It is recommended that all of the missiles of each 'wave' (those launched in the same turn) be moved together, leading each turn and expends one of its duration factors each turn prior to impact. Players must keep track of the duration of each launched missile.

6.1 Any missile whose duration factor is reduced to zero is removed from the game at the end of the launching player's turn. A missile's duration factor is reduced just before the end of the player's turn (and just before missiles are removed).

6.2 Missiles move from one hex to the next at a cost of one movement factor. There are no facing, turning, or stacking restrictions or costs on missiles.

6.3 Missiles are moved one at a time.

7) ABM's

Any time a missile is moved within three hexes of an ABM site during a turn, the non-launching player may attempt to shoot it down by expending one or more ABM rounds from one or more sites, so long as there are unexpended ABM rounds at the site.

7.1 A player must state that he is launching ABM rounds, launched from each site, and record the expenditure. Each attack must be immediately announced when the missile is moved from hex to hex within the ABM's range.

7.2 For each ABM round launched, a die is rolled and the result located on the ABM Range Chart by cross-indexing the die roll with the range. If the result on the chart is a 'HIT', the ICBM is removed from the map. All ABM's used in an attack are consumed and destroyed, whether they hit the missile. Additionally, only one single or combined attack may be made while a particular missile is in a given hex. A missile may be attacked in each hex through which it moves.

7.3 ABM's may not be fired at zero range, i.e., while the missile is in the ABM site's hex. Other ABM sites within range may, however, expend rounds to destroy a missile over an ABM site before impact.

7.4 The U.S. player is limited to five ABM sites; the U.S.S.R. player to six.

8) Missile Impact

A missile may, upon entering a hex and after surviving possible ABM fire, impact in that hex. To signify impact, flip the missile counter over. A missile must impact at the end of its duration and before another missile is moved. Otherwise it may not impact until after turn.

8.1 If a missile impacts in an opponent's missile base hex, all the missiles in the base are lost and the counters are removed from play.

8.2 If a missile impacts on an ABM site, the site is removed from play and all the ABM rounds assigned to the site are lost. If a missile impact also affects the city, the missile impact also affects the city.

8.3 When a missile impacts a city, the value of the city is reduced by the strength of the missile. The missile remains on the city to record victory points.

9) Victory Conditions

A player scores points for the following:

- A) Starting second 10 V.P. or whatever the other player did
- B) For each surviving unactivated missile 1 V.P. (for each missile)
- C) For each ABM round built -2 V.P. (per round)
- D) For each opposing city point reduced 1 V.P. (more for overkill)

9.2 Victory is scored in labels based on the differential of V.P.'s scored by the winner over the loser. The winner is the winner. Below are the various scales of victory:

Difference in Victory Points	Size of Victory
0 - 9	Draw
10 - 19	Marginal
20 - 29	Substantial
30+	Decisive

Some Interesting Twists:

These ideas may be considered as optional rules, but have not been playtested. They are variants designed to add more realism to the game.

- 1) Players may choose to place missiles in neutral countries. Players must allocate control of the various neutrals by agreement.
- 2) Players may have a hidden set up of ABM sites. ABM site counters are not placed on the map until a round is launched from the site.
- 3) 'The Historical Variant': The U.S. has two ABM rounds; the U.S.S.R. receives twenty ABM rounds. The U.S.S.R. launches first and there is no victory point differential due to either first launch or ABM rounds built.

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