

Battlefield: Europe Rules

Since the end of World War II, the world's major nations have been careful to avoid another global conflict. However, increasing political instability, ethnic unrest, and an economic revolution of rising expectations in eastern Europe, coupled with a growing independence and assertiveness in western Europe, combine in a potentially explosive mixture. Five years ago there was only one scenario for a war in Europe: a Soviet invasion across the inter-German border. The likelihood of such an event was considered slight. Today the possible scenarios for a European war are multiplying, and as the political landscape becomes increasingly unfamiliar, the chances of war become less predictable.

Battlefield: Europe is a tactical game covering possible European conflict in the 1990s.

FIRST BATTLE

Battlefield: Europe is part of a series of games sharing a common set of game mechanics—the **First Battle** system. This series of games provides a comprehensive view of modern mechanized warfare from World War II into the next century and beyond. Look for other **First Battle** series products at the same outlet as you purchased this game.

GAME COMPONENTS

Battlefield: Europe includes maps, die-cut counters (which are used as the forces in the game and as status markers), this rules folder, a *Battle Manual*, two scenario books, charts and a die.

Maps: The game maps are stylized maps of real terrain. The hexagonal grid provides cells or hexes in which game units and markers are placed. Within the hexes are graphic terrain symbols (for woods, towns, and rivers) that show corresponding real terrain features on the battlefield.

Each hex on the map represents 200 meters in distance.

Counters: The game counters are die-cut squares of cardboard printed with symbols and numbers that are used by the game rules. Symbols help identify the function of the counters. Numbers are values

that are used in computing the effects of combat and determining the unit's ability to move.

Counters which represent forces in the game are called units. Units may be vehicles, helicopters, aircraft or troops. Troops, representing dismounted personnel, include leaders, infantry, and special weapons teams. Counters which do not represent units are called markers.

The illustrations on this page show what the numbers on the units mean. Note that there are two different ways that units are armed, and the illustrations on this page provide a depiction of both ways. Also note that command units are identified by their command level.

Attack Factor in Brackets: Restricted; may only fire at troops and soft vehicles.

Asterisk After Attack Factor: Antitank gun; halved versus troop units and towed guns.

"S" After Attack Factor: Stabilized gun.

"S" For (or After) Missile Factor: Surface to air missile.

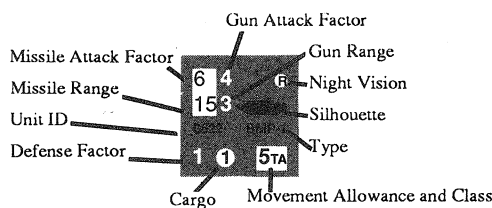
"C" After Defense Factor: Composite armor.

"R" After Defense Factor: Reactive armor.

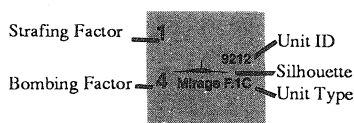
"A" After Movement Allowance: Amphibious.

Unit ID Printed in White: Command unit.

Missile and Gun



Fighter/Bombers



Rules: This folder of game rules describes how to play **Battlefield: Europe**.

Learning the Rules: If you are fairly new to wargaming, the best way to gain familiarity with the rules of **Battlefield: Europe** is to read the basic rules, then play any one of the scenarios listed at the end of page 4 of this book.

After playing one or two scenarios, read the advanced rules in the *Battle Manual* and then pick any scenario you wish to play.

If you are an old hand at wargaming, you might want to learn the rules of **Battlefield: Europe** by reading completely through this rules folder and the advanced rules, and then choosing a scenario that most interests you.

Battle Manual: A separate book contains background sections on the nations of Europe and the most likely causes of future wars, a number of advanced rules which will allow you to simulate virtually every aspect of modern tactical warfare, a briefing on the armies of Europe, with special attention paid to their organization for war and their combat equipment, and a chapter explaining how to design your own battle scenarios and campaigns.

Scenario Books: There are two booklets of scenario information included in the game, one for each side. Each booklet provides all of the information necessary for one side to play each scenario, including a breakdown of the maps and counters used.

Charts: The combat and map tables needed to play the game (and explained in the rules) are printed on two cards (one for each player).

Die: Many decisions in the rules are resolved by the roll of a single, 10-sided die. The die included in the game is numbered from 0 to 9. A roll of 0 is always treated as a roll of 10. When the rules instruct you to roll a die, one player rolls the die and reads the result, which is then checked against the instructions.

COMMAND LEVEL

Unit ID	Level
001, 002, etc.	Battalion commander
100, 200, etc.	Company commander
010, 120, etc.	Platoon leader

Basic Rules

Battlefield: Europe's basic rules apply to all scenarios.

TURNS

Each **Battlefield: Europe** battle scenario runs for a specific number of turns. Each turn consists of a player turn for each side. When both players have completed their player turns, the game turn is over, and the next game turn begins.

Each player turn is an opportunity for one player to move his units, and for those units to attack enemy units. During the player turn, activity takes place in phases.

PHASES IN A TURN

Attacker's Player Turn

First Fire Phase.

Movement (and Defender Reaction Fire) Phase.

Final Fire Phase.

Defender's Player Turn

First Fire Phase.

Movement (and Defender Reaction Fire) Phase.

Final Fire Phase.

In the First Fire Phase, the player selects which of his units can and should fire, and uses them to attack enemy units.

In the Movement Phase, the player selects which of his units can and should move, and moves them. During this movement, the enemy player may make reaction fire attacks. In the Final Fire Phase, the player selects those of his units which have not yet fired or moved, and may use them to attack enemy units.

Reaction Fire: Any unit which does not move in its player turn may have a firing position marker placed on it. That unit may fire at any enemy unit which is in or moves into range at any time during the enemy unit's movement. *When placing units on the map at the beginning of a scenario, you may place any or all units in firing position (unless the scenario states otherwise).*

Stabilized Guns: Stabilized guns have slightly different turn phase options than most units. See page 3.

MOVEMENT

Units may move during the Movement Phase. Each unit has a movement factor and a mobility category. The movement factor is the number of movement points (MP) it may spend in a turn. Unused movement points *do not* carry over to the next turn.

Movement points are spent as a unit moves through the terrain on the map. Each map hex has a cost to enter (expressed in MP), which varies depending on the mobility class of the unit. When a unit has spent all of its MP, it must stop, and cannot move any farther in that turn.

Mobility Categories: There are four mobility categories: leg (L), track (T), wheel (W), and restricted wheel (R). Different mobility classes of vehicles pay different costs to move through different types of terrain. The Terrain Effects Chart shows the types of terrain on the maps, and their MP costs to enter.

For example, tracked units pay 1 MP per clear terrain hex and 2 MP per woods hex. A tracked unit with 4 MPs could move through four clear terrain hexes in a row or two woods terrain hexes in a row before having to stop.

Mixed Terrain: There may be more than one type of terrain in a hex; in such cases, the cost to enter the hex is the cost of the most expensive terrain in the hex. For example, a hex might contain clear terrain and woods terrain. The cost to enter the hex would be 2 MP because woods terrain costs more to enter than clear terrain.

Roads and Trails: Units moving along roads and trails do so at the road or trail cost, regardless of the other terrain in the hex. However, when entering a road or trail hex from a nonroad, nontrail hex, the MP cost is that of the other terrain in the hex.

Amphibious Vehicles: Vehicles which have the letter "a" after their movement allowance are amphibious and may cross stream, river, and lake hexsides. To cross a water hexside the vehicle must begin its Movement Phase adjacent to the hexside and may then move across it. Moving across the water hexside consumes half of a unit's movement allowance (rounding fractions up) in addition to the normal cost to enter the hex. The unit may then continue to move with any remaining unused MP.

Restricted Movement Factors: A unit with restricted movement factors cannot fire and move (or move and fire) in the same turn. It can assume a firing position in the same turn in which it fires. If a unit has a restricted movement factor and is missile-armed, then the restricted movement factor applies only if the unit's missile is fired. A restricted movement factor is indicated by a yellow box surrounding the unit's movement factor number and its missile combat values.

Minimum Movement: Any unit (except a pinned troop unit, a damaged vehicle, or a dummy) can always move one hex, even if the MP cost to enter the hex is greater than the unit's movement factor.

Mounting and Dismounting From Vehicles: Each vehicle unit with a carrying capacity has either a number or an L listed on its counter. If a number is listed, it is the number of troop squads (counters) that the unit can carry. If an L is listed, it indicates that the unit can only carry light infantry units, commanders, and forward observers. Special weapons teams and towed guns are counted as troop squads.

A troop may mount a vehicle with a carrying capacity if both the troop and the vehicle are in the same hex at the beginning of the Movement Phase. Mounting and dismounting costs the troop unit its full movement for the turn, and costs the vehicle half of its MP (round fractions up). Troops dismount into the same hex as the vehicle carrying them.

Enemy Units: A unit must stop as soon as it enters a hex containing an enemy unit.

STACKING

More than one unit may be placed in a hex, but this process (called stacking) is subject to limits. A player may not have more than four vehicles in one hex at the end of any turn. Any number of other units and markers may be present. It is possible for units from both sides to be in a hex at the end of a turn.

Attacks

Units may attack enemy units during any of the fire phases of a turn.

Attack Procedure: In a fire phase, the player indicates the targets for each of his units which are firing. Odds are calculated by creating a ratio of the firing unit's attack factor against the target unit's defense factor and reducing this to one of the simple odds ratios shown on the Combat Resolution Table (CRT). If the ratio falls between two odds columns, use the lower odds (favoring the defender).

For example, 20 attack factors versus 7 defense factors would use the 2-1 odds column.

Modifications may be made for terrain, limited visibility, or other factors, as explained later. The die is then rolled and the result of the attack is found on the Combat Results Table and implemented.

A *troop unit* with both missiles and guns may fire in a fire phase *with both of its attack factors*. The attacks may be directed at two different targets. A *vehicle* with both missiles and guns *may only fire one of its attack factors* in a fire phase.

More than one unit may fire at a single enemy unit. However, all attacks must be declared before any are resolved. Fires declared against a target which becomes destroyed may not be shifted to another target.

Units may not combine their attack factors to make an attack; each attack factor is used independent of all others.

When Units Fire: A unit which fires *any* of its attack factors in the First Fire Phase or which moves during the Movement Phase may not fire any attack factors during the Final Fire Phase, with two exceptions.

Stabilized Guns: All units with a small "s" following their attack factor have stabilized guns. Units with stabilized guns may fire in the Final Fire Phase even if they have moved in the Movement Phase. They still may fire only once in their player turn, and so if they fire in their First Fire Phase they cannot fire in the Final Fire Phase again.

Assault Fire: Anytime that an infantry unit ends its turn in or adjacent to a hex containing an enemy unit, it may fire in the Final Fire Phase, even if it moved and/or fired in the First Fire Phase. This is called assault fire, and represents the higher volume of fire infantry generates when at very close quarters with the enemy.

Terrain Effects: Units in town and woods hexes add +3 to their defense factor. Missile factors are halved when firing at targets in woods and town hexes.

Restricted Fire Factors: Most units in **Battlefield: Europe** have some sort of capability for attacking armored vehicles. Many troop units, for example, carry light antiarmor weapons, such as the American LAW or the Soviet RPG-7. And occasionally in combat, there are reports of tanks losing a tread to a well-placed hand grenade.

Some vehicles, however, have no antiarmor capability whatsoever. These units have their attack factors listed in brackets. A unit with a bracketed attack factor can only conduct attacks against soft targets (troops, trucks, and jeeps).

Missiles: Missiles may only be used to attack vehicles; they may not attack troop units or towed guns. Missile factors are halved when firing at targets in woods and town hexes.

Antitank Guns: Units with an asterisk after their attack factors are antitank guns. These units have their attack factors halved when firing at troop units and towed guns, but fire normally at all vehicles, both armored and soft-skinned.

RANGE

A unit may attack enemy units within its printed range. Gun-armed units may attack at longer ranges, and they receive benefits for attacking at closer ranges.

Close Range: A gun-armed unit attacks with double its printed attack factor if it is attacking at half its printed range or less. Missile factors are *not* doubled.

Standard Range: All units attack with their printed attack factors if they are attacking at their printed range or less (except gun-armed units at close range).

Extreme Range: A gun-armed unit attacks at half its printed attack factor if it is attacking at more than its printed range, but no more than twice its printed range. Missiles may not be fired at more than their printed range.

GUN ATTACK FACTOR RANGE EFFECTS

Range	Distance	Attack
Close	1/2 or less	2
Standard	Equal or less	1
Extreme	Twice or less	1/2

Line of Fire: In order to be attacked, a target unit must be in the attacker's line of fire. The line of fire is a straight line from the firing unit to the target.

The line of fire is blocked if it passes through any intervening woods or town hexes, any friendly unit, or any wreck. If the line of fire is blocked by one of these obstructions, the target may not be attacked. A unit in a blocking terrain hex can see and fire out of that hex, and enemy units can see and fire into the hex, but no unit may see or fire *through* the hex.

Terrain which is higher in elevation than both the firing and target units blocks line of fire. (If a hex contains two different elevation lines, the higher of the two elevations applies.)

Units on high ground can see and fire over LOF-blocking units and terrain in lower-elevation hexes. Town and woods hexes cast a one-hex shadow, making units directly behind those obstacles unspotted to units on higher terrain.

Same-Hex Combat: Units attacking vehicles in the same hex always compute the attack using the defending vehicle's flank armor value (explained in Facing on page 4) and the defending vehicle does not receive any benefits for terrain.

Troop units receive terrain benefits only if they are not moving; the troops which moved into the hex to initiate combat never receive terrain benefits.

Missiles may *never* fire at a target in the same hex.

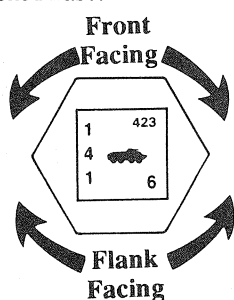
REACTION FIRE

Any unit which has assumed a firing position can attack with reaction fire during the enemy Movement Phase.

At any time during the Movement Phase, a unit in a firing position can use reaction fire against an enemy unit which has been spotted, to which a line of fire can be traced, and which is within range.

The attack takes place immediately, before the target unit moves another hex. If the attack is successful, the target unit receives a result which, at least, prohibits the unit from moving any more in the Movement Phase, and may be more restrictive.

Each unit in a firing position may fire only once in reaction fire during the enemy Movement Phase.



Facing Diagram

FACING

A vehicle is typically armored more heavily toward its front. Attacks against a vehicle's front are computed against its printed defense factor.

Attacks against a vehicle's flank are computed against its flank defense factor. Vehicles with a printed defense factor of more than 2 have a flank defense factor of 2. Vehicles with a printed defense factor of 2 or less have a flank defense factor of 1.

Troops always use their printed defense factor; they do not have flanks.

MISSILES

Missiles have several restrictions on their use which gun-armed units do not. These are mentioned in their appropriate rules but are summarized again here for clarity.

Missiles cannot attack beyond the range printed on the counter, can never be used to attack units in the same hex, and are never doubled or halved due to range effects. Missiles can only be fired against vehicles; they have no effect against troops. Missiles are always halved when attacking targets in a woods or town hex.

Special Armor: Vehicles with a letter following their defense factors are equipped with special armor. Vehicles with the letter "C" have composite armor while those with an "R" have reactive armor.

All missile attacks against the front armor of a vehicle equipped with special armor (either composite or reactive) are halved. Attacks against the flank or rear of a vehicle are unaffected.

Special armor affects only attacks by missile-armed units when the attack is against the *front* of the target vehicle.

Whenever a unit equipped with reactive armor is attacked by a missile (assuming the missile does not eliminate the target), roll the die.

On a roll of 1-4, there is no additional affect. On a roll of 5-7, the tank has lost enough of its reactive armor that it is treated as if it now had none. Place an "armor detonated" marker on the tank. On a roll of 8-10, the armor is detonated, and the tank is damaged. (If it is already damaged, then this result destroys the tank.)

ATTACK RESULTS

The Combat Results Table (CRT) shows the results of attacks. Three letters are used: X (for destroyed), D (for damaged), and P (for pinned). X applies to all units. D applies to vehicles; P applies to troops. Ignore results which do not apply to the target type.

X (Destroyed): The target is eliminated from play. If it is a troop unit, it is simply removed from the map. If it is a vehicle, it is replaced by a wreck marker. In either case, the unit's morale point value is noted for comparison with the side's hesitation and break points.

D (Damaged): Mark the vehicle with a damaged marker. Damaged vehicles have their movement factors and attack factors cut in half (rounding fractions down). A damaged unit cannot conduct reaction fire. A damaged vehicle which receives a second damaged result is destroyed.

P (Pinned): Mark the unit with a pinned marker. The troop unit is immobilized and cannot move. It can still fire, but its attack factor is halved. It automatically becomes unpinned at the end of its next player turn. A pinned troop unit which receives a second pin result is destroyed. A pinned unit cannot go to a firing position and cannot conduct reaction fire.

Hits on Stacks: Whenever an attack is made against a stack of units, the particular unit which is affected is determined randomly. For example, three tanks are in the same hex, and three attacks are made against them. The owning player rolls a die. If a 1, 2 or 3 comes up, it means that at least one attack is against the top tank, a 4 through 6 means the second tank is attacked, a 7 through 9 the third tank, and the player would reroll a 10. Since each attack is determined randomly, it is possible that all the attacks called for would be on the same tank.

If dismounted troops and vehicles occupy the same hex, the attacking player must state which type of unit is being attacked, and the attacks are then applied randomly among the designated type of unit.

After it has been determined which units receive attacks, odds for each of those attacks are calculated, and the results are determined on the CRT.

Escape From Destroyed Vehicles: A troop or commander mounted on a vehicle which is destroyed by an attack is very often destroyed by the attack as well. The mounted unit escapes on a roll of 1-5 and is placed in the hex with the vehicle's burning wreck marker; it is pinned. A result of 6-10 destroys the troop unit.

If a troop-carrying vehicle is only damaged by combat, the troops automatically dismount.

**This concludes
the basic rules
for Battlefield: Europe.**

**You can now play
The Village,
The Poor, Bloody Infantry,
or Tank Duel,
described in the scenarios books.**

Advanced Rules

The basic rules provided in the rules folder cover the most common and important aspects of the game. Many situations require additional rules, however, and some aspects of modern warfare can benefit from elaboration. These advanced rules broaden the scope of the game considerably, and will add to the players' enjoyment.

SPOTTING

Only units which are spotted may be attacked. A target unit is spotted if an enemy unit can trace a line of fire (LOF) to that unit, unless the target unit is concealed.

Concealment: Units in town and woods hexes are concealed. They remain concealed unless and until either they conduct an attack, they move out of the hex, or an enemy unit moves adjacent to them. When any of the above happens, and assuming the unit is in the LOF of an enemy unit, it is spotted. If a spotted unit moves into a woods or town hex it immediately becomes concealed, unless it is also adjacent to an enemy unit. To indicate that a unit (or stack of units) is concealed, place a concealed marker on top of it.

Dummies: A certain number of dummy units are provided to the defender in some scenarios in order to confuse the situation. Dummy units may not move or attack. Once spotted the dummy is removed from play.

LIMITED VISIBILITY

Under ordinary conditions, any unit may see all other units which are spotted and to which a line of sight can be traced. A unit may attack any unit which is visible and which is within range. Smoke and night can limit visibility.

Equipment: Many units in **Battlefield: Europe** scenarios do not have special vision-enhancement equipment, but some have either thermal, image intensification, or infrared sights. The type of equipment available (if any) is indicated on a unit's counter. An "II" in the white circle indicates image intensification; an "R" in the white circle indicates infrared sights; a "T" in the white circle indicates thermal sights. No white circle indicates that no night sights are used.

Night: The limit of visibility at night for units without special sights is four hexes. For units with image intensification, thermal or infrared sights, the limit of visibility is 10 hexes. Units with no sights or with infrared sights fire with their attack factor halved at night. At less than half range, nonmissile attack factors are still doubled, resulting in normal attack values.

Smoke: The effects of smoke on visibility are covered under Smoke on page 25.

REACTION MOVEMENT

Each player may conduct reaction movement at the end of his opponent's Movement Phase. This may be done in addition to reaction fire.

Reaction movement is limited to commanders and units stacked with commanders. Each commander may make a full move during reaction movement. Any unit stacked with the commander may make a full move as well, but must remain with the commander for the full move.

Units in firing positions and stacked with a commander may conduct reaction fire and then make a reaction move. If they do so, any firing position marker they have is removed.

Units which are not in a firing position but which have stabilized guns and which are stacked with a commander may either conduct reaction fire or conduct a reaction move, but not both.

COMMAND CONTROL

A unit is in command control as long as it begins its player turn within five hexes of a commander or command vehicle. Command vehicles are identified by the fact that their ID number is in white instead of black.

At the beginning of each player turn, roll a die for each unit which is out of command control. On a 1-4, the unit may not move in the current player turn and may not take up a firing position. It is allowed to fire. On a roll of 5 or more, the unit may move normally.

Commanders, forward observers, dedicated forward observer vehicles such as the FISTV, units specifically designated as recon units, and all air units are *always* in command control.

MORALE

Battles are most often lost when one side breaks; rarely does a battle end with everyone on a side dead. Every casualty a side takes undermines its morale somewhat, but even while taking heavy casualties a force will often continue to fight if it has good leadership.

Morale Procedure: Each scenario states a morale level for the beginning of the battle, along with a hesitation point and a break point. As units become casualties during a battle, the morale level declines. As units are lost during a battle, place them aside and note their morale points. At the end of each player turn, compare the total morale points lost on a side with the scenario's hesitation point and break point.

MORALE POINT LOSSES

<i>Unit Type</i>	<i>Morale Points</i>
Leader	6
Other unit	1

When morale point losses bring a side to its hesitation point, all units of that side except for air units are out of command control for one complete turn. On this and all subsequent turns, subtract two from the movement die roll for troops out of command control.

Hesitation also affects cohesion, as noted on the next page.

When morale point losses bring a side to its break point, it will break off the engagement and withdraw. The scenario is over, and the other side has won the battle (but not necessarily the scenario).

If the remaining player can then achieve his victory conditions, he wins. If he cannot, the scenario is a draw.

COHESION

The cohesion of a unit is at least as important as its morale, perhaps more so. For purposes of cohesion, every individual maneuver element on a side is treated separately throughout the game.

A maneuver element is defined as a commander and all troops and vehicles which begin the scenario subordinated to him. Maneuver elements are always based on the lowest-ranking commander in the overall unit. The order of ranking ranges from brigade commander (highest) to battalion commander, company commander, and platoon commander (lowest).

For example, if a player has several companies (each with its own commander) and a battalion commander, the companies are maneuver units for cohesion purposes; the battalion is not. If there are several separate platoons in the scenario without a company commander, then they and the battalion commander constitute a maneuver element for cohesion purposes.

Whenever any unit of a maneuver element is fired at and suffers one or more casualties, it must roll a die and check cohesion. Cohesion checks are made at the end of the player turn in which the casualties were suffered. Each pinned, damaged, and destroyed result counts as a casualty. A casualty result on the command unit of the maneuver element counts as two casualties for cohesion purposes. If the die roll result is equal to or less than the number of casualties the maneuver element suffered that player turn, the maneuver element is disordered.

Effects of Disorder: A disordered maneuver element immediately loses the ability to conduct reaction fire, and all units are taken out of firing position. In addition, all damaged vehicles are removed from play and replaced with wreck markers (since the crews have abandoned them).

In the next Movement Phase of the disordered maneuver element, all of its non-pinned units must move away from the enemy. Each unit must move until it can no longer see any enemy units or until it exhausts its movement factor, whichever comes first. At the end of the move all remaining troop units dismount from their vehicles and are pinned.

All pinned units which were unable to move are pinned again. (As this is done when the unit's original pin would be removed, it has the effect of extending the duration of the pin result for one additional turn; it does not eliminate the unit.) None of the units of the disordered maneuver element may fire during the turn in which they retreat.

The effects of disorder are not permanent. Vehicles are free to move or assume firing positions in their next Movement Phase, and troop units may move normally once they have recovered from their pin results. However, damaged vehicles which have become wrecks are lost for the rest of the scenario.

Hesitation: A side which has suffered enough casualties to hesitate (see Morale on page 23) checks cohesion as if it suffered one more casualty than was the actual case. If the maneuver element was fired at but suffered no casualties, it still must check cohesion as if it had suffered one casualty.

Low-Cohesion Troops: Some troops have particularly low cohesion. These units are noted in the scenario as checking cohesion at +1. This means that they check as if they had received one more casualty than was the case. If the maneuver element is fired at but suffers no casualties, it still must check cohesion as if it had suffered one.

High-Cohesion Troops: Some troops have particularly high cohesion, and are noted in the scenario as checking cohesion at -1. This means that they check as if they had received one less casualty than is the case. If they suffer only one casualty, they need not check cohesion at all.

LIMITED MISSILE AMMO

Missile-firing units have only a limited number of missiles with them. To reflect this limit, personnel carriers (any vehicle with a cargo capacity) may only fire their missile armament twice per scenario. Helicopters and dismounted antitank teams may only fire their missile armament four times per scenario. Note that dedicated antitank vehicles (those with no troop-carrying capability) are not limited by this rule.

ENTRENCHMENTS

Entrenchments are hasty fortifications which provide some protection from enemy attacks. Entrenchments are identified by trench markers. One side may have trenchments assigned to it as part of a scenario. Within the time limits of the scenarios, it is not possible for troops or vehicles to dig entrenchments.

Effects of Entrenchments: If a trench marker is present in a hex, all units in the hex are allowed all benefits of entrenchments. Entrenchments add four to the defense factor of all units in the entrenchments. This benefit is not cumulative with any other terrain modifiers.

Antitank Ditches: A side may have an antitank ditch assigned as part of a scenario (use a trench marker). If a vehicle enters an antitank ditch hex, it is treated as damaged. An antitank ditch is also an entrenchment for troops (not for vehicles).

MINES

Mines may be laid by engineers using mine emplacement machinery. Engineer-laid mines cover one hex. The mines are in place before the scenario begins and may be specified as camouflaged or marked.

If camouflaged, the location of the mines is noted secretly by the player who placed them; they are invisible to the other player until he enters a hex containing them. If marked, they are identified by a mine marker during the day. Marked mines at night are treated as camouflaged mines.

The scenario instructions will indicate how many engineer-laid mines (if any) are available.

Mine Attacks: Mines attack both sides indiscriminately. A player must be sure that if he enters his own secret minefield he declares the fact and resolves the attacks against his own troops and vehicles. Mine attacks are resolved on the 3-2 column of the Combat Results Table. Units are attacked immediately as they enter the mined hex. All units in a stack are attacked individually. Vehicles can only be damaged; an X result should be treated as a D result. Troops are attacked normally.

ARTILLERY

Artillery fire is delivered by howitzers and mortars which are typically deployed off of the game map, and it is controlled by a forward observer (FO) who directs it by radio.

Fire Missions: Artillery fire against a target is called a fire mission. Fire missions are requested at the beginning of the turn (before either player begins his player turn) and are resolved at the end of the turn (after both players have completed their player turns). Each artillery unit available may shoot one fire mission per turn. If artillery fire is available in a scenario, the scenario will identify the number and types of artillery units available to each side.

Targeting: The firing player indicates the specific target hex he wants the artillery fire to hit. One target hex may be indicated for each unit firing. Players record their selected target hex in secret on a piece of paper. At the end of the turn both players place their artillery markers in the target hex and resolve fire missions. If more than one salvo is fired, the marker is left in the hex throughout the next turn. All units (of both sides) which pass through the hex are attacked by the artillery. The marker is removed at the end of the turn when new fire mission markers are placed.

Forward Observers: In order to plot a fire mission, a player must have a forward observer who can see the target being attacked and who can communicate with the artillery which is firing. All leaders can be FOs. There are also some vehicles designed specifically to operate as FOs.

The FO must be able to trace a line of sight to the fire mission target hex. A line of sight is identical in all respects to a line of fire except that friendly units do not block it. An FO can direct only one fire mission per turn.

Two special vehicles are available for artillery spotting purposes.

FISTV: The US Fire Support Team Vehicle is an M113 armored personnel carrier with a laser range finder mounted in a hammerhead telescoping pod. It looks identical to the ITV. The FISTV carries the fire support team. It can act as an FO.

ACRV: The Soviet Artillery Command and Reconnaissance Vehicle is an armored vehicle fitted for artillery fire direction. It can act as an FO.

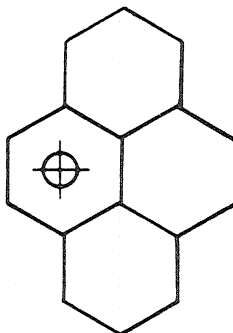
Salvoes: One attack by an artillery unit is called a salvo. Different types of artillery can fire differing numbers of salvoes in one fire mission in one turn. After the first salvo is resolved, the firing player may decide to fire a second salvo (if the artillery has that capability), then a third and a fourth (again, assuming the artillery type has that capability). Salvoes beyond the first are always voluntary.

Salvoes are distinguished by type (HE, smoke, and others). Any mix of available salvoes can be fired in a fire mission. Scenarios specify the number of salvoes (by type) available and the maximum total number of salvoes which can be fired in the battle. For example, the scenario may state that three HE salvoes and three smoke salvoes are available, with a maximum of four salvoes total.

The type of salvo fired determines the pattern of hexes which the attack hits.



HE Pattern



Multiple Rocket Launcher Pattern

Off-Map Artillery: Off-map artillery is divided into four different ratings: light, field, medium, and heavy. Light artillery includes light howitzers and has a rate of fire (ROF) of four salvoes per turn. Field artillery includes heavier howitzers and heavy mortars and has an ROF of three salvoes per turn. Medium artillery includes heavier howitzers and has an ROF of two salvoes per turn. Heavy artillery includes the heaviest weapons in the game, and has an ROF of 1 salvo per turn.

Off-map artillery types and their effects are summarized in the Artillery Table on the back of this rule book.

High Explosive Artillery (HE): HE attacks the hex against which its fire mission was directed. It attacks all units in the hex except for air units. Light artillery attacks vehicles at 1-4 and attacks troops at 1-2 odds. Field artillery attacks vehicles at 1-3 and troops at 1-1. Medium artillery attacks vehicles at 1-2 and troops at 3-2. Heavy artillery attacks vehicles at 1-1 and troops at 2-1.

When attacking troops (but not vehicles), reduce the odds by one column if the troops are in woods and by two columns if they are entrenched or in a town.

Multiple Rocket Launchers: A multiple rocket launcher is a special type of off-board unit that conducts indirect-fire rocket attacks at the direction of a forward observer. Each such unit can only be used once during a scenario; after that its load of rockets is depleted.

When making an attack, a multiple rocket launcher automatically fires two salvoes (which means that its fire mission marker is left on the map throughout the next turn, then removed when new fire mission markers are placed).

A multiple rocket launcher attacks four contiguous hexes, as illustrated at left. It attacks all units, including helicopters, in the hexes affected. Multiple rocket launcher attacks are at 1-3 against vehicles and 1-1 against troops.

On-Map Artillery: On-map artillery is delivered by mortars, which are of two types, medium and heavy. Medium mortars attack as light artillery (and so have an attack value of "L" instead of a number) and heavy mortars attack as field artillery (and have an attack value of "F").

Each mortar (or mortar vehicle) has an ROF of one.

On-map mortar fire is conducted like any other on-map attack. That is, it can be fired either during the First Fire Phase or the Final Fire Phase, and if the on-map artillery unit is in a firing position, it can make a reaction fire attack. Mortars may only attack a single unit, not all of the units in a hex. (This is because each mortar unit represents a single weapon instead of an entire battery.)

An on-map mortar can either make a direct fire attack against a unit in its LOS or an indirect fire attack against a unit that is in the LOS of any forward observer. An FO used to plot a fire mission for off-map artillery at the beginning of a turn can also be used to call indirect fire from any number of on-map artillery units in the same turn.

On-map artillery units have restricted movement factors; they cannot both move and fire in the same turn.

Vasilek Automatic Mortar: The Vasilek mortar is a towed, clip-fed automatic mortar capable of rapid fire. As a result, when it fires it can either fire single shots or automatic fire. If it chooses automatic fire, it attacks all units in the target hex, the same as an off-board artillery piece. However, each Vasilek only has enough ammunition to conduct automatic fire once during the game.

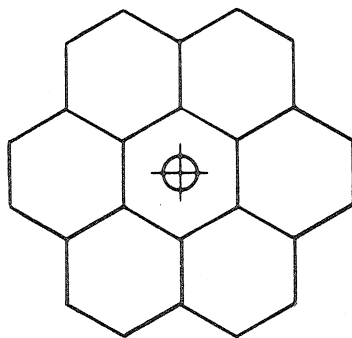
Concealed Units: An FO can direct artillery fire at hexes which contain concealed units. When the artillery fire is resolved, the player owning the target unit checks to see any results achieved on the type of unit being fired on. If a result is called for on the Combat Results Table, it is applied to the unit but does not cause the unit to become spotted. Dummy units hit by artillery fire are treated as either vehicles or infantry at the owning player's option. An X result removes the unit from play.

ADVANCED ARTILLERY ROUNDS

The following can also be used in some scenarios or if you design your own scenarios:

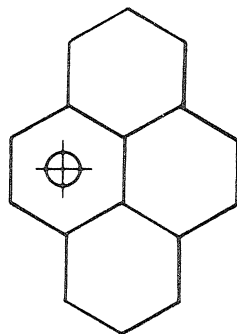
Improved Conventional Munitions Dual Purpose: Improved Conventional Munitions Dual Purpose (ICMDP) can be fired from field, medium, and heavy off-map artillery. Field artillery ICMDP attacks the hex it is fired at; medium attacks four contiguous hexes, the same as an MRL attack; heavy artillery ICMDP attacks the hex it is aimed at and all six surrounding hexes.

ICMDP attacks all units, except for air units, in the hexes affected. However, ICMDP has no effect on units in woods hexes, town hexes, or entrenchments. ICMDP attacks vehicles at 1-1 odds and attacks troops at 2-1 odds.



Heavy Artillery ICMDP Pattern

Artillery-Scattered Mines: Field Artillery Scattered Mines (FASCAM) are placed by an artillery fire mission. Each fire mission salvo places four contiguous hexes of mine markers on the map if it is daylight (or allows the secret notation of four adjacent hexes of mines at night). The pattern of mines placed is the same as for an MRL HE pattern.



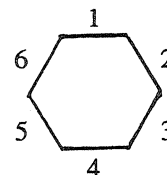
FASCAM Pattern

SMOKE

Units with no special sights cannot see into a smoke hex. Units with infrared or image intensification sights can see into the first hex of smoke, but they cannot see through a smoke hex. Units with thermal sights can see through smoke to a maximum of 10 hexes.

Smoke can be called as an artillery fire mission, or it may be created by armor or infantry units.

Smoke Fire Missions: If smoke is called as an artillery fire mission, it extends for five hexes from the target hex in the direction of the wind. To determine wind direction, align the below diagram with the title of the map and roll a die.



7-10: Roll again

Wind Direction Diagram

Armor or Infantry Smoke: Smoke may be created by armor or infantry during the unit's Movement Phase. Smoke created by these units covers only the hex the unit occupies. The unit creating the smoke does so at the beginning of its move, and may then move away from the hex or remain in place. Each armored vehicle and troop unit in the game may make smoke once per game.

Height of Smoke: Smoke is considered to be an obstruction one level of elevation high. For purposes of line of sight from higher elevations, smoke throws a one-hex shadow, just as town or woods hexes.

The scenario instructions will indicate if any type of smoke is available.

AIR UNITS

Helicopters and fighter/bombers are air units used according to these rules:

Arrival: If an air unit (helicopter or fighter/bomber) is included in a scenario, roll a die at the beginning of each turn. On a roll of 9-10, the air unit arrives, beginning its movement in any hex on a friendly map edge (any edge the player may safely enter or escape on). On any other roll it does not arrive (and it is possible that it will never arrive during the scenario).

A separate roll is made for each flight of aircraft each turn.

Helicopters: Helicopters are treated as vehicle units with unlimited movement factors. They can attack with either their gun attack factor or their missile attack factor each Fire Phase, and they are always eligible to take reaction fire, regardless of how far they have moved. (This means that a helicopter can fire as many as three times each turn.)

Helicopters may either fly high above the terrain or nape-of-earth. When flying high above the terrain, a helicopter can spot any unconcealed unit on the board, but the helicopter cannot see concealed units, even if they are adjacent to it. All units can spot a helicopter flying high.

When flying nape-of-earth, the helicopter is considered to be at the level of the terrain of the hex it is in, and normal line of fire and spotting rules apply as if it were a ground unit.

Helicopter counters are double-sided. The side with a screened box around the silhouette represents the helicopter when flying high; the side without the band represents it when flying nape-of-earth. A helicopter can change from flying high above the terrain to nape-of-earth flight and back, any number of times during its movement.

Transport Helicopters: Transport helicopters can carry troop units; the helicopter's carrying capacity is listed on its counter. It takes a helicopter's entire movement allowance for a turn to dismount any troops. Therefore, on any turn in which troops dismount from a transport helicopter, the helicopter must remain in the hex at nape-of-earth height for the entire turn.

Fighter/Bombers: Fighter/bombers have a ground attack and an air superiority side. Whenever a fighter/bomber is used in a game, the owning player must choose which ordnance load to use, and thus which side of the counter is used throughout the scenario.

During the Movement Phase, a fighter/bomber begins the player turn on any hex on a friendly map edge and moves along a straight hex row (flight path) from that hex until it leaves the map (and is then assumed to circle around to begin another pass).

Fighter/bombers attack during their movement. Fighter/bombers spot ground units in the same manner as do other units, except that they never see concealed units. Units in concealing terrain must already have been spotted by friendly ground units in order for fighter/bombers to attack them. All units on the board spot fighter/bombers.

Fighter/bombers may either strafe or (if they have a load of explosive munitions) bomb. Fighter/bomber counters are double-sided. One side lists the fighter/bomber's strafing attack factor and a set of air-to-air factors; the other side lists its strafing attack factor and bombing attack factors.

A fighter/bomber can make a total of three ground attack runs before it has to leave the map (one per game turn). Up to two of the runs may be strafing runs, and the remainder may be bombing runs. These attack runs may be done in any order the owning player desires.

When conducting a strafing run, a fighter/bomber strafes three adjacent hexes along its flight path. Each unit in the three hexes is attacked with the aircraft's strafing attack factor. Armored vehicles defend using their flank armor values, regardless of the angle of the attack.

When conducting a bombing run, the fighter/bomber attacks one hex along its flight path with any number of attack factors up to the maximum listed on the counter. The number of attack factors used are considered spent. For example, if an aircraft with a bombing attack factor of 4 uses one attack factor in a bombing run, it is considered to have 3 bombing attack factors remaining for future attacks.

All units in the target hex are affected by the bombing attack. Armored fighting vehicles (AFVs) are each attacked with the number of bombing factors spent; soft targets are attacked with triple the number of attack factors spent. For example, if a hex is attacked with 4 bombing factors, all AFVs would be attacked with 4 attack factors and all soft targets would be attacked with 12 attack factors.

AFVs defend with their flank armor values, regardless of the angle of the attack.

Fighter/Bombers As Targets

There are several instances in which fighter/bombers can come under fire. Collective ground fire rolls occur at the end of an aircraft's movement; all other attacks occur as reaction fire during its movement.

Collective Ground Fire: If a fighter/bomber passes within weapons range of any enemy units at any time during the turn, at the end of the turn the aircraft may be driven off by ground fire. This represents small arms and machinegun fire and is referred to as collective ground fire. A fighter/bomber subject to collective ground fire is driven off on a roll of 9 or 10; it leaves the scenario and does not return.

Only one roll for collective ground fire is allowed against each fighter/bomber per game turn. This does not affect the ability of antiaircraft weapons to fire at the aircraft.

Antiaircraft Weapons: If an antiaircraft weapon fires on a fighter/bomber, the attack factor of the weapon is considered the number of dice to be rolled in the attack. If a 7-9 is rolled on any of the dice, the aircraft is driven off. If a 10 or higher is rolled, the aircraft is destroyed. If the weapon is firing on the aircraft at extreme range, subtract one from each of the dice; if it is firing at close range, add one.

Shoulder-Fired Antiaircraft Missiles: Some scenarios specify that certain troops have shoulder-fired antiaircraft missiles (SAMs). SAMs roll one die when attacking fighter/bombers: On a roll of 7-9, the aircraft is driven off; on a roll of 10 or higher, it is destroyed.

SAMs have a missile attack value of S instead of a number. Some SAMs add to or subtract from the die when firing at aircraft. SAMs with an attack value of S- subtract one from the die; those with a value of S+ add one to the die.

ADATS: The US ADATS has a missile attack value of 15S+. This means that it has a missile attack value of 15 against ground vehicles, may also be fired as a SAM against aircraft, and adds one to the die roll when doing so.

Helicopters As Targets

Helicopters can be fired upon by a number of different types of units. If a helicopter receives a D result in an attack, it leaves the map on the next turn and does not return.

Attacks by Ground Units: Ground units can fire upon a helicopter as if it were a ground vehicle. A troop unit or vehicle firing upon a helicopter uses its printed range for gun or missile attacks, but its attack factor is always considered to be a 2.

Attacks by Antiaircraft Weapons: If an antiaircraft weapon fires upon a helicopter, it treats the target as if it were a ground vehicle, but the antiaircraft weapon's attack factors are doubled. (This means that they are full at extreme range, doubled at standard range, and quadrupled at close range.)

Attacks by SAMs: SAMs fire at helicopters as if they were fighter/bombers.

Attacks by Fighter/Bombers: Fighter/bombers can fire on helicopters, in which case they strafe the helicopters as if they were a ground unit.

Attacks by Other Helicopters: If a helicopter uses its guns in an attack against another helicopter, it attacks as if it were an antiaircraft weapon. If a helicopter uses missiles to attack another helicopter, the missile attack factor is considered to be a 2, as if the missiles were fired from a ground unit.

Fighter/Bomber Air-to-Air Combat

Each fighter/bomber has a series of air-to-air combat numbers listed on its non-bombing side. These numbers represent a fighter/bomber's ability to conduct attacks against other fighter/bombers. The first number is its attack value at extreme range, the second its attack value at standard range, and the third its attack value at close range.

The attack value number is the number of dice to be rolled when conducting air-to-air attacks against other fighter/bombers. For example, an attack value of 3 means that the aircraft rolls three dice. If a 7-9 is rolled, the target aircraft is driven off and must leave the area; if a 10 is rolled, the target aircraft is destroyed.

To conduct air-to-air attacks between fighter/bombers, set all fighter/bombers that are indicated for a scenario to the side of the map before the scenario starts. Then conduct all extreme-range attacks. A target aircraft should be indicated for each fighter/bomber that has an extreme-range attack value. Die rolls should be made, and any aircraft that are destroyed or driven off should be removed. Next, conduct all standard-range attacks, again choosing targets, rolling dice, and removing destroyed or fleeing aircraft. Finally, conduct all close-range attacks in the same manner. Any fighter/bombers that remain after the round of short-range combat are free to be used as ground attack aircraft in the scenario (assuming the player rolls the 9 or 10 needed to have the aircraft arrive).

Dumping Bombs: Prior to the extreme-range air-to-air combat step, an aircraft carrying bombs (the counter is ground attack side up) may jettison its load. If it does so, it is considered to have an air-to-air combat value of 1, but only for close-range attacks. Aircraft that do not jettison their bomb loads are attacked at +1 in air-to-air attacks (a die roll of 6 becomes a 7, for example).

DESIGNING YOUR OWN SCENARIOS

Once you have played and mastered the scenarios included in the game, you may want to go on to fight other battles. The maps and counters from **Battlefield: Europe** can be used to fight a wide variety of other modern battles. A variety of useful military histories are available on modern conflicts, and with a little bit of reading you can come up with the rough strengths and lay of the land for a number of battles. Use the maps in the game to get as close an approximation of the terrain as you can manage and then select units from the counter mix that represent the opponents.

One additional type of scenario you may want to experiment with is the hypothetical battle. This type of scenario is particularly appealing because it enables you to experiment with different approaches to raising and organizing an army. In effect you are designing your own military force, deciding its organization, leadership, troop quality, and how it will be equipped. You will then match it against your opponent's force. While it is impossible to design scenario rules which encompass the full diversity of situations possible, these rules do provide useful guidelines for laying out battles in an even-handed and interesting manner.

Sides

Both players should agree which color pieces they will use to represent their troops. Players should then decide which player will be on the defensive and which will attack. If players cannot agree, each should roll a die. High die roll picks color, and the other player picks attack or defense.

Map

Players should decide on the map or maps used. If they cannot agree, the attacker will pick the maps and their configuration. The defender will then decide which half of the map he will defend.

Scenario Size

Players need to agree whether it will be a small, medium, or large scenario. If they cannot agree, roll a die, with the high die roll deciding.

Choose Missions

Both sides choose a mission in secret and write it down. Each mission has an objective and three levels of asset points: the first is used in a small scenario, the second in a medium scenario, and the third in a large scenario.

Attacker's Missions

Seize The Objective: The attacker must seize either half of the villages or half of the hills on the defender's side of the map. The attacker must choose which of these options he will attempt prior to the start of the scenario and write them down. If there is an odd number of objectives, round the fraction up.

Asset Points: 60/120/180

Break The Front: The attacker must exit the opposite board edge with at least half of his force.

Asset Points: 60/120/180

Contain The Enemy: The main effort is to be launched elsewhere. Your task is to engage the enemy with sufficient force to occupy his attention and prevent him from shifting troops elsewhere. To do this you must inflict sufficient losses to cause a hesitation result.

Asset Points: 40/80/120

Defender's Missions

Hold: You must hold the important terrain features in your area and prevent significant enemy forces from exiting the map into your force's rear areas.

Asset Points: 30/60/90

Delay: With a minimum of forces, you must either prevent the enemy from exiting the board in strength or you must inflict sufficient losses to cause a hesitation.

Asset Points: 20/40/60

Purchase Assets

Assets are the combat tools you will use to attempt to meet your objective. Although your real-life counterpart would not have this much latitude, for the sake of variety and game interest you will be able to pick your assets, within limitations. Those limitations are the asset points provided in the mission description. All assets are purchased with these asset points.

Ground Forces: Ground forces are purchased by complete units rather than by individual vehicles. The first decision you must make is how many vehicles you will have in a platoon. You may have from three to five vehicles in a platoon, and you may have a different number in tank platoons than in mechanized infantry platoons. The number of vehicles in a mechanized infantry platoon is also the number of troop units in a mechanized infantry platoon and in an infantry platoon. You may also have a standard recon platoon organization, with a mix of vehicles and personnel, a weapons platoon, antitank platoon, and mortar platoon. Once these standard platoon sizes are set, all of your units must be purchased as complete platoons.

Each platoon may be equipped with only one variety of vehicles. A tank platoon, for example, could have Centurions or M48s or T-34s, but not one of each. Likewise, a mechanized platoon would have the same type of armored personnel carriers. Recon platoons may have several types of vehicles (for example a tank, an antitank vehicle, an armored personnel carrier, and a jeep).

The cost of a platoon is determined by adding up the costs of all its component units. The point cost of each unit type is listed on pages 60 and 61. Units specifically designated as recon troops have their point costs multiplied by 1.5.

Command: If two or more platoons are purchased, the player receives one company commander free of charge. If there are at least two tank platoons present and they are the same type, the company commander is mounted in a tank of that type. Otherwise, he is represented by a troop commander unit. He is transported in the most common armored personnel carrier present in the force, provided there are any APCs present at all. If there are no APCs present, he is carried in a jeep, provided more than one vehicle platoon has been purchased. Otherwise he is on foot.

The player receives additional company commanders if more than four platoons are purchased. Divide the number of platoons purchased by six and round to the nearest whole number (with fractions of $\frac{1}{2}$ rounding up). The result is the number of free company commanders received. The proportion of tank company, mechanized company, and infantry company commanders must match the proportion of platoons as closely as possible.

If more than one company commander is present, the player receives a battalion commander free. The battalion commander is a troop commander unit carried in an armored personnel carrier unless there are two or more tank companies present, in which case he is mounted in a tank. His tank must match one of the tank types used to equip the companies under his command.

Force Morale: Ground forces may be purchased with fair, good, or excellent morale. The difference is the point at which the units reach their hesitation point and their break point. All troops in a scenario must have the same morale level. If you intend to purchase troops as good troops, pay asset points equal to those in the "Choose Missions" section. To purchase them as fair troops, multiply your total asset point budget by 1.25. To purchase them as excellent troops multiply your total asset point budget by 0.8.

To determine the hesitation point and break point of your force, first total up the morale point total of your force. You do this by adding up the total number of ground units in your force and then adding five for every leader unit and air unit. (This makes each leader worth six—one for the piece and an additional five for being a leader—and each air unit worth five.) If your force is fair, multiply the total by 0.2 and 0.4, rounding all fractions up. When total losses reach the first number, your force hesitates; when they reach the second number your force breaks. If you have good troops, multiply by 0.3 and 0.6 to determine hesitation and break levels. If you have excellent troops multiply by 0.4 and 0.8.

Engineering Support: The following assets may be purchased:

ENGINEERING SUPPORT COSTS

<i>Asset</i>	<i>Cost</i>
Vehicle-launched bridge	5 pts
Mine roller*	2 pts
Engineer-laid minefield	1 pt
Concealed engineer-laid minefield	3 pts
Entrenchment	2 pts
Antitank ditch	3 pts

*Mounted on one of the tanks in a unit already purchased.

Artillery Support: Artillery is not purchased as individual vehicles, but as complete firing batteries located off of the map. One off-map battery in support costs five asset points plus the cost shown on page 61 for the specific weapon system used. Each additional battery costs only the cost of the weapon system.

If any batteries are in support, the player receives a forward observer and a vehicle to carry him. The forward observer and his vehicle are free. If one or more tanks or mechanized units are present, the forward observer is mounted in an armored personnel carrier; otherwise, he is mounted in a jeep. Additional forward observers, or specialized forward observer vehicles, must be purchased.

Artillery fire costs the following per salvo:

ARTILLERY FIRE COSTS

<i>Type</i>	<i>Light</i>	<i>Field</i>	<i>Medium</i>	<i>Heavy</i>
HE	$\frac{1}{3}$	$\frac{1}{2}$	1	2
Smoke	2	2	2	2
ICMDP	NA	2	3	4
FASCAM	NA	NA	5	5

Mortars: On-map mortars do not incur the initial cost of five asset points. Instead, each mortar costs the points listed by the vehicle.

Aircraft: Each player may buy as many aircraft as he wishes. Once purchased, they obey normal rules for arrival and departure.

Victory

In most cases the results are fairly clear-cut. One side will achieve its objective and the other side will not. However, in a few combinations of missions it is possible for both sides to achieve their objective. In this case the player who left the highest proportion of his asset points unspent is the winner.

CAMPAIGN RULES

After you have had some experience in designing individual scenarios, you may want to try your hand at an entire war campaign. To do so, you will need rules to adjudicate what happens between battles. For the purposes of the campaign rules that follow, rules that cover the course of an individual battle are considered to be tactical rules, maps on which an individual battle is fought are considered to be tactical maps, rules that cover events between battles are considered to be strategic rules, and combined maps that consist of all tactical maps and their relationships to one another are considered to be campaign maps (sometimes called strategic maps).

The Campaign Map: To begin a campaign, a stage will have to be set upon which the campaign can be fought. This stage is the campaign map.

The campaign map is a strategic-level representation of the location of various battlefields in relation to one another. Each box on the campaign map represents one battlefield—one tactical map. Each tactical map box indicates which maps are used to create the battlefield and how they are oriented to one another, just as the map section of each scenario in the scenario book does.

A sample campaign map is shown to the right.

Strategic Turns: The lines between the boxes on the strategic map indicate which battlefields can be reached from which. Each battlefield is considered to be one strategic turn away from the other battlefields it connects with. A strategic turn is eight hours long. One day on the strategic map consists of one morning strategic turn, one afternoon turn, and one night turn.

Strategic Movement: Mechanized forces (forces with no infantry to move on foot) move a maximum distance of three boxes on the strategic map every strategic turn. Infantry forces on foot march one box per strategic turn, but they can never march two strategic turns in a row.

Each strategic turn can therefore be divided into three phases: (1) first mechanized movement phase, (2) second mechanized movement phase, and (3) infantry movement and third mechanized movement phase. (Each strategic turn is equivalent to 60 tactical turns, making each phase equivalent to 20 tactical turns; therefore, phase one represents tactical turns 1-20,

phase two represents tactical turns 21-40, and phase three represents tactical turns 41-60.)

Units cannot exit a box that contains enemy forces during strategic movement. (They can exit such boxes during a tactical battle if they break through the opposing forces.)

Tactical Battles: At the end of each phase of movement, once all moves have been made for that phase, combat occurs in boxes that contain opposing forces. The force that has had the most recent arrivals to the box is considered the attacker; the other force is the defender. (If both sides have had equally recent arrivals, roll a die to determine who is the attacker.)

The tactical map for that box is set up and forces are deployed. The attacker has the initiative, and the defender sets up first.

Combat continues until either one side's forces leave the board or 20 tactical turns have passed. At the end of 20 turns, another phase of strategic movement is conducted, possibly bringing reinforcements onto the board.

Strategic Air Movement: Aircraft are assigned to air bases located on some of the tactical maps. Each air base will have a listing of the particular number and types of aircraft stationed there. Aircraft fly missions from the base they are assigned to and in most cases will return to that base as well.

Helicopters can fly a maximum of six boxes per strategic turn to conduct a mission and another six boxes to return to a base. Helicopters can fly a maximum of 12 boxes to transfer from base to base.

Fighter/bombers carrying a load of bombs can travel a maximum of 10 boxes to conduct an attack. They can fly a maximum of 20 boxes to transfer from base to base.

Fighter/bombers not loaded with bombs can travel a maximum of 12 boxes to conduct an attack and can travel a maximum of 24 boxes to transfer from base to base.

Air Routes: Some boxes on the campaign map are not connected by ground routes but *are* connected by air routes. Air routes are indicated by a dotted line. Air travel distance can be calculated using both ground routes and air routes.

Multiple Air Missions: An aircraft can conduct one attack mission at the listed range or two attack missions at half the listed range. The first mission occurs on tactical turn 20 of the battle the aircraft is assigned to, and the second attack (if any) occurs on turn 40.

Tactical Victory

The side that wins control of a box on the strategic map gains back 12 of its destroyed troop counters and may repair all of its vehicles that received damaged results in that battle. Repaired vehicles are returned, undamaged, to the box in which they were damaged at the end of the next strategic turn. The other side involved in the battle gains back 14 of its destroyed troop counters. It does not gain back any of its damaged vehicles.

Building Forces

At the beginning of the campaign, each player gets a number of points to spend equivalent to 50 points times the number of boxes on the entire campaign map. With these points, the player can purchase forces as detailed in *Designing Your Own Scenarios* on 28-29.

Air Bases: Each air base costs 15 points plus 10 points for each aircraft it is equipped to handle. For example, a base equipped to handle 10 aircraft would cost 115 points.

The individual aircraft are purchased as under *Designing Your Own Scenarios*.

Deployment: Each player can deploy the forces he purchases in any box or boxes behind his country's border on the campaign map.

New Units

At the beginning of each morning campaign turn, each player gains 10% of his original build points to spend on new forces. Units that have been destroyed may be purchased again at the normal costs. Totally new types of units cost double the normal costs.

New units that are purchased in this way begin the campaign turn in the box that contains the player's capital.

Strategic Victory

The first player to capture his opponent's capital box wins.