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Zefran Crisis (Prototype, v0.1)

Rules at play

- Players

- CJTF-Z
- IFF
- Tuscan Nationals
- Delta Bongo Nationals
- Daloon Government
- Zefra Government

- Game Preparation

- CJTF-Z determines their transportation options and selects a movement option. This determines their rate of movement. Artillery companies move 1 hex. Recon companies move 1 more than motorized infantry companies. Medical moves 1, and CBRN moves at Recon rate.
- Place refugee parties, and with each one, a militia of that nationality.
- Place a CJTF-Z company in the Guards box if CJTF-Z is guarding Refugee camps.
- Deploy all CJTF-Z Forces. Consult with Daloon to determine basing rights.
- IFF deploys all companies except Nuclear

and Biological; the Nuclear company is earned if IFF enters a Nuclear Site hex, and IFF may not deploy at airfields, the city, or nuclear sites without Zefra's permission.

- Game Play

~~MANUAL~~

- Zefra and Dabon players do not take turns, but CJTF-Z must have Dabon's consent to use airfields, ~~base~~ and Dabon may state at any time that ~~#~~ CJTF-Z is not expelled from Dabon for any offense. The game ends immediately. CJTF-Z may remove units from the board at any time to comply with Dabon's requests. Bringing units to Dabon's capital takes five days.
- CJTF-Z cannot enter Zefra territory without Zefra's consent; to do otherwise is an act of war, which is not allowed.

~~Players~~

~~CJTF~~

~~The players alternate~~ ~~the~~ active

- 3 - At the start of a turn, a unit within its own movement range at the hospital removes a -1 counter from beneath it.
- Players determine initiative order for national players for the turn. One of the refugees has first move, followed by the other national player. Then either CJTF-Z or IFF move, followed by the other. The Tuscan and Bango players roll to ~~will~~ determine which go first (high roll goes first). Then the CJTF-Z and IFF players roll, with the IFF player getting a +2 to their roll.
- A player up to play nominates a hex and activates all units in a hex. ~~then~~ Activated units move ^{or} and ranged units in the hex may fire instead of moving.
- When moving, units respect stacking. They may not have more than two ~~company-size~~ units in a hex. ~~But~~ CAS is an exception & cares about stacking only with other CAS.

- IF a combat unit enters another combat unit's hex, combat ensues, unless those players are not hostile to one another. (IFF and Bangos are not hostile. CJTF-Z is not hostile to Tuscan's or Bangos by default, but ~~are either~~ any of these players may declare they've attacking the other. Bango and Tuscan militias are hostile, and militias may declare an attack on refugees.)
- After finishing ~~movement~~ activation, flip the units ~~activated~~ face ^{up} down, to signify they have been activated.
- A hex may be temporarily overstacked if ~~some~~ enough units in a hex are not yet activated.
- The Bangor player may reposition their units after the IDE ~~IDE~~ activates.
- IF a player takes an action outside their usual activation, they still get their scheduled activation. (the activated units still flip face ^{up} down.)

- The Bongo player may opt to act jointly with the IFF players, in which ~~barricades~~ an IFF company militia and Bongo militia join in a common hex then, with remaining movement, attack a common target hex (or hexes) but must have units from both players). Or, the IFF may bombard a hex, in addition to the Bongo activation. If bombard, the IFF mortar must be in a hex with a Bongo unit.
- Mortars have a range of $\frac{3}{2}^4$. Artillery have a range of $\frac{3}{2}$. CAS has unlimited range.

~~Air Bombardment~~

- IFF, Bongo, and Tuscar units are ~~not~~ ^{"weak"} ~~blast~~ ^{blast} Capable ~~if~~ if they have two -1 counters beneath them. CJTF-Z ~~can~~ ^{needs} have three -1 counters to ~~be~~ ^{Weak} ~~hit~~. If an ~~out~~ infantry company gets ten -1 counters, it is removed from the game. All Ethnic militias, Platoons, mortars, artillery, and

CAS are need five -1's to be removed. Refugee parties are removed with two -1's Platoons. The hospital needs five -1's. ~~Max~~ Platoons, ethnic militias, artillery, and mortars are all considered weak. Refugees, and CAS, and hospitals have no combat capability; if enemy infantry enters their hex and they're undefended, they're ~~are~~ removed.

- Treat Tuscan and Bango militias as IFF for combat against ~~the Z~~ CJTF-Z.
- Use the following for resolving combat
 - * A unit told to retreat suffers losses:
 - Weak IFF/Bango/Tuscan combat units take ~~got~~ a -1 counter
 - ~~Not~~ Not weak IFF companies take -2
 - Weak CJTF-Z combat companies take -2
 - Not weak CJTF-Z companies take -3.
 - * ~~If a~~ range In addition to losses, retreating ~~as~~ attacking unit returns to the hex from which it entered, ~~and~~ a defending unit must enter an unoccupied

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or not occupied by hostile units hex. If this results in overstacking, immediately activate the overstuffed units (even if they were already stacked) and move them one hex to attempt to fix the overstacking, even to a not-overstacked hex if possible. They may not move in a way that starts combat. This may prompt a chain reaction of units moving to fix stacking. If stacking cannot be fully resolved, eliminate units until stacking rules are respected.

- * If CJTF-Z ambushes any other units the other unit retreats.
- * If an IFF unit that is not weak ambushes a CJTF-Z unit, roll a d10:

0-5: CJTF-Z retreat

6: CJTF-Z retreat, -1 # each IFF

7: -1 each IFF, -2 each CJTF-Z

8-9: IFF retreat, -2 each CJTF-Z

- * ~~If~~ When not ambush, if there is one more CJTF-Z non-weak unit than IFF/Bongo/Tuscan non-weak unit, the other side IFF/Bongo/Tuscan ~~#~~ retreats

- * IF CJTF-Z has one non-weak unit and IFF has one or two, IFF takes -1 on each unit, and on a d10 roll of 0, CJTF-Z takes a -1.
- * IF CJTF-Z has one weak unit and ~~#~~ the IFF/Bongo/Tuscan is not weak:
 - 0-5: CJTF-Z retreat
 - 6: CJTF-Z retreat, -1 on each IFF/Bongo/Tuscan
 - 7-8: -1 each IFF/Bongo/Tuscan, -2 for CJTF-Z
 - 9: -1 for CJTF-Z

- IF two weak companies occupy the same hex, they can be ~~#~~ considered non-weak unless the combined -1 counters are ~~#~~ at least as bad as ~~#~~ -12 for IFF, ~~#~~ and ~~#~~ -14 for CJTF-Z.

- If a unit moves into movement range of another unit, the other unit may roll to ambush, using a d10, which is successful according to the following:
- * IFF/Bongo/Tuscan: 0-6
 - * CJTF-Z: 0-3

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IFL the roll any event, the ambushing side moves off activates all units from the source hex, and moves all units that can into the target hex; units that can't move must bombard if possible or, otherwise, activate as normal. IF the ambush roll was successful, the attack is an ambush; otherwise, it's normal combat.

* - A moving unit entering an enemy hex may make the attack an ambush, using the above roll but adding two to the die roll. Defender rolls for ambush first.

- A CJTF-Z ~~#~~^{recon company} in or adjacent to the target hex at an ambush gives the defender a +2 to the die roll.

*** - IF the IFF enters a Nuclear site, they gain a Nuclear Platoon^(activated). This platoon can enter a hex and give each defender a -5 and destroy all infrastructure.

- IF a unit enters an undefended

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infrastructure hex, they may destroy it; the ~~turn~~ ^{infrastructure} is out of the game. ~~turn~~

- Bombardment destroys a infrastructure on a roll of:
 - * 0-1 for mortars
 - * 0-7 for artillery or CAS
 - CAS has unlimited movement to rebase at a new airbase
 - Guards mean that ~~base~~ refugee sites are all protected with a weak unit; apply -1s to the guarding unit.
 - When the turn is complete, flip over all units to their ~~the~~ normal side, and commence with the next turn
- An IFF company that encounters a Banga refugee party can create a Banga militia, ~~and~~ or remove one -1 marker on a roll of 0-4.
- If ~~in~~ a refugee party is attacked, on a roll of 0-4, ~~one~~ the defender

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gets a militia at the ~~Zefra~~ refugee party's location.

- At the start of an turn, roll a d10:
 - * 0-2: 1 new Tuscan refugee party and accompanying militia
 - * 3: 1 new Banga Refugee party and accompanying militia
- Spawn in a random hex in Zefra near the border.

The die roll gets a +2 modifier if the Zefran president adopts a conciliatory posture to Tuscans, and -2 if hostile to Tuscans.

- When marking with -1s, place immediately below the affected unit.
- The Dalton government may opt to allow for CJTF-Z to use hospitals in its capital, applying -1 to the closest unit.
- Defending units exhaust after being attacked.

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- Refugees move 2 hexes, IFF and militias can move 3 hexes
- When a refugee camp is shelled, the refugees get -1 if the camp is not destroyed, -2 if the camp is destroyed.
- IF two militias fight and ambush:
 - 0-2: Defender retreat
 - 3-4: Defender -1
 - 5-7: Attacker -1
 - 8: Attacker retreat, defender -1
 - 9: Attacker retreat
- IF two militias fight, no ambush:
 - 0-1: Defender retreat, attacker -1
 - 2-3: Defender -1
 - 4-5: Defender -1, attacker -1
 - 6-7: Attacker -1
 - 8-9: Attacker retreat, defender -1
- IF ~~a~~ militias fight an IFF company and the IFF company has ambush, militia retreats
- IF IFF company attacks a militia without ambush, roll:

0-7: Defender retreat

8: Defender -1

9: No change

- A player may only inspect stacks belonging to that player.
- Dabon and Zefra normally do not take turns, but may declare doing so, in which case the players may move prior to ethnic player movement. If both Dabon and Zefra wish to move, they ~~move per~~ Dabon player moves, then the Zefra, then the players alternate.
- If Dabon or Zefra attack an irregular unit, they are treated as CSTF-Z for combat resolution. Dabon/Zefra mortar companies have the same range as an IFF mortar.
- The Dabon and Zefra players deploy prior to all other players. They may deploy off-map, and off-map units may move onto the map using rules discussed with the game adjudicator.

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-A player may remove a unit from the board at any time. Unless this is a unit that may return by some game mechanism (such as Borgos/Truscans getting militias or refugee parties), the unit does not return. Refugees may only be removed in refugee camps for game efficiency purposes.