Phase 1: Information Collection

Info Collection BLUE	Movement of Info Collection Assets to NAIs
	IMINT
	Gray Eagle assigned an NAI(s)
	Declare Air Corridor and altitude
	If planned conduct EW against known ADA systems
	Does Gray Eagle go through enemy ADA foot print? Yes, do ADA Engagement. No move to NAI.
	Roll D10 for each IMINT asset
	Assess results from Collection Tables
	Roll D10 for each SIGINT asset
	Determine Size HQs located
	Did a Red Unit move through a NAI covered by a UGS UGS detects Wheel or Track movement
	Fill out Information Collection Report. Give a copy of the report to the Blue Cell.
Info Collection RED	Movement of Info Collection Assets to NAIs
	IMINT
	UAS assigned an NAI(s)
	Declare Air Corridor and altitude
	If planned conduct EW against known ADA systems
	Does UAS go through enemy ADA foot print? Yes, do ADA Engagement. No move to NAI.
	Roll D10 for each IMINT asset
	Assess results from Collection Tables
	Roll D10 for each SIGINT asset
	Determine Size HQs located
	Did a Blue Unit move through a NAI covered by a UGS UGS detects Wheel or Track movement
	Fill out Information Collection Report. Give a copy of the report to the Red Cell.

EW

0	Jam Radar
1	
2	
3	
4	
5	
6	No Effects
7	
8	
9	

Die	ADA UNIT (UAS)
0	UAS Destroyed
1	UAS Destroyed
2	UAS Destroyed
3	UAS Destroyed
4	UAS Destroyed
5	UAS Destroyed
6	NE
7	NE
8	NE
9	NE

IMINT		SIGINT	
0	100%	0	All HQ
1		1	
2	75%	2	DIV HQ
3		3	
4	50%	4	BDE HQ
5		5	
6	25%	6	BN HQ
7		7	
8	0%	8	None
9		9	

White — Active NAI/TAI

Orange — Suppressed by EW

Brown — Unmanned Ground Sensors

Rules Reference: pp 15 – 19, Information Collection Phase
Need: IC Matrix from both sides

National assets are on station for one (1) turn and the information from the National asset is no longer valid after the National Asset leaves the AO.

JSTARS and U2 (or their equivalents) are on station for two (2) turns, after two (2) turns the asset departs the AO. The information gathered is no longer valid once the asset departs the AO.

Phase 2a: Deep Area – Non-Lethal Effects

Non-Lethal BLUE	**DECLARE NON-LETHAL**
	EW - Air
	Roll D10 to determine the effectiveness of the EW engagement.
	Cyber
	Roll D10 to determine the effectiveness of the Cyber Attack.
Non-Lethal RED	**DECLARE NON-LETHAL**
	EW - Air
	Roll D10 to determine the effectiveness of the EW engagement.
	Cyber
	Roll D10 to determine the effectiveness of the Cyber Attack.

EW		Cyber	
0	Jam Radar	0	Suppress HQ
1		1	
2		2	
3		3	
4		4	
5		5	
6	No Effects	6	No Effects
7		7	
8		8	
9		9	

Effect	Maneuver	FA/ADA	ADA
EW	CP = -1/3	No Counter Fire	No ADA Fire
Cyber	CP = -1/3	Only 2 fire missions	Only 1 engagement
Multiple Suppression	Can't move **CP= -1/2**	Can't move or fire	Can't move or fire

Purple — Suppressed by Cyber

Orange — Suppressed by EW

Rules Reference: pp 19 – 20, Deep Area Phase, Non-Lethal

Need: Higher ATO and Attack Guidance Matrix (AGM) from both sides

Phase 2b: Deep Area – Lethal Fires

BLUE

Fires
Movement of Fires - account for terrain
Execute Fire missions
Roll D10
Determine results from the Artillery Table in the Deep Area Results Tables
Red Counter Fire Radar
Roll D10 to determine if Blue Fires are detected
Roll 0 to 6 Blue Fires Detected, Roll 7 to 9 Blue Fires not detec
Red Counter Fire yes or no?
Yes, Roll D10
Determine results from the Artillery Table in the Deep Area Results Table
Blue Counter Fire Radar
Roll D10 to determine if Red Fires are detected
Roll 0 to 6 Red Fires Detected, Roll 7 to 9 Red Fires not detect
Blue Counter Fire yes or no?
Yes, Roll D10
Determine results from the Artillery Table in the Deep Area Results Table
After every Blue fire mission there could be a Red counter fire missic

RED

Fires
Movement of Fires - account for terrain
Execute Fire missions
Roll D10
Determine results from the Artillery Table in the Deep Area Results Tables
Blue Counter fire Radar - Red fire detected yes or no
Blue Counter Fire Radar
Roll D10 to determine if Red Fires are detected
Roll 0 to 6 Red Fires Detected, Roll 7 to 9 Red Fires not detect
Yes, Roll D10
Determine results from the Artillery Table in the Deep Area Results Table
Red Counter Fire Radar
Roll D10 to determine if Blue Fires are detected
Roll 0 to 6 Blue Fires Detected, Roll 7 to 9 Blue Fires not detec
Red Counter Fire yes or no?
Yes, Roll D10
Determine results from the Artillery Table in the Deep Area Results Tables
After every Red fire mission there could be a Blue counter fire missic

Artillery Table

Die Roll	Arty (1/2 Bn)	Arty (Full Bn)
0	1 PL	2 PL
1	1 PL	1 PL
2	1 PL	1 PL
3	SUP-1	1 PL
4	SUP-1	SUP-1
5	SUP-1	SUP-1
6	SUP-1	SUP-1
7	NE	SUP-1
8	NE	NE
9	NE	NE

Artillery Definitions

2 PL - Target loses 2 Combat Power points
1 PL - Target loses 1 Combat Power point
SUP-1 - Target is suppressed AND loses 1 Combat Power point
NE - No Effect

Green/Amber fires units=Full Bn, Red fires units = ½ Bn

Counter Fire Radar

0,1,2,3,4,5,6	**Radar is ON**
7,8,9	**Radar is OFF**

Yellow — Suppressed by Fire

Purple — Suppressed by Cyber

Orange — Suppressed by EW

Effect	Maneuver	FA/ADA	ADA
Fire	CP = -1/2 If 2CP=2CP	No firing if ≥ 50% survivability move	No firing if ≥ 50% survivability move
On Offense	May move 1 HEX if ≥ 50%		
On Defense	Stay, CP = -1/2 May move 1 HEX if ≥ 50%		
EW	CP = -1/3	No Counter Fire	No ADA Fire
Cyber	CP = -1/3	Only 2 fire missions	Only 1 engagement
Multiple Suppression	Can't move **CP= -1/2**	Can't move or fire	Can't move or fire

If unit no move, Fire 4 times, if unit move, Fire 2 times

Rules Reference: pp 20 – 23, Deep Area Phase, Lethal

Need: High Payoff Target List (HPTL) and Attack Guidance Matrix (AGM) from both sides

Phase 2c: Deep Area – Fixed Wing

BLUE

Air -FW - Combat
Declare Air Corridor, Altitude, number of sorties and target.
Determine if DCA is available by checking Red ATO **Is there DCA? Yes - next line. No move to EW** **DCA Roll D10** **Assess DCA engagements in the DCA Table in the Deep Area Results Tables**
Conduct CAS/AI EW
Roll D10 to determine the effectiveness of the EW engagement. (Use Non-lethal EW)
Is Red ADA able to engage?Yes move to ADA Engagement. No go to CAS/AI Engagement **ADA Engagement - Roll D10** **Assess ADA engagements in the ADA Table in the Deep Area Results Tables**
Conduct CAS/AI Engagement. Assess CAS/AI engagements based on the number of sorties left. (1-2 sorties = 1 CPP lost, 3-4 sorties = 2 CPP lost and 5-6 sorties = 3 CPP lost)

RED

Air -FW
Declare Air Corridor, Altitude, number of sorties and target.
Determine if DCA is availableby checking the Coalition ATO **Is there DCA? Yes - next line. No move to EW** **DCA Roll D10** **Assess DCA engagements in the DCA Table in the Deep Area Results Tables**
Conduct CAS/AI EW
Roll D10 to determine the effectiveness of the EW engagement. (Use Non-lethal EW)
Is BLUE ADA able to engage?Yes move to ADA Engagement. No go to CAS/AI Engagement **ADA Engagement - Roll D10** **Assess ADA engagements in the ADA Table in the Deep Area Results Tables**
Conduct CAS/AI Engagement. Assess CAS/AI engagements based on the number of sorties left. (1-2 sorties = 1 CPP lost, 3-4 sorties = 2 CPP lost and 5-6 sorties = 3 CPP lost)

DCA Table

Die	DCA
0	FE
1	FE
2	3 Sorties Lost
3	2 Sorties Lost
4	2 Sorties Lost
5	1 Sortie Lost
6	1 Sortie Lost
7	1 Sortie Lost
8	NE
9	NE

Attack Helicopter Definitions
FE – DCA fully effective, no enemy aircraft reach the target
NE – No effects

ADA Table

Die	Helicopters	Fixed Wing)	UAS
0	2 PLW	3 Sorties Lost	UAS Destroyed
1	2 PLW	2 Sorties Lost	UAS Destroyed
2	1 PLW	2 Sorties Lost	UAS Destroyed
3	1 PLW	1 Sortie Lost	UAS Destroyed
4	1 PL	1 SortieLost	UAS Destroyed
5	1 PL	1 Sortie Lost	UAS Destroyed
6	NE	1 Sortie Lost	NE
7	NE	NE	NE
8	NE	NE	NE
9	NE	NE	NE

MANPAD Definitions
1 PL – Air asset losses 1 combat power point
1 PLW – Air asset losses 1 combat power point and withdraws
2 PLW - Air asset losses 2 combat power point and withdraws
NE – No effects

ADA Unit Definitions
NE – No effects

EW	
0	Jam Radar
1	
2	
3	
4	
5	
6	No Effects
7	
8	
9	

Orange — Suppressed by EW

Yellow — Suppressed by Fire

Sorties	BN Loss
5, 6	3PL
3, 4	2PL
1, 2	1PL

Effect	Maneuver	FA/ADA	ADA
Cyber	CP = -1/3	No Counter Fire	No ADA Fire
EW	CP = -1/3	Only 2 fire missions	Only 1 engagement
Multiple Suppression	Can't move **CP= -1/2**	Can't move or fire	Can't move or fire

Rules Reference: pp 23 – 24, Deep Area Phase, Fixed Wing
Need: High Payoff Target List (HPTL), Attack Guidance Matrix (AGM), and ATO from both sides

Phase 2d: Deep Area – Rotary Wing

Rotary Wing BLUE	**Air - RW**
	Movement of RW - Declare air corrdor and altitude
	Is there Red ADA and can it engage? Yes next line. No, Continue RW mission
	ADA Engagement - Roll D10
	Assess ADA engagements in the ADA Table in the Deep Area Results Tables
	Continue RW mission if the results do not call for a withdrawal
	Conduct RW Engagement
	Roll D10
	Assess RW engagements in the Attack Helicopters Deep Table in the Deep Area Results Tables
Rotary Wing RED	**Air - RW - Combat**
	Movement of RW - Declare air corrdor and altitude
	Is there BLUE ADA and can it engage? Yes next line. No, Continue RW mission
	ADA Engagement - Roll D10
	Assess ADA engagements in the ADA Table in the Deep Area Results Tables
	Continue RW mission if the results do not call for a withdrawal
	Conduct RW Engagement
	Roll D10
	Assess RW engagements in the Attack Helicopters Deep Table in the Deep Area Results Tables

ADA Table

Die	Helicopters	Fixed Wing)	UAS
0	2 PLW	3 Sorties Lost	UAS Destroyed
1	2 PLW	2 Sorties Lost	UAS Destroyed
2	1 PLW	2 Sorties Lost	UAS Destroyed
3	1 PLW	1 Sortie Lost	UAS Destroyed
4	1 PL	1 SortieLost	UAS Destroyed
5	1 PL	1 Sortie Lost	UAS Destroyed
6	NE	1 Sortie Lost	NE
7	NE	NE	NE
8	NE	NE	NE
9	NE	NE	NE

MANPAD Definitions
1 PL – Air asset losses 1 combat power point
1 PLW – Air asset losses 1 combat power point and withdraws
2 PLW - Air asset losses 2 combat power point and withdraws
NE – No effects

ADA Unit Definitions
NE – No effects

Attack Helicopters Deep Table

Die	RW (Deep)
0	2 PL
1	2 PL
2	2 PL
3	1 PL
4	1 PL
5	1 PL
6	SUP-1
7	SUP-1
8	NE
9	NE

Attack Helicopter Definitions
2 PL – Target losses 2 combat power points
1 PL – Target losses 1 combat power point
SUP – 1 – Target is suppressed and losses 1 combat power point
NE – No effects

EW	
0	Jam Radar
1	
2	
3	
4	
5	
6	No Effects
7	
8	
9	

Orange — Suppressed by EW

Yellow — Suppressed by Fire

Effect	Maneuver	FA/ADA	ADA
Cyber	CP = -1/3	No Counter Fire	No ADA Fire
EW	CP = -1/3	Only 2 fire missions	Only 1 engagement
Multiple Suppression	Can't move **CP= -1/2**	Can't move or fire	Can't move or fire

Rules Reference: pp 24-25, Deep Area Phase, Rotary Wing

Phase 3: Close Area

CLOSE AREA (BLUE)	Movement of BCTs - determine terrain effects
	Check if a Blue Unit moved through a NAI
	Is NAI active? Yes, next line. No, go to CAS line
	Determine the type of collection asset covering the NAI
	Roll D10
	Use appropriate Information Collection Table
	Fill out Information Collection Report. Give a copy of the report to the Red Cell.
	Check ADA (if Attack Helicopters are part of the Close Area
	Is there CAS? Yes use CAS/AI Rules (ADD CAS CPP to total Blue C
	Declare Combat - once in the ZOC
	Compute combat power points for both sides
	Determine the ratio
	Roll D10
	Use D10 results and ratio in the CRT to determine the results of the engagement
	Withdraw or Advance
CLOSE AREA (RED)	Movement of BTGs - determine terrain effects
	Check if a Red Unit moved through a NAI
	Is NAI active? Yes, go to next line. No, go to CAS line.
	Determine the type of collection asset covering the NAI
	Roll D10
	Use appropriate Information Collection Table
	Fill out Information Collection Report. Give a copy of the report to the Blue Cell.
	Check ADA (if Attack Helicopters are part of the Close Area
	Is there CAS? Yes use CAS/AI Rules (ADD CAS CPP to total Red C
	Declare Combat - once in the ZOC
	Compute combat power points for both sides
	Determine the ratio
	Roll D10
	Use D10 results and ratio in the CRT to determine the results of the engagement
	Withdraw or Advance

Mechanized/Motorized road move = 30kph
9 move points/turn, ignore terrain cost

Mechanized/Motorized tactical move = 10kph
3 move points/turn, pay cost per hex (1, 2, or 3)

Dismounted tactical move = 10k/6 hours
1 hex per two turns

Rules Reference: pp 25 – 27, Close Area Phase
Need Execution Matrix, DSM, DST both sides

IMINT		SIGINT	
0	100%	0	All HQ
1		1	
2	75%	2	DIV HQ
3		3	
4	50%	4	BDE HQ
5		5	
6	25%	6	BN HQ
7		7	
8	0%	8	None
9		9	

White — Active NAI/TAI

Brown — Unmanned Ground Sensors

ADA Table

Die	Helicopters	Fixed Wing)	UAS
0	2 PLW	3 Sorties Lost	UAS Destroyed
1	2 PLW	2 Sorties Lost	UAS Destroyed
2	1 PLW	2 Sorties Lost	UAS Destroyed
3	1 PLW	1 Sortie Lost	UAS Destroyed
4	1 PL	1 SortieLost	UAS Destroyed
5	1 PL	1 Sortie Lost	UAS Destroyed
6	NE	1 Sortie Lost	NE
7	NE	NE	NE
8	NE	NE	NE
9	NE	NE	NE

MANPAD Definitions
1 PL – Air asset losses 1 combat power point
1 PLW – Air asset losses 1 combat power point and withdraws
2 PLW - Air asset losses 2 combat power point and withdraws
NE – No effects

ADA Unit Definitions
NE – No effects

Combat Results Table -Adjusted

Die/ Combat Ratio	1:2	1:1	1.5:1	2:1	2.5:1	3:1	4:1	5:1	6:1
0	B-PL	B-PL	D-2PL, A-PL	D-2PL, A-PL	D-2PL, A-PL	D-3PL, A-PL	DE	DE	DE
1	B-PL	B-PL	D-2PL, A-PL	D-2PL, A-PL	D-2PL, A-PL	D-2PL, A-PL	D-3PL, A-PL	DE	DE
2	B-PL	B-PL	B-PL	D-2PL, A-2PL	D-2PL, A-PL	D-2PL, A-2PL	D-2PL, A-PL	D-3PL, A-PL	DE
3	D-PL,A-2PL	B-PL	B-PL	B-PL	D-2PL, A-2PL	B-PL	D-2PL, A-PL	D-3PL, A-PL	D3-PL, A-PL
4	D-PL,A-2PL	D-PL,A-2PL	B-PL	B-PL	B-PL	B-PL	D-2PL, A-PL	D-2PL, A-PL	D-3PL, A-PL
5	D-PL,A-3PL	D-PL,A-2PL	B-PL	B-PL	B-PL	B-PL	B-PL	D-2PL, A-PL	D-2PL, A-PL
6	D-PL,A-3PL	D-PL,A-3PL	D-PL,A-2PL	D-PL,A-2PL	B-PL	B-PL	B-PL	B-PL	D-2PL, A-PL
7	AE	D-PL,A-3PL	D-PL,A-2PL	D-PL,A-2PL	D-PL,A-2PL	D-2PL,A-2PL	B-PL	B-PL	B-PL
8	AE	AE	D-PL,A-3PL	D-PL,A-2PL	D-PL,A-2PL	D-PL,A-2PL	D-2PL, A-2PL	B-PL	B-PL
9	AE	AE	AE	D-PL,A-3PL	D-PL,A-3PL	D-PL,A-3PL	D-PL,A-2PL	B-PL	B-PL

Steps of Adjudication
1. Reduce Combat Power points if unit is suppressed
2. Add up the attacker's combat power points and the defender's combat power points
3. Develop the ratio between the attacker and the defender
4. Always round down (Attacker 15, Defender 4 is 3 to 1)
5. Any ratio higher than 6 to 1 use 6 to 1, lower than 1 to 2, use 1 to 2
6. Roll D10, Consult CRT with results, Adjudicate
7. Player decides to withdraw or stay in place

Definitions
DE- Defender eliminated
D-3PL – Defender loses 3 combat power points
D-2PL – Defender loses 2 combat power points
D-PL – Defender loses 1 combat power point
B-PL – Both sides lose 1 combat power point
A-PL – Attacker loses 1 combat power point
A-2PL – Attacker loses 2 combat power points
A – 3PL – Attacker loses 3 combat power points
AE- Attacker Eliminated

EACH CAS Sortie = +2 Combat Power Points

Defender in Deliberate Defense — Dark Green = 1 column shift to left

Attacker conducting opposed river crossing = 2 column shifts to left

Attacker in Deliberate Offense = 1 column shift to right

Attacker in Deliberate Offense vs. Defender in Deliberate Defense = no column shift

Phase 4: Rear Area

Rear Area (RED in BLUE's Rear Area)	Movement of SPF/Militia/ By Passes Units - determine terrain
	Information Collection - use prior Information Collection rules
	Declare Attack on infrastructure or Units
	If infrastrucuture Roll D10, if Units go to next line
	Compute combat power points for both sides
	Determine the ratio
	Roll D10
	Use D10 results and ratio in the CRT to determine the results of the engagement
	Withdraw or Advance
Rear Area (BLUE's Action))	Movement of elements of the BCT - determine terrain effects
	Information Collection - use prior Information Collection rules
	Declare Combat
	Compute combat power points for both sides
	Determine the ratio
	Roll D10
	Use D10 results and ratio in the CRT to determine the results of the engagement
	Withdraw or Advance

IMINT

0	100%
1	
2	75%
3	
4	50%
5	
6	25%
7	
8	0%
9	

SPF Attack

0,1,2,3,4	Infrastructure Destroyed
5,6,7,8,9	Attack Failed

Black ■ Destroyed Infrastructure

Rules Reference: pp 27 – 28, Rear Area Phase
Need Execution Matrix/DSM/DST both sides

Phase 5: Support Area and Sustainment

Location in the Area of	EVENT
Support Area/Sustainment (BLUE)	Calculate Losses by consulting the Loss Tables
	Determine if there are RTD Forces - Validated by Faculty
	Blue staff tracks commodities used by the Bdes as determined by the LOGSTAT report issued by the White Cell. (Every 12-hours the White Cell will issue a LOGSTAT for each Bde.)
	Determine which commodities are on the resupply mission. (The White Cell will update their tracking board based on the amount of commodities used and resupplied.)
(BLUE)	Execute Resupply missions (DSA/FLE to BSB/ or MRL BN)
	Potential Engagement with SPF/Insurgents on the MSR/ASR. Use rules for the Rear Area to assess the effects of the SPF/Insurgent
	Move DSA if necessary - determine terrain effects
Support Area/Sustainment (RED)	Calculate Losses by consulting the Loss Tables
	Determine if there RTD Forces - Validated by Faculty
	Execute Resupply missions (DSAto BSB/ or MRL BN)
	rules for the Close Area to assess the effects of the SPF/Insurgent attacks
	Move DSA if necessary - determine terrain effects

20% of the WIAs will be returned to duty after eight turns (24 hours).
Mobility kills will require 12 turns to be FMC.
Maintenance losses will require eight (8) turns to be FMC.

Every twelve hours (4 game turns) the division staff will receive a LOGSTAT from the White Cell for each brigade assigned to the division.

Rules Reference: pp 28 – 32, Support Area and Sustainment Phase
Annex E Combat Loss Tables
Annex F LOGSTAT Charts
Need Sustainment Plan both sides

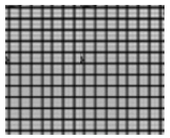
Suppression and Cubes reference

Yellow	Suppressed by Fire
Purple	Suppressed by Cyber
Orange	Suppressed by EW
Dark Green	Deliberate Defense
White	Active NAI/TAI
Brown	Unmanned Ground Sensors
Black	Destroyed Infrastructure
Blue	Unassigned (Can denote Blue FW sorties)
Red	Unassigned (Can denote Red FW sorties)
Light Green	Unassigned

Effect	Maneuver	FA/ADA	ADA
Fire	CP = -1/2 If 2CP=2CP	No firing if ≥ 50% survivability move	No firing if ≥ 50% survivability move
On Offense	May move 1 HEX if ≥ 50%		
On Defense	Stay, CP = -1/2 May move 1 HEX if ≥ 50%		
EW	CP = -1/3	No Counter Fire	No ADA Fire
Cyber	CP = -1/3	Only 2 fire missions	Only 1 engagement
Multiple Suppression	Can't move **CP= -1/2**	Can't move or fire	Can't move or fire

Rules Reference: pp 12 – 13, Suppressions

Movement reference



(1) A unit moving through a small built up area (population 50,000 or less) will have its movement reduced by one hexagon.

(2) A unit moving through a medium built up area (population between 50,001 and 100,000) will have its movement reduced by two hexagons.

(3) A unit moving through a large built up area (population greater than 100,000) will have its movement reduced

(1) Rivers. Rivers maybe present in a hexagon. Assume the presence of a bridge where a road crosses rivers or marshes. Upon coming to a river with or without a bridge, the unit will stop all movement. A unit can only cross a river on a bridge. A brigade size element will take two turns (6 hours) to cross a river on a known bridge. It will take a brigade size element four turns (12 hours) to cross a river if a bridge does not exist and the brigade size element has **deliberate wet gap crossing** capabilities. **Taking four turns to cross the river replicates the complexity of a river crossing.** A bridge without a weight restriction means the bridge can handle any weight.

(2) Swamp/Marsh. A unit's movement stops immediately upon entering a swamp/marsh. A unit can still move through a swamp if there is a road that runs through the swamp; however, this will reduce the unit's movement points by **two**. If the swamp/marsh does not have a road running through it then a unit will stop. On the next turn, the unit may move on a route around the swamp/marsh.

Rules Reference: pp 10 – 11, Suppressions